



Helmut 4 - HHK

User Guide

Software documentation
Copyright © 2021 by MoovIT GmbH

- 1. HHK - Housekeeper3**
 - 1.1. Helmut4 - Connect Client.....3**
 - 1.2. Login.....4**
- 2. Side Menu.....5**
 - 2.1. Hover Icon.....5**
 - 2.2. Custom User Action Button (FX/IO/CO/HK)5**
 - 2.3. Log Out Button (FX/IO/CO/HK)5**
 - 2.4. Dashboard6**
 - 2.5. Projects Menu6**

1. HHK - Housekeeper

Helmut Housekeeper completes the Helmut product range and allows the user to archive, delete, create backup or consolidate projects in a controlled manner. Both manually and via timed tasks. Here the information of the Cosmo database is available and can be used to process assets across projects. As with all other products in the Helmut product line, it is possible to control the processing of the assets via the Streams Engine. Not only is it possible to selectively process assets based on their attributes (codec, extension, size, etc.), but also based on their affiliation to projects and sequences. A distinction is made between all assets in the project, assets that belong only to the selected project, assets that were blended in one or more sequences.

1.1. Helmut4 - Connect Client

Helmut4 connects to the server via an application on the workstation. This application has only the possibility of being executed or closed again and does not provide any further functions. It has no graphical interface and appears as a Menu Bar icon on Mac and a Task Bar icon on Window

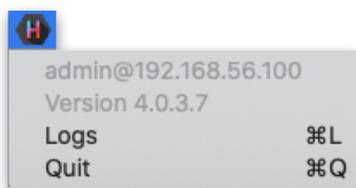


Figure 1.1 Client Application Menu Bar Icon MAC

The Connect Client handles the communication with the server. The connector in turn is addressed by the Web UI. As soon as a user logs on to the web interface, the client connector connects to the server and shows the username and the server the user is logged into. This leads to a license being counted. The status "Connected" is attached to the Streams trigger: *Connected*

If a user logs on to the web interface without the client connector running, it is not possible to access projects. To ensure that an administrator can configure the system via the web interface, all menu items required for the administrator are displayed, even without a connection via the connector. No license is used here.

Clicking logs or command L (MAC) opens the location of the client's log files.

Via the web interface the Connect Client for Windows and MAC can be downloaded. The installer includes the Connect Client, as well as the Premiere Pro and After Effects panel extension. Both will be installed automatically. After successful installation the panel can be opened via Windows -> Extension -> Helmut within Premiere Pro and After Effects.

In addition to the Helmut4 panel for Premiere and After Effects, 2 hidden panels are also installed. One for Premiere and one for AME. Both start automatically and enable communication between streams and the respective applications.

1.2. Login

Figure 2.1.1 shows the login page, which can be reached via the IP address of the server via any browser. For this, the address must be entered in the browser search field.

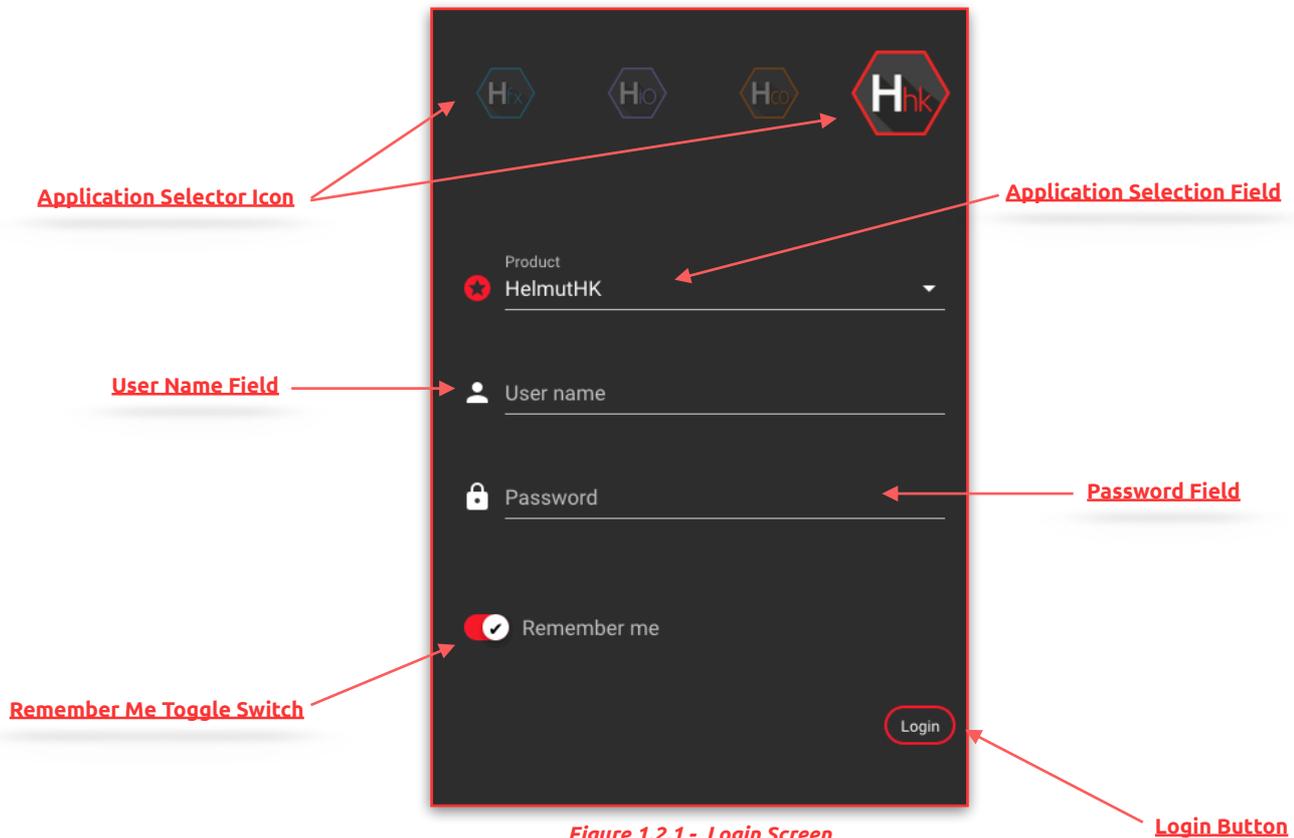


Figure 1.2.1 - Login Screen

- **Application Selector Icon:** By selecting an icon you can decide in which application you want to log in. Depending on the existing core license (s) the icons will be displayed or not.
- **Application Selection Field:** Selecting a product lets you decide which application to sign up for. Depending on the existing core licenses, products may or may not be listed.
- **User Name Field:** Input field for the user name. Displayname and Username can be used.
- **Password Field:** Input field for the user's password.
- **Remember Me Toggle Switch:** If the toggle switch is set to true, the credentials entered are saved.
- **Login Button:** Executes the login process with the selected and entered values.

2. Side Menu

After a successful login as an administrator the complete side menu view will be loaded. This contains the following menu items: Some menu items correspond exactly to the menu items from HelmutFX.

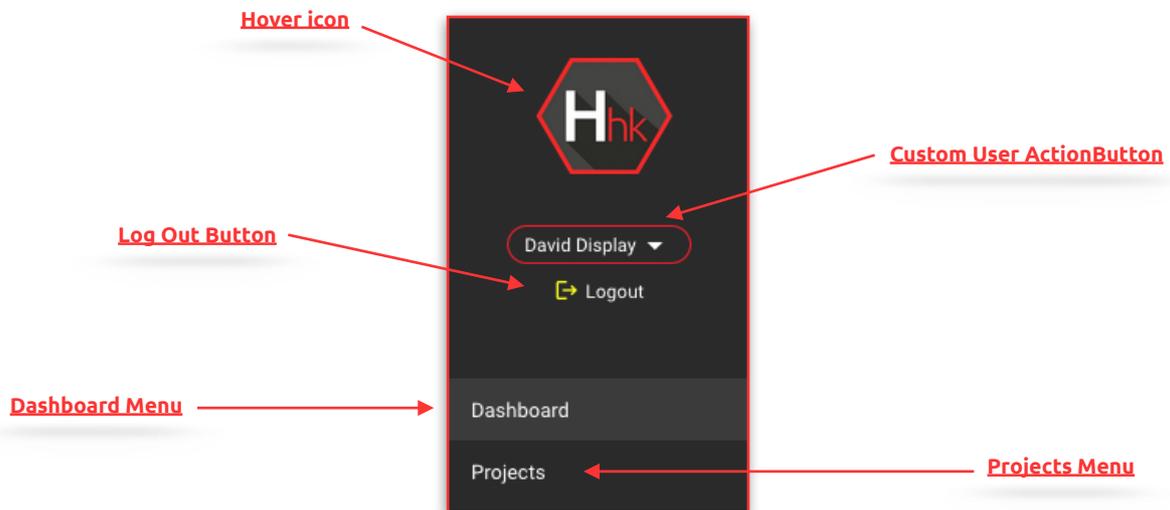


Figure 2.1 Side menu

2.1. Hover Icon

If the mouse pointer is moved over the product icon, the product icons of the other applications of Helmut4 appear. This depends on the respective user settings and the acquired licenses. Click on one of the appearing icons to change to the respective application.

2.2. Custom User Action Button (FX/IO/CO/HK)

If a custom user stream has been created under menu item 2.9 "Streams menu", the entry can be reached via this button and the stream can be executed. Custom user actions are visible to all users. To learn how to create a custom user action button, see chapter 2.9

2.3. Log Out Button (FX/IO/CO/HK)

The user can log out via this button. The logout process closes the connection to the server, the client connector and redirects to the log in page.

2.4. Dashboard

After successful login, the dashboard view is loaded. All jobs that the logged in user has initiated are displayed here. The subdivision is done in import, auto import, export, watch folder, web import, web export and API (external) driven operations, as well as source product types (Premiere Pro, After Effects, HIO, HCO, HHK). The list view can be filtered by source, type and Progress, render node, creator and date, by clicking on the corresponding icon. The list shows 25 entries per page.

For detailed information see: *HelmutIO - Admin Guide.pdf*

2.5. Projects Menu

After a successful login the project management view will be loaded. Here, all projects that are assigned to the logged-in user via his group affiliation are listed in a table. The main page is an exact replica of the Project Tab from HelmutFX.

For more information see: *HelmutFX - User Guide.pdf*

In contrast to HelmutFX, a click on the project name does not open the corresponding NLE. In addition, the function of the action button is different. The functions shown under the action button are only housekeeper functions and only appear as soon as a corresponding stream has been created and configured for the respective stream trigger in HK. See figure 2.5.1

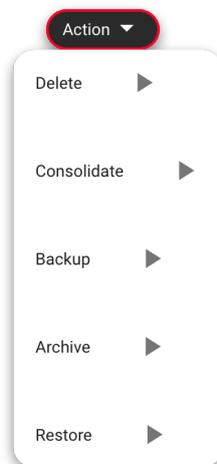


Figure 2.5.1 Action Button