



# Helmut 4

## Tech Specs

Software Documentation  
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## 1. Tech Specs

### 1.1. Helmut Server

- A Linux machine with either Ubuntu 18 or 20
- 8+ Cores, 16+GB Memory and 200GB Storage.
- The Helmut4 server needs access to the repository server repo.moovit24.de:443 (during updates)
- The Helmut4 server needs access to the distribution repository servers, the python repository servers (during installation)
- Helmut4 needs root access.
- Helmut4 needs a shared storage to run properly

### 1.2. HelmutIO Renderserver

- A server with either Mac or Windows
- Intel XEON E5-1650 (or similar)
- 64GB Ram
- 2x 500 GB SSD
- Windows 10 pro License (if windows)
- Nvidia GTX 1080 (or similar)
- Adobe Media Encoder (Highest supported Version 14.03)

### 1.3. Supported Adobe Versions

- Premiere Pro 2021 (15.2)
- Media Encoder 2020 (15.2)
- Audition 2020 ( 14.2)

### 1.4. How is the license model working?

- Perpetual licenses for all core components ( FX/IO/CO/HK)
- Core components can be purchased separately.
- Core components depend on each other:
  - First product FX
  - Second product IO
  - Third product CO
  - Fourth product HK
- Core components can be purchased with or without licenses
  - FX Starter Package incl. 10 user licenses
  - FX Core Package without user licenses
  - IO Starter Package incl. 10 user licenses
  - IO Core Package without user licenses
  - CO Starter Package incl. 10 user licenses
  - CO Core Package without user licenses
  - HK Starter Package incl. 10 user licenses
  - HK Core Package without user licenses
- User licenses are floating licenses and can be used in any core component

## 1.5. Helmut Endpoints

- Helmut4 Client: <http://localhost:8880/v1/hc/info>
- AME Panel: <http://localhost:4714/>
- Premiere Panel: <http://localhost:4716>
- After Effects Panel: <http://localhost:4717>

## 1.6. Ports/Repository/Change Log

- Repository > <https://repo.moovit24.de/repos>
- API > <https://moovit-openapi.herokuapp.com>
- DNS > UDP port 53
- SMB > TCP port 137,138,139,445 (may vary depending on the storage)
- LDAP > TCP and UDP port 389
- SMTP > TCP port 25
- Helmut Client > TCP port 80 or 443 if you use SSL
- Changelog > <https://github.com/moovit-gmbh/helmut4/blob/master/CHANGELOG.md>

## 1.7. Debug on Client on Mac

- `sudo chmod 777 /Applications/Helmut4.app/Contents/Resources/jre/bin/java`
- `/Applications/Helmut4.app/Contents/Resources/jre/bin/java -jar`
- `/Applications/Helmut4.app/Contents/Resources/HelmutClient.jar --logging.level.org=DEBUG`

## 1.8. Release Cycles

### 1.8.1. Stable Releases

- A stable release will be published every 3 months (March/June/September/December)
- To update to a stable release use the command: **"helmut-snapshot <snapshot\_version\_number>"**
  - Snapshot number of a release version is shown in the [change-log](#).
  - This is the version for production systems.
  - This version is covered by the support contract, and the software maintenance agreement is valid for this version
  - Bugs will be fixed in stable releases (if critical)

### 1.8.2. Snapshot Releases

- A snapshot release will be published every 2nd week
- To update to a snapshot release use the command: **"helmut-snapshot <snapshot\_version\_number>"**
  - Snapshot number of a snapshot version is shown in the change-log (unstable).
  - These versions are only for staging systems and NOT for production systems.
  - Snapshot versions are not covered by the software maintenance contract between MoovIT and the customer, although MoovIT supports such a version. If there is a critical error in such a version, MoovIT assumes no responsibility.
  - Bugs will be fixed within snapshot releases (all).
  - Feature requests (if implemented) are added to the weekly snapshots and published as stable features every 3 months.

### 1.8.3. Dev Releases

- DEV releases are only for internal use and password protected.
- To update to a snapshot release use the command: **"helmut-update"**

## 2. Install Guide

### 2.1. Helmut4 with any Storage

Helmut is storage agnostic. Helmut needs at least one share to be used properly, but it can be used with multiple shares. Any share needs to be mounted on the linux host system as well as within specific docker containers.

#### 2.1.1. Mount Volume on Linux

- Log into the Helmut4 server (ubuntu 18.04) mount the share in the fstab:
  - create the mountpoint → `sudo mkdir /mnt/mediaspace_name`
  - edit the fstab → `sudo nano /etc/fstab`
  - mount the space → `sudo mount -a` and check if it's mounted

#### 2.1.2. Install Helmut4

- Install Helmut4 using: `sudo su` (you need to be root, otherwise the install will fail)
- Run this script: `"curl -s https://repo.moovit24.de/install/setup.sh | bash "`
- After the installation has been successful, please update to the desired version. It is not possible to downgrade. To Update to the desired version please use:
  - **"helmut-snapshot <snapshot\_version\_number>"**
  - Example:
    - If you want to install Version 4.0.4 please use:
      - **helmut-snapshot 4.0.4-release-0**
    - The correct version numbers can be found in the [change-log](#)

#### 2.1.3. Add Volumes to the Docker Containers (see figure 2.1)

To be sure Helmut is working as expected, the volumes, the server should have access to need to be mapped into to Docker Containers. There are 5 different containers that always have to have access to specific Volumes to run specific tasks. Fo example: If the server should create projects on a specific volume, this volume needs to be mapped into the FX Container, as this container is responsible for creating projects. To add volume to a container follow these steps:

- Login into portainer: `http://IP-Address-of-your-helmut-server:9000` (user:admin/password:admin)
- click on "primary"
- click on "stacks"
- click on "helmut4"
- click on the Tab "Editor"
- The volumes mounted on linux, muss be mapped into the following containers: FX, IO, CO, Streams, Users
- Click on Update the Stack

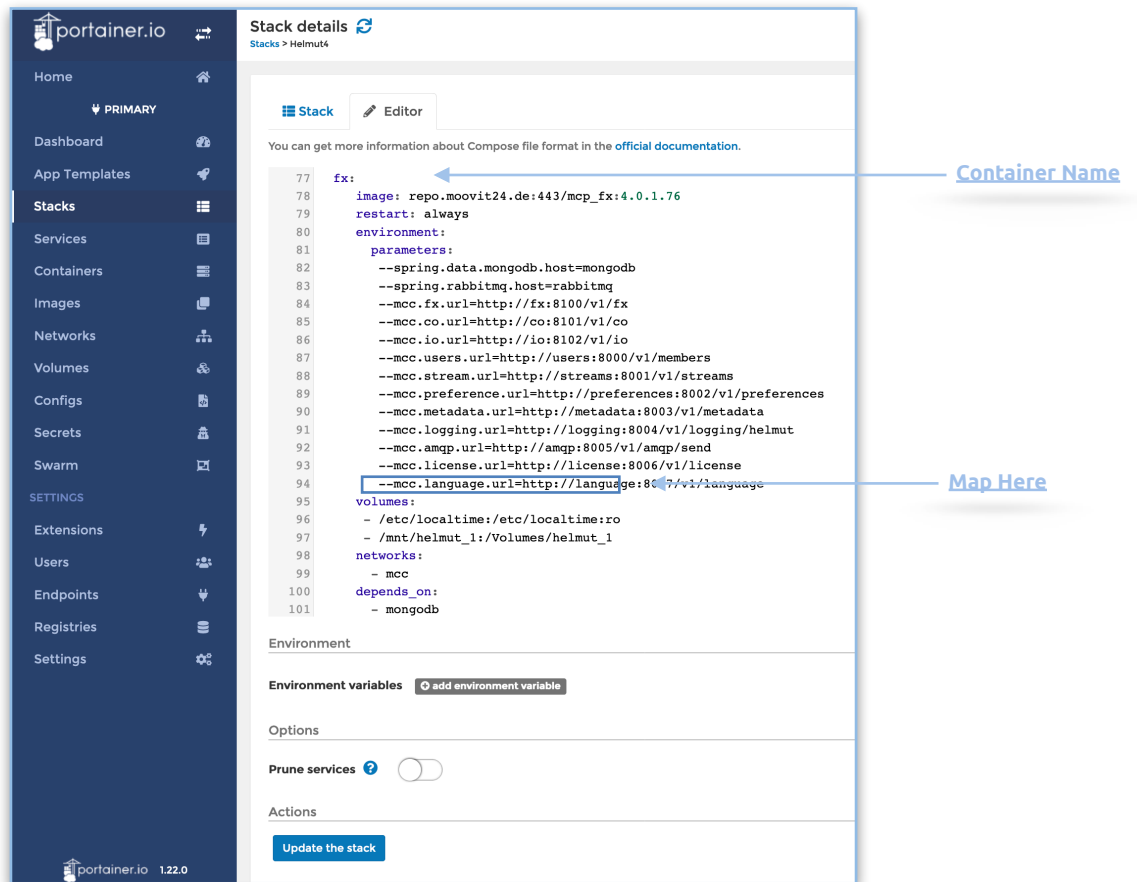


Figure 2.1. Portainer - Stack File

### 2.1.3.1. Container Name

Shows the name of the container to which the Volumes will be added.

### 2.1.3.2. Map here

Every drive that is to be added to the system must be mapped into the container. To do this, the drive must first be mounted at the operating system level. The drive mounted at the operating system level is now mapped into the Docker container in the following way:

Drive on operating system level: **/mnt/helmut\_1**

Drive on Docker container level: **/Volumes/helmut\_1**

Drive mapped between operation system level and Docker container:

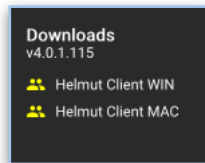
**- /mnt/helmut\_1:/Volume/helmut\_1**

### 2.1.4. Configure Network on Linux

- Configure a static network address;
  - `sudo nano /etc/netplan/50-cloud-init.yaml`
  - it should look like this:
    - network:
    - ethernets:
    - ens160:
    - addresses: [192.168.123.109/24]
    - gateway4: 192.168.123.254
    - nameservers:
    - addresses: [192.168.123.221]
    - dhcp4: no
    - version: 2

### 2.2. Install Helmut client

The Helmut 4 client can be downloaded from the Helmut4 website. To reach the page, please enter the ip address of the Helmut 4 server in the browser. The supported browsers are Chrome and Firefox in the latest version. It is recommended to use Chrome.



*Figure 2.2. Downloads*

The Helmut4 Client is available as a Windows and Mac version. The Windows version can also be installed as a service to run the client in the background on a rendernode (HIO). This is only recommended if an administrator is able to set up the appropriate permissions for the Helmut Client so that it has write and read rights at root level.