Packager Instructions

1. Download and install the latest version of the .net framework
   1. <http://www.microsoft.com/en-us/download/details.aspx?id=48130>
2. Create required folders on host machine
   1. Work folder – this is the directory that will hold original object files created by engineers. For example: c:\work\mdpi.
   2. Processing folder – this is the folder that the packager will use when it is processing object files. For example: c:\work\processing.
   3. Success folder – this is that folder that the packager will use to hold object files that have been processed successfully. For example: c:\work\success.
   4. Error folder – this is the folder that the packager will use to hold object files that could not be processed successfully. For example: c:\work\error.
   5. Log folder – this is the folder that the packager will use to hold its log files. For example: c:\work\logs.
3. Install BWFMetaEdit and FFMPEG binaries on host machine
   1. Copy bwfmetaedit.exe to permanent location on host machine
   2. Copy ffmpeg.exe to permanent location on host machine
4. Create pod authorization .xml file on host machine
   1. The format of the authorization file is:  
        
      <?xml version="1.0" encoding="utf-8" ?>

<Auth>

<username>[username]</username>

<password>[password]</password>

</Auth>

1. Copy Package.exe and its supporting libraries to the host computer
   1. Packager.exe
   2. Packager.exe.config
   3. ICSharpCode.AvalonEdit.dll
   4. NLog.dll
   5. RestSharp.dll
2. Edit Packager.exe.config to set configuration values
   1. ProjectCode – four character project code to use when processing object files. For example, MDPI.
   2. WhereStaffWorkDirectoryName – folder that holds original object files created by engineers. Set to path of “work folder” above. For example: c:\work\mdpi.
   3. ProcessingDirectoryName – this is the folder that the packager will use when it is processing object files. Set to path of “processing folder” above. For example: c:\work\processing.
   4. SuccessDirectoryName -- this is that folder that the packager will use to hold object files that have been processed successfully. Set to path of “success folder” above. For example: c:\work\success.
   5. ErrorDirectoryName – this is the folder that the packager will use to hold object files that could not be processed successfully. Set to path of “Error folder” above. For example: c:\work\error.
   6. LogDirectoryName – this is the folder that the packager will use to hold its log files. Set to path of “log folder” above. For example: c:\work\logs.
   7. DropBoxDirectoryName – this is the path (or UNC) where the packager will place object files that have been created successfully. This should point to the input directory for the next stage of object processing. For example, [\\BL-MDPI-QC01\Shared\IU\_Dropbox](file:///\\BL-MDPI-QC01\Shared\IU_Dropbox).
   8. PathToMetaEdit – this is the path to bwfmetaedit.exe. For example, C:\Dependencies\bwf-metaedit\bwfmetaedit.exe.
   9. PathToFFMpeg – this is the path to ffmpeg.exe. For example, C:\Dependencies\ffmpeg\ffmpeg.exe.
   10. ffmpegAudioProductionArguments – the arguments to pass to ffmpeg.exe when creating production master audio versions. For example, -c:a pcm\_s24le -b:a 128k -strict -2 -ar 96000.
   11. ffmpegAudioAccessArguments – the arguments to pass to ffmpeg.exe when creating access master audio versions. For example, -c:a aac -b:a 128k -strict -2 -ar 48000.
   12. PodAuthorizationFile – this is the path to the authorization xml file created in step 4. For example, c:\dependencies\pod-Auth.xml.
   13. WebServiceUrl – base web-service URL to use to retrieve object metadata. For example, https://pod-dev.mdpi.iu.edu/.
   14. SmtpServer (optional) – SMTP server to use to notify of engine and processing issues. For example, mail-relay.iu.edu.
   15. FromEmailAddress (optional) – Email address to use as the “from” address. For example, foo@test.bar.
   16. IssueNotifyEmailAddresses – Comma-delimited list of email addresses to send issue notification emails to. For example. bar@foo.edu,notherBar@foo.exe.
   17. DeleteProcessedAfterInDays – if set, packager will remove object files from the success folder that are n days old. Set to zero to disable.
3. Review Units lookup table in Packager.exe.config. The utility uses these values to substitute unit abbreviations with full unit names. To add (or modify) an entry, use the following format:  
     
    <add key="abbreviation" value="long value" />

Set the “key” attribute to the abbreviation in question, and the value attribute to the full name of the unit.

1. Schedule the packager.