Packager Instructions

1. 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
2. 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
3. Create pod authorization .xml file on host machine
   1. The format of the authorization file is as follows:  
        
      <?xml version="1.0" encoding="utf-8" ?>

<Auth>

<username>[username]</username>

<password>[password]</password>

</Auth>