# Helmut4 Core:Editshare

Getting started

To start with Helmut4 Core, the following settings must be made.

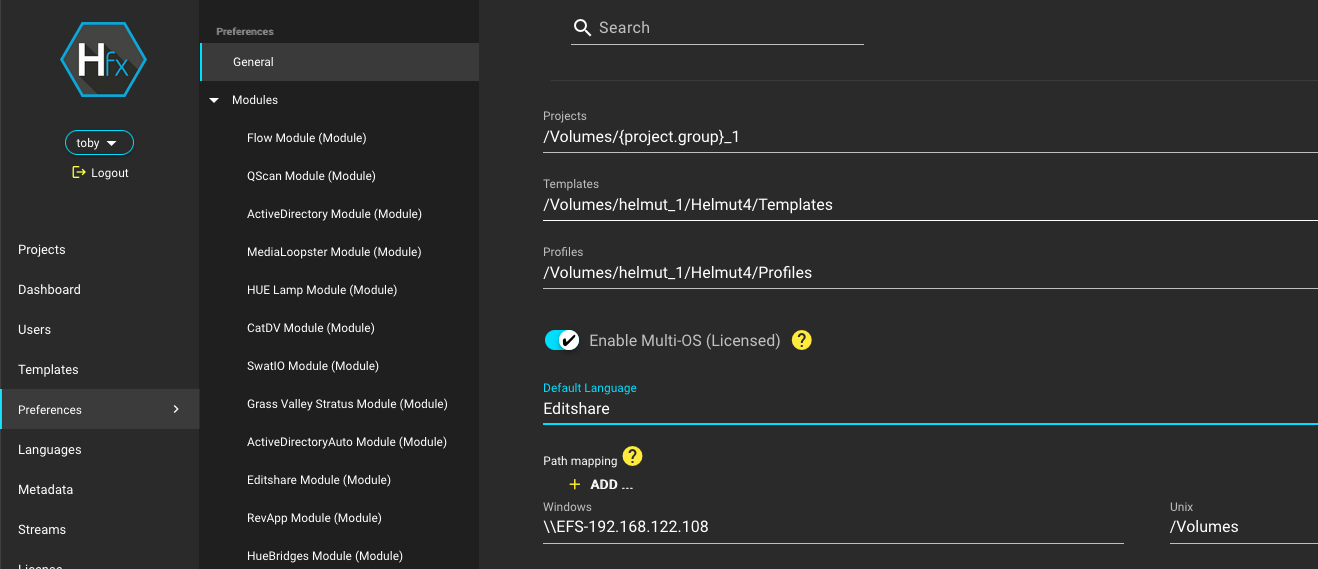
Navigate to the http://ip-address:8014 and log in with these credentials:

username: editshare

password: changeme0479

First it is necessary to change some preferences in the settings, these can be found in Preferences.

1. **Preferences->General (required)**



**Path mapping - Windows**

In our case, the ip-address for the editshare server is “192.168.122.108”

* Before: \\EFS-IP-ADDRESS
* After: \\EFS-192.168.122.108

**Important**: Editshare 2022.3+ is needed as media spaces will be mounted via EFS-UNC

Graphical user interface, application

Description automatically generatedGraphical user interface, text, application

Description automatically generated

Beside that the Mount Point Types on Windows clients should be set to “Offer both drive letter and UNC mountpoints”

1. **Set up Flow module**

To start importing users from Flow it is necessary to set up the module within the preferences. Simply change the default values for address, name & password to match yours. The default user should be “helmut.flow” and needs Flow admin rights.

Ein Bild, das Text, Screenshot, Telefon enthält.

Automatisch generierte Beschreibung

The values can be checked by clicking the test button which will report of any entries have been found.

1. **Set up Editshare module (required)**

Simple enter the IP of your editshare master server and the editshare credentials

**Ein Bild, das Text enthält.

Automatisch generierte Beschreibung**

1. **Change variable parameters (optional)**

In Preferences->General you will find a variables section with prefilled values. These will work from scratch if your adobe version matches and/but the values can be changed.

Can be changed, will not affect the functionality

Needs to be changed to fit your environment

ONLY change when you know what you are doing

Variable: **root-helmut**

Value: /Volumes/helmut\_1/Helmut4

Description: All Helmut related “Config” files will be stored here. Like Premiere User Profiles, Templates, Temp folder etc.

Recommendation: Do not change this value, unless you know what you do.

Variable: **folder-project-structure**

Value: {project.category}/{project.template}

Description: This changes the folder where your projects are stored. Let´s say you have a group called “supertalent”, in this group you have a category called “singers” and in this category you have a template called “show”. Your Share and folder to the project itself would look like this

Mac:

/Volumes/supertalent\_1/singers/show/Auditions/PR/Auditions.prproj

Win:

\\EFS-192.168.122.108\supertalent\singers\show\Auditions\PR\Auditions.prproj

Recommendation: You can change this by deleting one or both variables or even add different ones like {date.day} or {date.month}.

Variable: **Welcome message**

Value: Hi {user.name}, let's get started!

Description: Welcome message shown right after login

Recommendation: As it is just a message you change the text or delete the variable to disable it.

Variable: **Default sequence name**

Value: sequencetoberenamed

Description: If you create a template for helmut, this is basically a premiere project. In your template the sequence must be named like the value, in this case “sequencetoberenamed”. Only if this is the case the sequence gets renamed properly when you create new projects.

Recommendation: leave it like it is

Variable: **Default composition name**

Value: compositiontoberenamed

Description: see Default sequence name

Recommendation: leave it like it is

Variable: **Premiere Default Sequence**

Value: XDCAM HD422 i50.sqpreset

Description: This can be changed if you would like use another sequence preset

Recommendation:

You can add your sequence presets by adding them to this folder

Mac: /Volumes/helmut\_1/Helmut4/Templates/Profiles/PR/OSX/Settings/Custom/

Win: \\EFS-192.168.122.108\helmut\_1\Templates\Profiles\PR\OSX\Settings\Custom\

Variable: **IO EPR path**

Value: {helmut.variable.root-helmut}/Config/EPR

Description: Location of all Media Encoder epr files

Recommendation: leave it like it is

Variable: **Adobe CC Version**

Value: 2023

Description: Adobe application version: 2022, 2023, …

Recommendation:

Variable: **DVA Version**

Value: 23

Description: Adobe application version (short): 22, 23, …

Recommendation:

Variable: **AE Sub Version**

Value: 2

Description: After Effects Sub Version: eg 23.**2**

Recommendation:

Variable: **Asset workfolder**

Value: {path.parent.{project.parent}}/Workfolder-{store.variable.short-{project.extension}}

Description: Default location for asset ingest & export

Recommendation: leave it like it is

Variable: **Win media cache-database folder**

Value: C:\Temp\Adobe-MCD

Description: Location for Adobe Media Cache & Media Cache Database files

Recommendation: You can change it to something you like on your local machine

Variable: **OSX media cache-database folder**

Value: /Users/Shared/Adobe-MCD

Description: Location for Adobe Media Cache & Media Cache Database files

Recommendation: You can change it to something you like on your local machine

Variable: **Flow synchronisation**

Value: true

Description: Creates the Helmut/Premiere projects in Flow for all projects

Recommendation: set it to true/false

Variable: **Media Space Quota**

Value: 64

Description:

Recommendation:

Variable: **ConsolidateShare**

Value: {helmut.variable.root-helmut}/HouseKeeper/{project.group}/{project.template}

Description: Projects which are not longer needed to be inside Helmut can be consolidated to a different location. This is done by the executing client so you could also enter drive X: or /Volumes/Archive as destination for example.

Recommendation: it is up to you

Wildcard Description starts at page 71

[Wildcards](https://api.helmut.de/wp-content/uploads/2022/10/H4-Nodes-and-Wildcards-Guide-en-1.pdf)