# MediaBeacon 20

Copyright Notice







# **Contents**

| 1. Copyright Notice  | 3  |
|--|----|
| 2. MediaBeacon Install Guides  |    |
| 2.1. Installing FFmpeg for use as MediaBeacon's Transcoding Engine       |    |
| Advanced Installation  |    |
| 2.2. MediaBeacon 2018 & 2019 Quick Install for Windows                   | 8  |
| 2.3. MediaBeacon 2018 Quick Install for macOS                            | 22 |
| 2.4. Running MediaBeacon as a Windows Service                            | 34 |
| 2.4.1. Starting and Stopping MediaBeacon Running as a Service in Windows |    |
| 3. MediaBeacon 2019.1 System Requirements                                | 41 |
| Hardware   | 41 |
| Software   | 41 |
| Software Included in Installation Package                                | 42 |



# 1. Copyright Notice

© Copyright 2020 Esko Software BV, Gent, Belgium

All rights reserved. This material, information and instructions for use contained herein are the property of Esko Software BV. The material, information and instructions are provided on an AS IS basis without warranty of any kind. There are no warranties granted or extended by this document. Furthermore Esko Software BV does not warrant, guarantee or make any representations regarding the use, or the results of the use of the software or the information contained herein. Esko Software BV shall not be liable for any direct, indirect, consequential or incidental damages arising out of the use or inability to use the software or the information contained herein.

The information contained herein is subject to change without notice. Revisions may be issued from time to time to advise of such changes and/or additions.

No part of this document may be reproduced, stored in a data base or retrieval system, or published, in any form or in any way, electronically, mechanically, by print, photoprint, microfilm or any other means without prior written permission from Esko Software BV.

This document supersedes all previous dated versions.

PANTONE Colors displayed in the software application or in the user documentation may not match PANTONE-identified standards. Consult current PANTONE Color Publications for accurate color. PANTONE and other Pantone trademarks are the property of Pantone LLC. Pantone LLC, 2015

Pantone is the copyright owner of color data and/or software which are licensed to Esko to distribute for use only in combination with Studio Visualizer. PANTONE Color Data and/or Software shall not be copied onto another disk or into memory unless as part of the execution of Studio Visualizer.

This software is based in part on the work of the Independent JPEG Group.

Portions of this software are copyright © 1996-2002 The FreeType Project (www.freetype.org). All rights reserved.

Portions of this software are copyright 2006 Feeling Software, copyright 2005-2006 Autodesk Media Entertainment.

Portions of this software are copyright ©1998-2003 Daniel Veillard. All rights reserved.

Portions of this software are copyright @1999-2006 The Botan Project. All rights reserved.

Part of the software embedded in this product is gSOAP software. Portions created by gSOAP are Copyright ©2001-2004 Robert A. van Engelen, Genivia inc. All rights reserved.

Portions of this software are copyright ©1998-2008 The OpenSSL Project and ©1995-1998 Eric Young (eay@cryptsoft.com). All rights reserved.

This product includes software developed by the Apache Software Foundation (http://www.apache.org/).

Adobe, the Adobe logo, Acrobat, the Acrobat logo, Adobe Creative Suite, Illustrator, InDesign, PDF, Photoshop, PostScript, XMP and the Powered by XMP logo are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

Microsoft and the Microsoft logo are registered trademarks of Microsoft Corporation in the United States and other countries.

SolidWorks is a registered trademark of SolidWorks Corporation.

Portions of this software are owned by Spatial Corp. 1986 2003. All Rights Reserved.



JDF and the JDF logo are trademarks of the CIP4 Organisation. Copyright 2001 The International Cooperation for the Integration of Processes in Prepress, Press and Postpress (CIP4). All rights reserved.

The Esko software contains the RSA Data Security, Inc. MD5 Message-Digest Algorithm.

Java and all Java-based trademarks and logos are trademarks or registered trademarks of Sun Microsystems in the U.S. and other countries.

Part of this software uses technology by Best Color Technology (EFI). EFI and Bestcolor are registered trademarks of Electronics For Imaging GmbH in the U.S. Patent and Trademark Office.

Contains PowerNest library Copyrighted and Licensed by Alma, 2005 - 2007.

Part of this software uses technology by Global Vision. ArtProof and ScanProof are registered trademarks of Global Vision Inc.

Part of this software uses technology by Qoppa Software. Copyright  $^{\textcircled{o}}$  2002-Present. All Rights Reserved.

All other product names are trademarks or registered trademarks of their respective owners.

Correspondence regarding this publication should be forwarded to:

Esko Software BV

Kortrijksesteenweg 1095

B - 9051 Gent

info.eur@esko.com



# 2. MediaBeacon Install Guides

MediaBeacon Installation References

# 2.1. Installing FFmpeg for use as MediaBeacon's Transcoding Engine

MB Build / Version: 8.4 through 8.6, 2018.x through 2019.1

MediaBeacon 2019.2+ includes the FFmpeg installer, so for those versions, these instructions are not required.

#### Issue

Quick time cannot run as a service, a requirement for many Windows-based servers. Instead of using Quick time as the transcoding solutions, MediaBeacon may use FFmpeg.

#### Note:

FFmpeg does not need to run as a service.

#### **Expectations**

The below instructions expect that MediaBeacon, Remote Preview and N3twork are running as services. If not using any of the external components (Preview, N3twork, WebHeads, Tomcat, Etc.) you may disregard any steps referencing these.

After completion of these steps, Quick Time may be uninstalled.

#### Installation

#### 1. Install FFmpeg

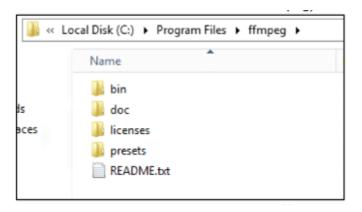
- a. Browse to http://ffmpeg.org/download.html
  - a. Click on "Windows Packages"
  - **b.** Click on "Windows Builds"(redirects to http://ffmpeg.zeranoe.com/builds/)
  - c. Version: Choose the latest release build (the non-dated selection)
  - d. Architecture: 64 bit
  - e. Linking: Static
  - f. Click "Download Build"



# Version 20181007-0a41a8b 4.0.2 Windows 64-bit Windows 32-bit macOS 64-bit Dev Download Build

#### b. Install

- a. Decompress the ZIP file
- b. Place contents in C:\ffmpeg\
  - **a.** Not necessary, but for custom MediaBeacon installation path, may be preferable to install this on the same drive as MediaBeacon is installed Ex: D:\ffmpeg)
- C.



- d. Navigate to the 'bin' directory and run the 'ffmpeg.exe' to execute it for the first time.
- **e.** (you need 'ffprobe.exe' as a sidecar to that, which naturally happens with most ffmpeg.exe distributions.)
- **c.** Configure a helper batch file for both WebM and MP4.
  - a. Create a batch file in the ffmpeg directory and title the file ffmpeg\_webm\_helper.bat.
  - b. Save the batch file with the text below, properly referencing the ffmpeg.exe install path.

**Note:** The number of threads is arbitrarily set to 4, but can be adjusted to the resources available.

**c.** Create a batch file in the ffmpeg directory and title the file ffmpeg\_mp4\_helper.bat.



**d.** Save the batch file with the text below, properly referencing the ffmpeg.exe install path.

#### 2. Configure MediaBeacon Core server

a. Add the following system properties to the mediabeacon.properties file on the Core MB server

```
mb.QTOutputHelper=true
mb.video.commandline.worker=true
```

- **b.** Perform a full shutdown of all MB Cores and Preview servers so the Movie Profiles can be configured.
  - a. top the webserver, usually Tomcat
  - b. Stop the MediaBeacon service
- **c.** On the MB Core server gui, open the Control Panel and click on the Admin Tab, then click "Movie Profiles".
- d. Select the "HTML5" button on the Movie Profiles window.
  - **a.** Enable the "Optional WebM support" checkbox and select Apply.
- e. A Profile with the profile name "WebM Profile" should be created.
  - **a.** Ensure the "Prepare" and "Use for HTML5 video" options are checked/enabled.
  - **b.** Double-click the Helper App to edit the helper app command line string.
  - **c.** The "Disable Quicktime Transcoding" should be checked.
  - d. The file suffix should be ".webm"
  - e. The "Automatic Outfile" should be unchecked.
  - **f.** Set the command line string to following with reference to the created batch file install path:

```
C:\\ffmpeg\\ffmpeg_webm_helper.bat %INFILE% %OUTFILE%
```

- g. Select "Save"
- f. Create a WebM MP4 profile by selecting the "Add format" dropdown and choosing WebM.

Note: It is required to create a profile for multiple browsers to handle both webm and mp4.

- a. Change the Profile column name to "WebM MP4".
- b. Ensure the "Prepare" and "Use for HTML5 video" options are checked/enabled.
- c. Double-click the Helper App to edit the helper app command line string.
- d. The "Disable Quicktime Transcoding" should be checked.
- e. The file suffix should be ".mp4".
- f. The "Automatic Outfile" should be unchecked.
- g. Set the command line string to following with reference to the created batch file install path:

```
C:\\ffmpeg\\ffmpeg mp4 helper.bat %INFILE% %OUTFILE%
```

- h. Select "Save".
- g. When finished creating profiles:
  - a. Maximum frame width and height of 512 is good.
  - **b.** Select Apply on the Movie profiles window.
- **h.** Perform a startup of all MB Cores and Preview servers so the Movie Profiles can be configured.



- a. Start the MediaBeaconservice.
- **b.** Once the MediaBeacon service is up and running start the webserver.

#### **Advanced Installation**

**Note:** The following instructions are only for installation on a remote Preview server, with N3twork installed as a service.

- 1. Install ffmpeg on the preview server, similar to instructions for core server.
- 2. Setup the Movie Profiles with the exact same profile names and settings from the core server.
- **3.** Verify the /AppData/Local/N3twork/ directory exists, if not, create it.
- **4.** Create a mediabeacon.properties file within the /N3twork/ directory and add the same system props to it.
- **5.** Need to add the necessary sys props from mediabeacon.properties in the service installer mb\_preview\_inst.bat file. If running MB Preview as a Windows service you need to put in the Java options in the mb\_preview\_inst.bat (in addition to them being in the mediabeacon.properties file). This requires uninstalling and re-installing the service.
  - **a.** Ex:

```
set PR_JVMOPTIONS=-Dmb.video.commandline.worker=true;-
Dmb.QTOutputHelper=true;
```

- a. Perform a full shutdown and restart of all MB Cores and Preview servers after.
- **b.** Correctly shutdown/restart on service-enabled MediaBeacon.

## 2.2. MediaBeacon 2018 & 2019 Quick Install for Windows

This article details install instructions for MediaBeacon on Windows

#### **Installing MediaBeacon on Windows**

1. Double-click the installer application. This will be typically be located in the Downloads folder for the Windows user.





2. Select the language that you would like to use for the MediaBeacon Quick Install process and click "OK".

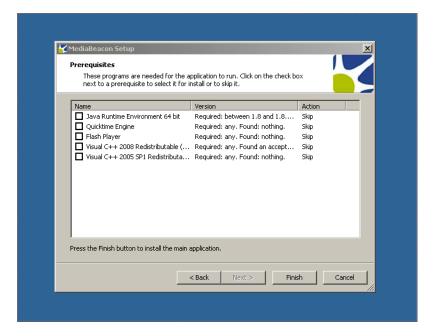


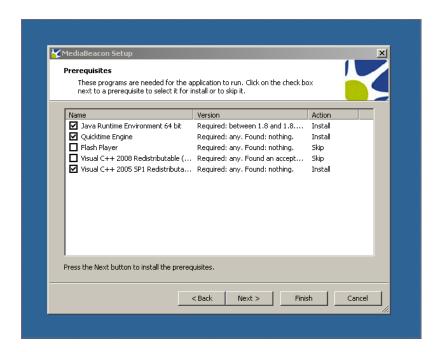
**3.** MediaBeacon Setup will first check that you have the prerequisite programs installed on your computer. The most common prerequisite programs are the Java Runtime Environment, Ghostscript, and QuickTime. The resulting dialog box will let you know if there are missing prerequisites.





- 4. Click the "Next >" button to view a list of the missing prerequisites in the Prerequisites Wizard.
- 5. If there are no missing prerequisites, the Prerequisites Wizard will still appear, but the action for the prerequisite will display as Skip since it is already installed. If there are missing prerequisites, click the checkbox to the left of the prerequisite installation name and click "Next >" to install the selected application, or open the website for installation instructions if Flash is the selected application. Leave the checkbox blank to skip the installation of that prerequisite. Note: For the quick install to be successful, 'Quicktime Engine' and 'Flash Player' are the only prerequisites that can be skipped (unchecked) without being installed, but they should only be skipped if you have a specific reason. If the prerequisite is already present, it will automatically be set to the 'Skip' action and the 'Version' column will indicate that an acceptable version is already in place.



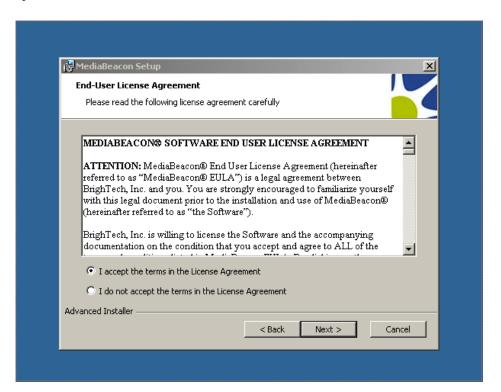




- **6.** After installing the selected prerequisites, click "Finish".
- 7. The next dialog is the "MediaBeacon Setup Wizard." Click "Next >" to continue.



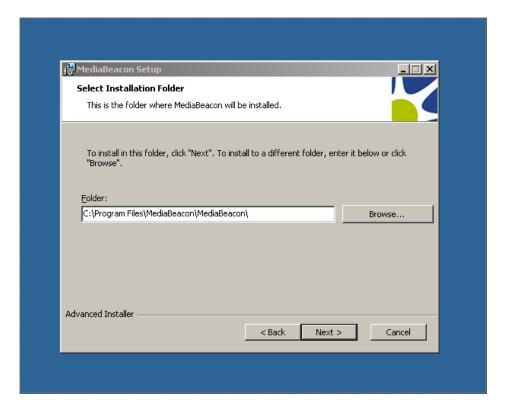
**8.** Read through the license agreement and accept the terms by clicking "I accept the terms in the License Agreement". Click "Next >" to continue with the installation.



**9.** Next, you will need to select the Installation Folder that MediaBeacon will be installed into. By default, a folder named "MediaBeacon" will be created in your Program Files directory on your



Windows system volume information folder. You can choose to use the created MediaBeacon folder or choose a different folder by clicking on the "Browse" button. Once you've selected the folder that MediaBeacon will be installed to, click "Next>".



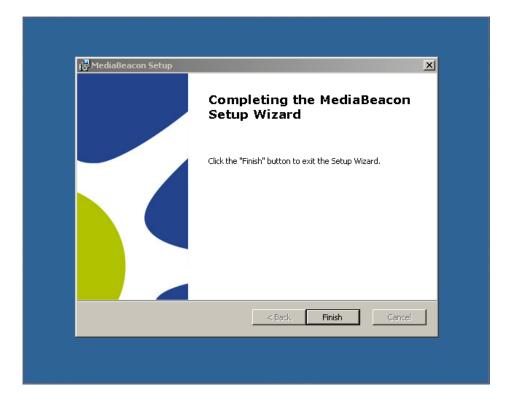
10. Click "Install" to install MediaBeacon.





**Note:** If an "Installer Information" error occurs at this point, informing the user of "a problem with this Windows Installer package".

1. Click "Finish" to exit the MediaBeacon Setup Wizard.



2. Next, double-click the desktop shortcut or navigate from the Start Menu to start the application.



**3.** MediaBeacon will display several additional screens on the first run after installation. First, you will need to read through the license agreement, click "I agree to above license", and click "Next" to continue.





**4.** Next, select the "Shared Files Directory" that will store all of your assets. By default, a folder called "MBAssets" will be created in your Home directory. If you want to choose a different folder, click the "Change" button. When you have selected the desired folder to be the Shared Files Directory, click "Next" to continue.

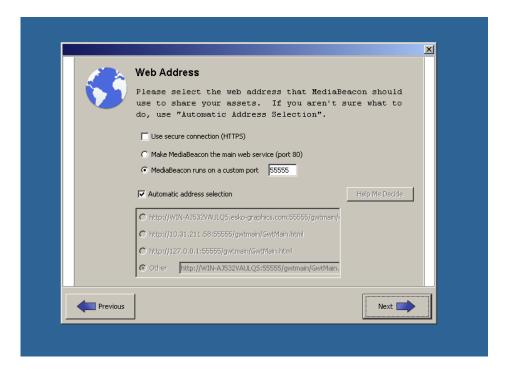


**5.** If the "MBAssets" folder does not already exist, MediaBeacon will ask permission to create it. Click "Yes" to create the folder.



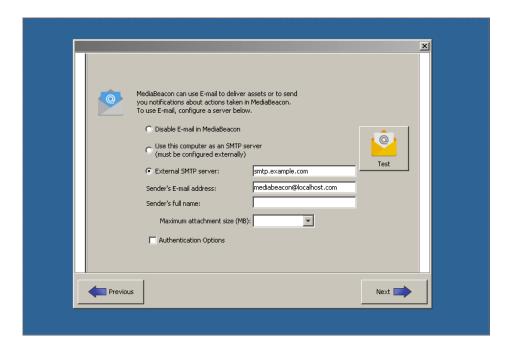


**6.** Next, the "Web Address" configuration dialog box will appear. Click "Next" to accept the defaults and use the "Automatic address selection".



7. MediaBeacon allows you to use email notifications for various actions. The next screen allows you to set up email preferences. In the "External SMTP server" field, add the address of your SMTP server. In the "Sender's E-mail address" field, add the email address to use as the sender. In the "Sender's full name" field, add the name for the sender. Select a maximum attachment size (MB) from the drop down list that will prevent MediaBeacon from sending an email if it goes over the size limit. After selecting your preferences, click "Next".





**8.** Next, the "Password Setup" dialog box will appear. Here you must specify the MBAdmin, or root, password. This password is used to login to MediaBeacon to perform administrative tasks. Click "Next" after you add your password.

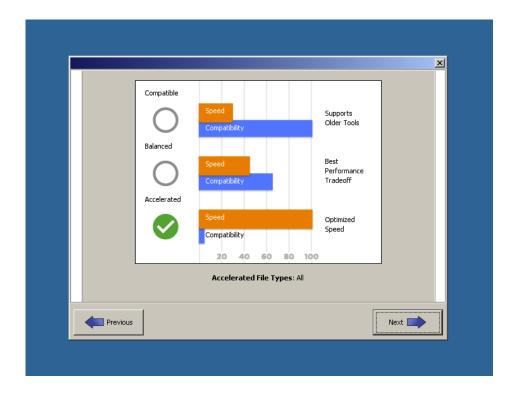


**9.** Next, you will need to select the proper XMP Acceleration mode for your environment. You should select "Accelerated" unless you have been told otherwise by your MediaBeacon representative.

Note: In order to manage a large number of files, MediaBeacon has developed a unique method of accelerating the write of the metadata for each file into the file system. This acceleration works outside of the standard XMP specification, but is crucial for reasonable response times on larger



databases. This setting only affects the way the files are stored on the server. Files are always downloaded in a completely compatible format.



- 10. Click "Next" to finish the installation and launch MediaBeacon.
- 11. The first time you launch the software, you will be required to enter a valid license. Your MediaBeacon representative should provide you with the license and should be contacted if you have any issues activating the software. Enter the license information and click "Enter License". Note: The name of the licensor is case-sensitive





12. You must activate the license immediately, either by phone or online via the "Activate" and then "Activate Now" buttons. Note: If your server does not have external internet access, you can use the Activate by phone option. For this option, you will call MediaBeacon and get a string to enter over the phone to activate



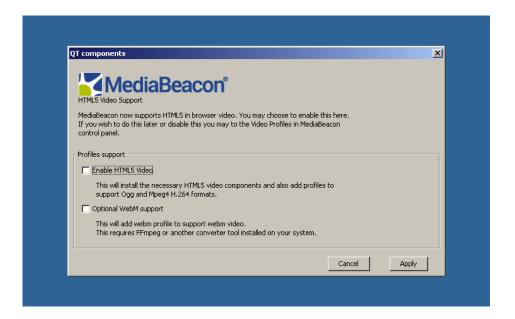


13. Successful activation allows full use of the application for the allotted license period.



14. The final step is to configure HTML5 video options. Select HTML5 to use HTML5 in the web interface to help play videos. Optional WebM support allows you to use an external video converter but requires configuration to work properly. You can leave these blank or click "Apply" to apply the selected options and then click "Done".

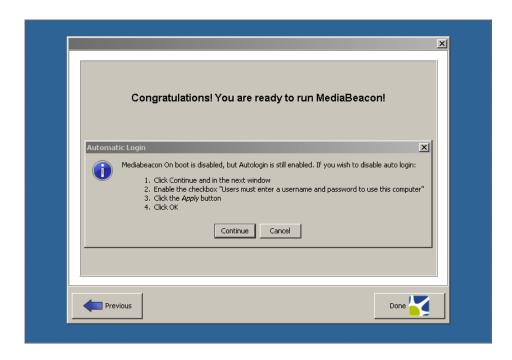




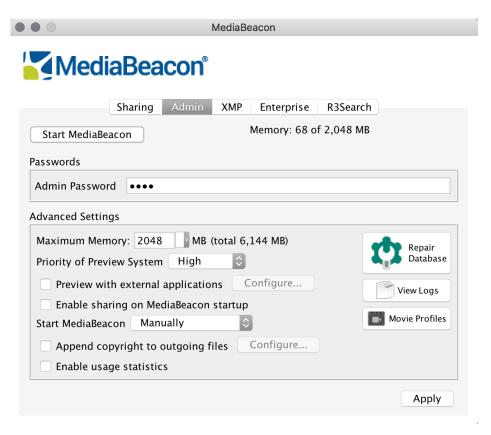


**15.** The following dialog will provide you with the option and instructions for disabling auto login, if desired. Click "Continue" to go through the steps of disabling auto login, or click "Cancel" to keep auto login enabled. Then, click "Done" and you will be ready to configure your database and related settings in the Enterprise page.





**16.** Then, click "Done" and you will be ready to configure your database and related settings in the Enterprise tab of the admin GUI.



\*Please Note: After installing MediaBeacon, the first start will take several minutes, do not exit out or stop the process until it is complete. You can view progress at the bottom of the admin GUI.



#### **System Requirements**

#### **Hardware**

The following are the minimum requirements for MediaBeacon on a distributed system configuration with roughly 500k assets and about 200 concurrent users. MediaBeacon requires high throughput and low latency connections of no more than 1500ms for database access, 1000ms for disk access, and 5ms for connections to distributed components. These are minimum requirements, so hardware capabilities can be increased as needed.

Hardware recommendations for the production, staging, and development environments in a distributed setup are:

|                               | Production                   | Staging                       | Development          |
|-------------------------------|------------------------------|-------------------------------|----------------------|
| MediaBeacon Primary<br>Server | 16 GB RAM, 8 Core CPU        | 8 GB RAM, 4 Core CPU          | 4 GB RAM, 2 Core CPU |
| Enterprise Search<br>Engine   | 16 GB RAM, 8 Core CPU        | 8 GB RAM, 4 Core CPU          |                      |
| User Concurrency Pack         | 16 GB RAM, 4 Core CPU (each) | 8GB RAM, 4 Core CPU<br>(each) |                      |
| Preview                       | 16 GB RAM, 8 Core CPU        | 8 GB RAM, 4 CPU               |                      |

#### **Software Operating Systems**

- Windows Server 2008 R2+
- MacOS 10.10+

#### **Supported Database Types**

- Microsoft SOL Server 2008+
- MySQL5.5+

#### **Supported Browsers**

- Chrome 48+
- Mozilla Firefox 44+
- Safari 9.1+
- Internet Explorer 11+
- · Microsoft Edge
- · Apple iOS9.X+
- Android 6.0+

#### **Compatible Versions of Third Party Integrations**

- Aspera 3.7
- Vantage 5+ with license for Vantage Transcode, Vantage Analysis, and Metadata Conversion.
- Microsoft Office 2011+

#### Software Included in Installation Package

- QuickTime x86, 7.1.0.210
- Java JRE 8, x64, 1.8.0\_45
- Graphicsmagick, 1.3.18



- Imagemagick, 7.0.3
- Ghostscript, 9.14
- Visual C++ Redistributable 2005 SP1, 8.0.56336
- Visual C++ Redistributable and 2008, 9.0.21022
- · Flash Player 8

#### No Longer Supported with 2018.0+

- OracleDB
- Internet Explorer 10
- Chrome 44-47
- Firefox 39-43
- Safari 8-9.0

# 2.3. MediaBeacon 2018 Quick Install for macOS

This article details install instructions for MediaBeacon on macOS.

#### Installing MediaBeacon 2018.0 on macOS

1. Double-click the MediaBeacon installation disk image. This will typically be located in the Downloads folder.

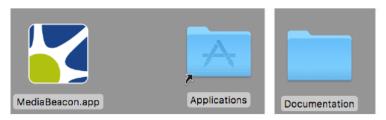


2. Drag "MediaBeacon" into the Applications folder.



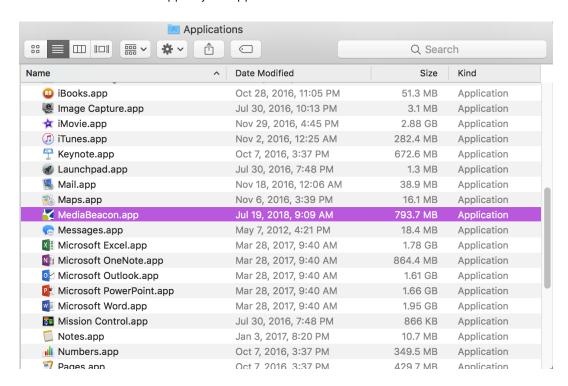






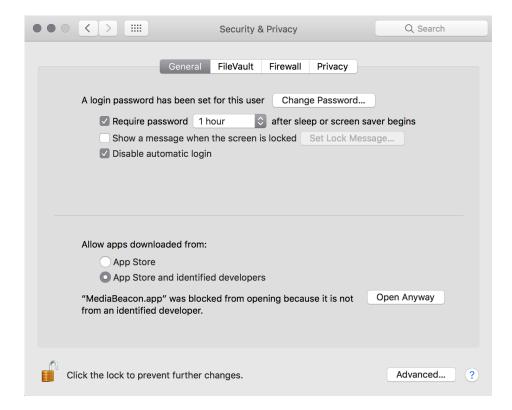
To Install, Drag MediaBeacon to your Applications Folder

**3.** Double-click "MediaBeacon.app" in your Applications folder to start the software.



4. Your security settings may block MediaBeacon from opening. If this is the case, you will need to open your Security & Privacy Settings. In the General Tab, Below the "Allow apps downloaded from:" section, there should be a message that says "MediaBeacon.app was blocked from opening because it is not from an identified developer." Click the "Open Anyway" button to the right of this message to open MediaBeacon.



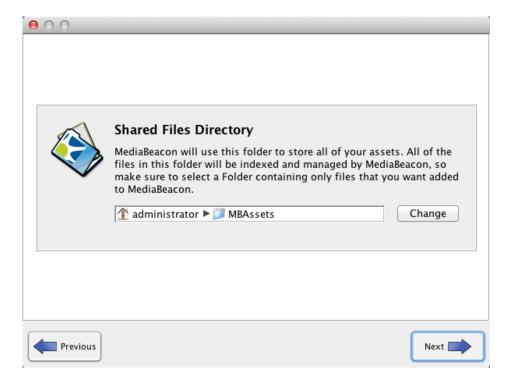


**5.** MediaBeacon will display several additional screens on the first run after installation. First, you will need to read through the license agreement, click "I agree to above license", and click "Next" to continue.

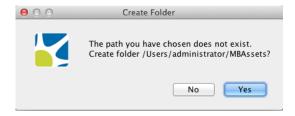




**6.** Next, select the "Shared Files Directory" that will store all of your assets. By default, a folder called "MBAssets" will be created in your Home directory. If you want to choose a different folder, click the "Change" button. When you have selected the desired folder to be the Shared Files Directory, click "Next" to continue.

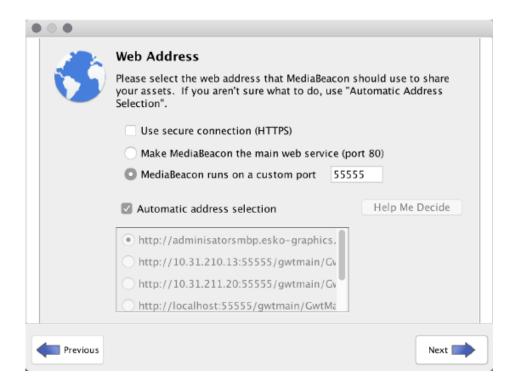


7. If the "MBAssets" folder does not already exist, MediaBeacon will ask permission to create it. Click "Yes" to create the folder.

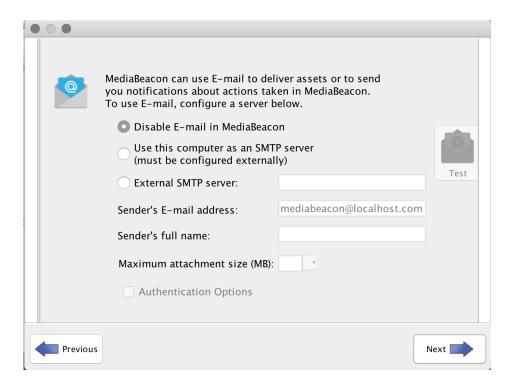


**8.** Next, the "Web Address" configuration dialog box will appear. Click "Next" to accept the defaults and use the "Automatic address selection".



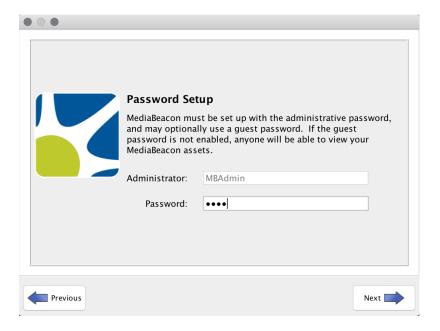


- **9.** MediaBeacon allows you to use email notifications for various actions. The next screen allows you to set up email preferences.
- 10. In the "External SMTP server" field, add the address of your SMTP server. In the "Sender's E-mail address" field, add the email address to use as the sender. In the "Sender's full name" field, add the name for the sender. Select a maximum attachment size (MB) from the drop down list that will prevent MediaBeacon from sending an email if it goes over this size limit. After selecting your preferences, click "Next".



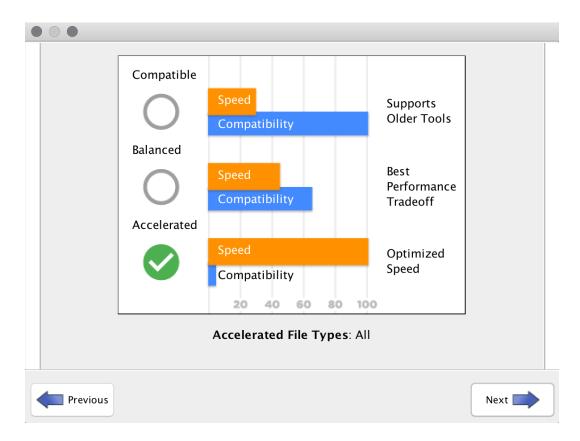


**11.** Next, the "Password Setup" dialog box will appear. Here you must specify the MBAdmin, or root, password. This password is used to login to MediaBeacon to perform administrative tasks. Click "Next" after you add the desired password.

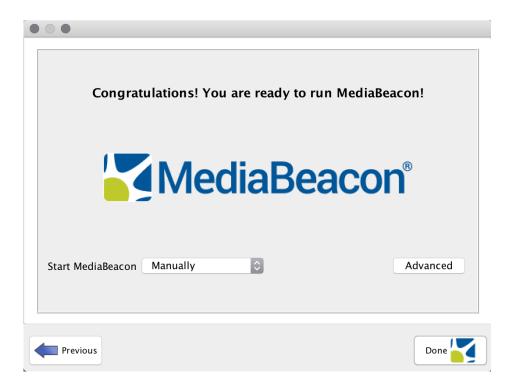


- **12.** Next, you will need to select the proper XMP Acceleration mode for your environment. You should select "Accelerated" unless you have been told otherwise by your MediaBeacon representative.
- **13. Note:** In order to manage a large number of files, MediaBeacon has developed a unique method of accelerating the write of the metadata for each file into the file system. This acceleration works outside of the standard XMP specification, but is crucial for reasonable response times on larger databases.





- **14.** This setting only affects the way the files are stored on the server. Files are always downloaded in a completely compatible format.
- 15. Click "Done" to finish the installation.

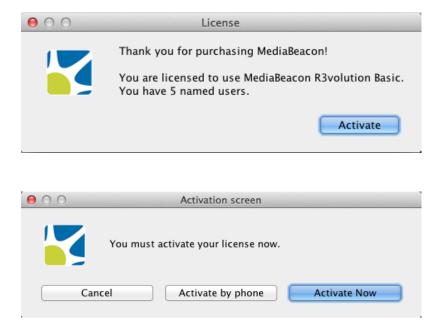




- **16.** The first time you launch the software, you will be required to enter a valid license. Your MediaBeacon representative should provide you with the license and should be contacted if you have any issues activating the software. Enter the license information and click "Enter License".
- 17. Note: The name of the licensor is case-sensitive.

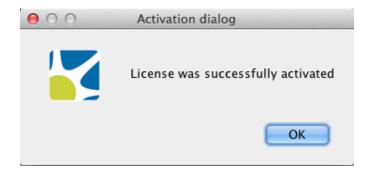


- **18.** You must activate the license immediately, either by phone or online via the "Activate" and then "Activate Now" buttons.
- **19.** Note: If your server does not have external internet access, you can use the Activate by phone option. For this option, you will call MediaBeacon and get a string to enter over the phone to activate.

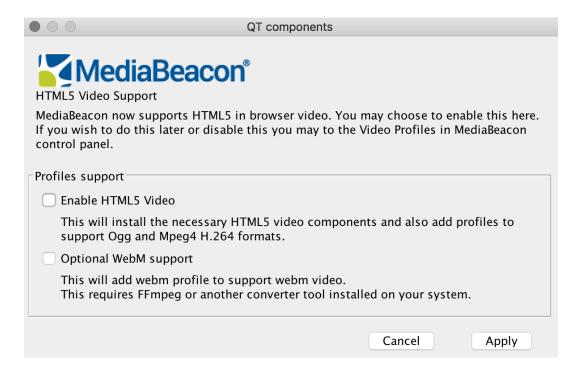


20. Successful activation allows full use of the application for the allotted license period.





**21.** The next step is to configure HTML5 video options. Select HTML5 to use HTML5 in the web interface to help play videos. Optional WebM support allows you to use an external video converter but requires configuration to work properly. You can leave these blank or click "Apply" to apply the selected options and then click "Apply".

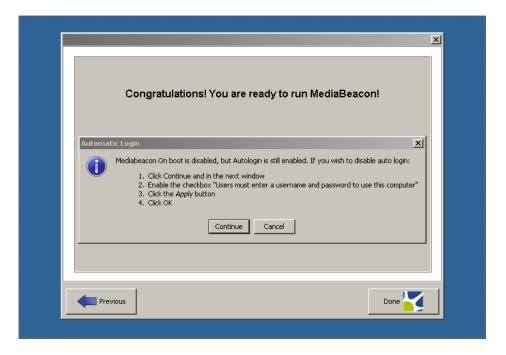


22. You are now ready to run MediaBeacon. Click "Done".



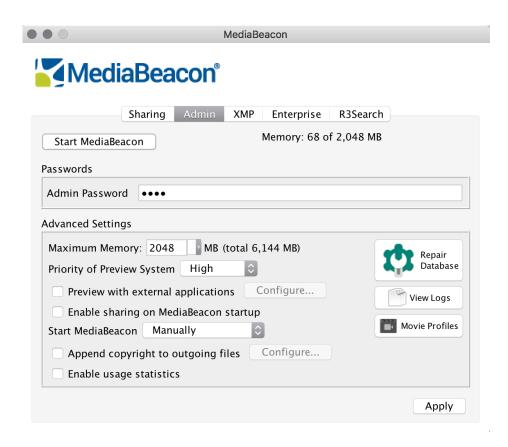


23. The following dialog box will provide you with the option and instructions for disabling auto login, if desired. Click "continue" to go through the steps of disabling auto login, or click "cancel" to keep auto login enabled.



**24.**Next, Open MediaBeacon and you will be ready to configure your database and related settings in the Enterprise tab of the admin GUI.





\*Please Note: You can click on "Start MediaBeacon" in the Admin tab to start MediaBeacon. If the button is grayed out, you will need to navigate to the Activity Monitor of your computer and quit any orphaned Java processes. Next, you will need to force quit MediaBeacon and then reopen MediaBeacon and the "Start MediaBeacon" button should work.

Before starting, you may see the Database Repair dialog box. Click "OK" to continue with the start of MediaBeacon



After installing MediaBeacon 2018.0, the first start will take several minutes, do not exit out or stop the process until it is complete. You can see the progress on the bottom of the GUI. If installations are required before the start of MediaBeacon, you will receive a notification while MediaBeacon is trying to start. You will need to complete these installations before MediaBeacon will start successfully

#### **System Requirements**

#### **Hardware**

The following are the minimum requirements for MediaBeacon 2018.0 on a distributed system configuration with roughly 500k assets and about 200 concurrent users. MediaBeacon requires high



throughput and low latency connections of no more than 1500ms for database access, 1000ms for disk access, and 5ms for connections to distributed components. These are minimum requirements, so hardware capabilities can be increased as needed.

Hardware recommendations for the production, staging, and development environments in a distributed setup are:

|                               | Production                      | Staging                       | Development          |
|-------------------------------|---------------------------------|-------------------------------|----------------------|
| MediaBeacon Primary<br>Server | 16 GB RAM, 8 Core CPU           | 8 GB RAM, 4 Core CPU          | 4 GB RAM, 2 Core CPU |
| Enterprise Search<br>Engine   | 16 GB RAM, 8 Core CPU           | 8 GB RAM, 4 Core CPU          |                      |
| User Concurrency Pack         | 16 GB RAM, 4 Core CPU<br>(each) | 8GB RAM, 4 Core CPU<br>(each) |                      |
| Preview                       | 16 GB RAM, 8 Core CPU           | 8 GB RAM, 4 CPU               | <del></del>          |

#### **Software Operating Systems**

- Windows Server 2008 R2+
- MacOS 10.10+

#### **Supported Database Types**

- · Microsoft SQL Server 2008+
- MySQL5.5+

#### **Supported Browsers**

- Chrome 48+
- Mozilla Firefox 44+
- Safari 9.1+
- Internet Explorer 11+
- · Microsoft Edge
- Apple iOS9.X+
- Android 6.0+

#### **Compatible Versions of Third Party Integrations**

- Aspera 3.7
- Vantage 5+ with license for Vantage Transcode, Vantage Analysis, and Metadata Conversion.
- Microsoft Office 2011+

#### Software Included in Installation Package

- QuickTime x86, 7.1.0.210
- Java JRE 8, x64, 1.8.0\_45
- Graphicsmagick, 1.3.18
- Imagemagick, 7.0.3
- · Ghostscript, 9.14
- Visual C++ Redistributable 2005 SP1, 8.0.56336
- Visual C++ Redistributable and 2008, 9.0.21022
- Flash Player 8



#### No Longer Supported with 2018.0+

- OracleDB
- Internet Explorer 10
- Chrome 44-47
- Firefox 39-43
- Safari 8-9.0

## 2.4. Running MediaBeacon as a Windows Service

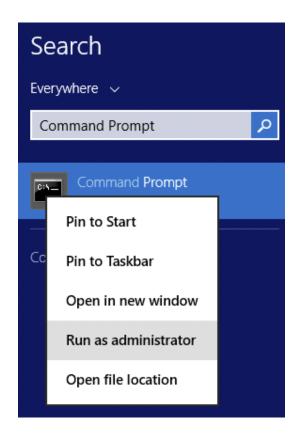
MediaBeacon can be run as a service on Windows. The following are intended to intended to be basic setup instructions. Double-check each step to ensure its appropriateness for your particular configuration. This guide is consistent for 2018.x and 2019.x.

Note that these instructions will need to be followed after any installation or upgrade of the MediaBeacon application.

#### **Windows Service Installation**

- **1.** Ensure MediaBeacon is configured and running properly before proceeding with service installation steps.
  - **a.** Note: To run MediaBeacon as a service, the service must be installed using the same Windows user account that was used for the initial MediaBeacon application installation
- 2. Stop MediaBeacon:
  - a. In the MediaBeacon Server GUI application.
    - a. Under the "Admin" tab: Click "Stop MediaBeacon".
  - **b.** Open the Task Manager:
    - a. Ensure that no tasks named "Java(TM) Platform SE Binary" are running.
  - c. Exit the MediaBeacon Server GUI application.
- 3. Open a command prompt. The application must be run as the "Administrator". To do so:
  - a. Press the windows key
  - **b.** Click the search icon, enter "Command Prompt"
  - c. Right-click Command Prompt and choose "Run as administrator"

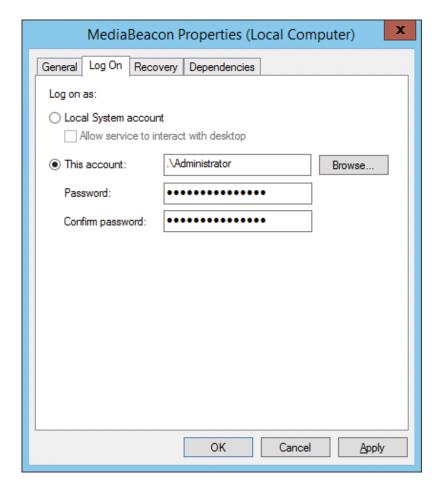




- 4. Determine if MediaBeacon services are installed on the system.
  - a. sc query mediabeacon
- **5.** If any service for MediaBeacon is shown:
  - **a.** Change directory to the MediaBeacon installation, which is typically C:\Program Files \MediaBeacon\MediaBeacon.
    - a. cd C:\Program Files\MediaBeacon\MediaBeacon
  - **b.** Uninstall using the following command.
    - a. bin\prunsrv.exe //DS//mediabeacon
- 6. Edit etc\mb\_inst.bat.
  - **a.** Notes:
    - **a.** Ensure you are using a plain text editor.
    - **b.** In a standard install this is located at: C:\Program Files\MediaBeacon\MediaBeacon\etc \mb\_inst.bat.
  - **b.** Confirm that the various file paths to MediaBeacon's binaries are accurate. The C:\Program Files\mediabeacon\mediabeacon strings should be replaced with the actual install location if MediaBeacon is installed to a non-default location:
    - a. PR\_INSTALL line.
    - **b.** PR\_CLASSPATH line, multiple paths.
    - **c.** PR\_LIBRARYPATH line, multiple paths.
    - d. The line under "REM Install Service".
    - **e.** PR\_JVMOPTIONS line, the C:\Program Files\MediaBeacon\MediaBeacon strings should be replaced with the actual install location ifMediaBeacon is installed to a non-default location:



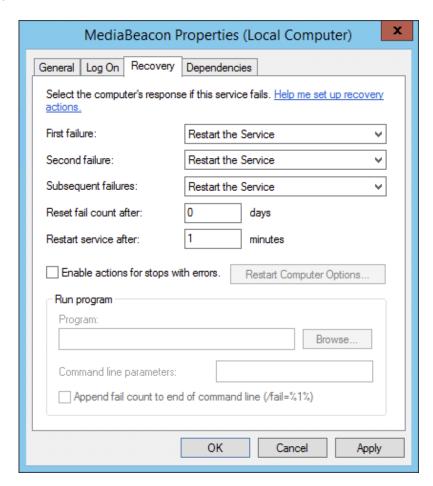
- **a.** -Dmb.root=C:\Program Files\Mediabeacon;-Dmb.force.mb.service=true;-Dfile.encoding=UTF-8;
- c. Update the PR\_JVMMX variable to match the "Maximum Memory" set on the Admin tab of the MediaBeacon Server GUI application (which, in turn, should be set to a value appropriate to the server's use and resources). The default value of 4096 for the PR\_JVMMX variable typically matches the default in the MediaBeacon application. If you're unsure of a proper value for your environment, please contact MediaBeacon Support.
- **d.** Do NOT, codify the PR\_SERVICEUSER and PR\_SERVICEPASSWORD lines. These will be set in subsequent steps.
- 7. In the Command Prompt, run etc\mb\_inst.bat to install the service.
  - a. etc\mb inst.bat
  - **b.** Note, use "Run as administrator" method, as above.
- 8. Set MediaBeacon service account information:
  - a. Open the Services application.
  - **b.** Right-click MediaBeacon service, choose "Properties".
  - c. Click "Log On" tab.
  - **d.** Enter the username and password of the windows user that the service will be run under. Note: This must match the Windows user account that was used for initial application install.
  - e. Click "Apply", Click "OK".



**9.** Optional: Set the MediaBeaconservice's Recovery options:



- a. Open the Services application.
- **b.** Right-click MediaBeacon service, choose "Properties".
- **c.** Click "Recovery" tab.
- d. First failure: Restart the Service.
- e. Second failure: Restart the Service.
- f. Subsequent failures: Restart the Service.
- **g.** Reset fail count after: 0 days.
- h. Restart service after: 1 minutes.
- i. Click "Apply", Click "OK".



j. Start MediaBeacon service: See instructions below.

#### 2.4.1. Starting and Stopping MediaBeacon Running as a Service in Windows

#### **Starting**

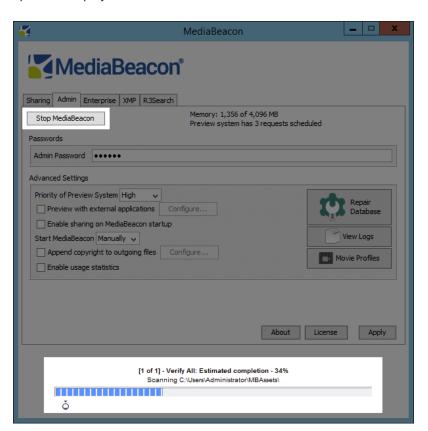
- 1. Open "Services" application:
  - a. Right-click MediaBeacon service, choose "Start".
  - $\boldsymbol{b.}\;$  MediaBeacon is now starting and needs no further intervention.
- **2.** OPTIONAL: to monitor MediaBeacon's startup:



a. Open MediaBeacon Server GUI application.



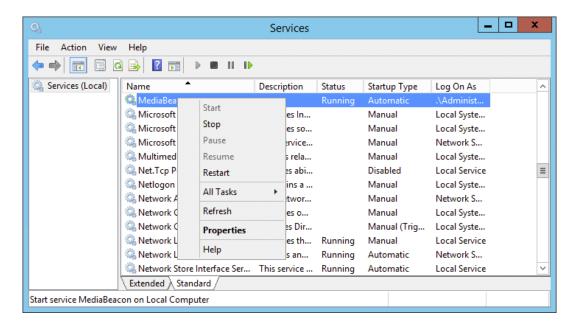
- a. In the MediaBeacon Server GUI application, startup is indicated by
  - a. The Start/Stop button (Under the "Admin" tab) is labeled "Stop MediaBeacon".
  - **b.** The fly out panel is displayed.



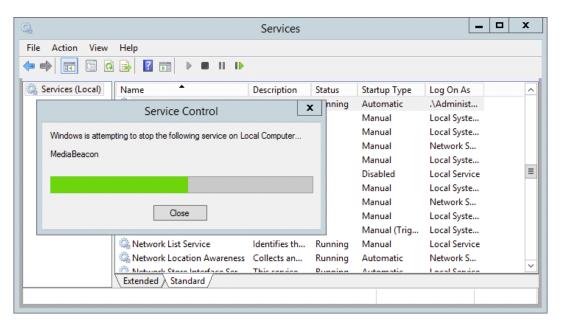
#### **Stopping**

- 1. Open "Services" application:
  - a. Right-click MediaBeacon service, choose "Stop".



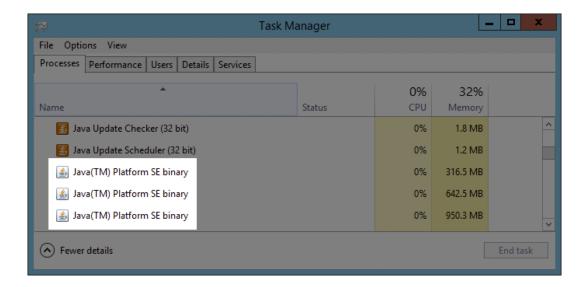


**b.** Wait for shutdown progress bar to finish.



- 2. Open "Task Manager" application.
  - a. Ensure that no tasks named "Java(TM) Platform SE Binary" are running.





- 3. Shutdown MediaBeacon Server GUI application, if applicable:
  - **a.** Under the "Admin" tab: The Start/Stop button will be greyed out and say "Stop MediaBeacon" (indicating that is shut down)



**b.** Exit the MediaBeacon Server GUI application using the "X" icon in upper left of application window.



# 3. MediaBeacon 2019.1 System Requirements

MediaBeacon version 2019.1 2019-05-22

#### **Hardware**

The following are the minimum requirements for MediaBeacon on a distributed system configuration with roughly 500k assets and about 200 concurrent users. MediaBeacon requires high throughput and low latency connections of no more than 1500ms for database access, 1000ms for disk access, and 5ms for connections to distributed components. These are minimum requirements, so hardware capabilities can be increased as needed.

Hardware recommendations for the production, staging, and development environments in a distributed setup are:

| Server Type                   | Production                     | Staging                       | Development         |
|-------------------------------|--------------------------------|-------------------------------|---------------------|
| MediaBeacon Primary<br>Server | 16GB RAM, 8 Core CPU           | 8GB RAM, 4 Core CPU           | 4GB RAM, 2 Core CPU |
| Enterprise Search<br>Engine   | 16GB RAM, 8 Core CPU           | 8GB RAM, 4 Core CPU           | N/A                 |
| User Concurrency Pack         | 16GB RAM, 4 Core CPU<br>(each) | 8GB RAM, 4 Core CPU<br>(each) | N/A                 |
| Preview                       | 16GB RAM, 8 Core CPU           | 8 GB RAM, 4 CPU               | N/A                 |

### **Software**

#### **Operating Systems**

- Windows Server 2008 R2+
- MacOS 10.10+

#### **Supported Database Types**

- · Microsoft SQL Server 2008+
- MySQL5.5+

#### **Supported Browsers**

- Chrome 56+
- Mozilla Firefox 52+
- Safari 10.1+
- Internet Explorer 11+
- · Microsoft Edge



- Apple iOS 11.X+
- Android 8.0+

#### **Compatible Versions of Third Party Integrations**

- Aspera 3.7
- Vantage 5+ with license for Vantage Transcode, Vantage Analysis, and Metadata Conversion
- · Microsoft Office 2011+
- LibreOffice

#### Software Included in Installation Package

- QuickTime x86, 7.1.0.210
- Java JRE 8, x64, 1.8.0\_45
- Graphicsmagick, 1.3.18
- Imagemagick, 7.0.3
- Ghostscript, 9.14
- Visual C++ Redistributable 2005 SP1, 8.0.56336
- Visual C++ Redistributable and 2008, 9.0.21022
- Flash Player 8

#### No Longer Supported with 2019.1

- OracleDB
- Internet Explorer 7-10
- Chrome 44-47
- Firefox 39-43
- Safari 8-9.0
- OpenOffice