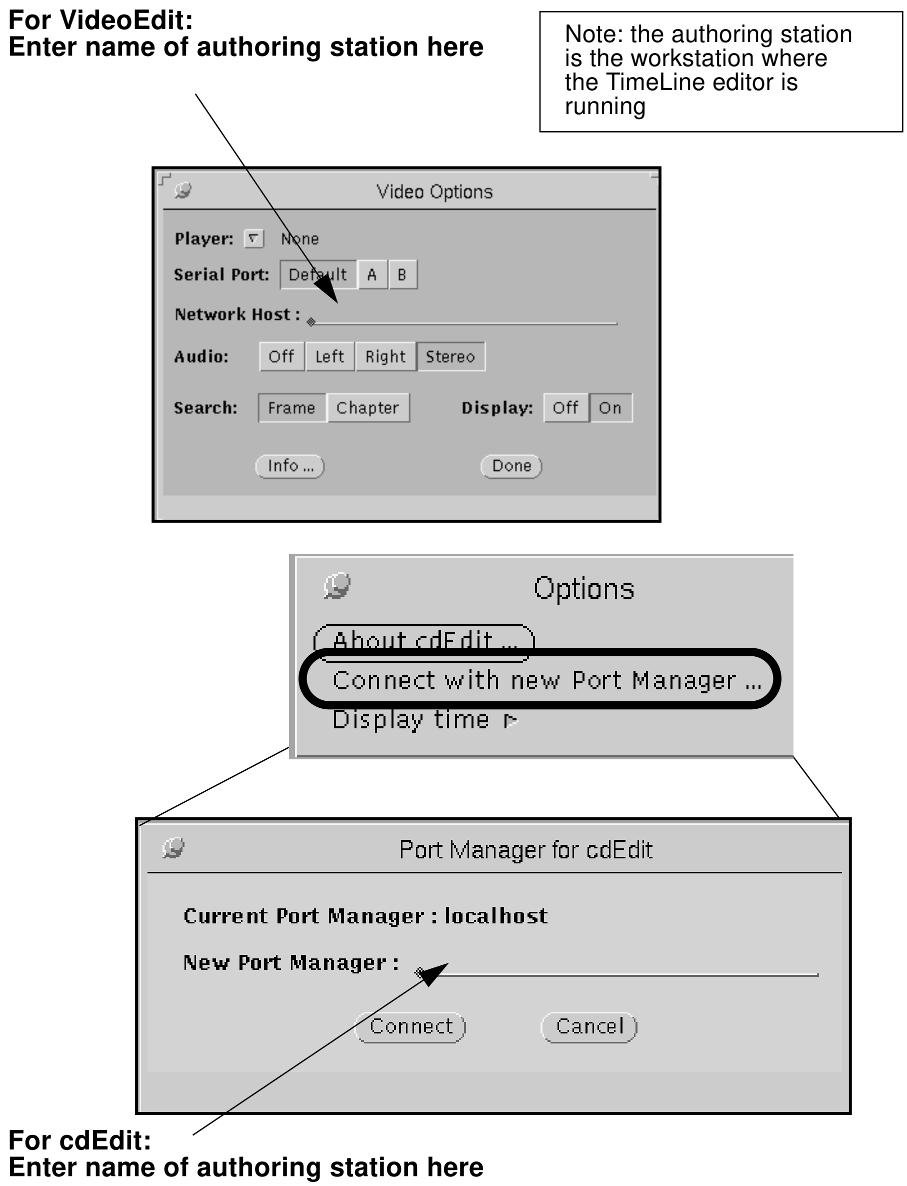

Figure A-28 Telling Remote Media Editors the Name of the Authoring Station

2. Change to the correct directory , and type this command in your shell window:

    PortManager&

3. You may now restart your MAEstro editors.

Specifying an Authoring Workstation

If you are using either cdEdit or VideoEdit or both on a remote workstation, you must specify the name of your local authoring station to the remote editors. Otherwise, you will not be able to use the remote material. This situation is illustrated in Figure A-27.

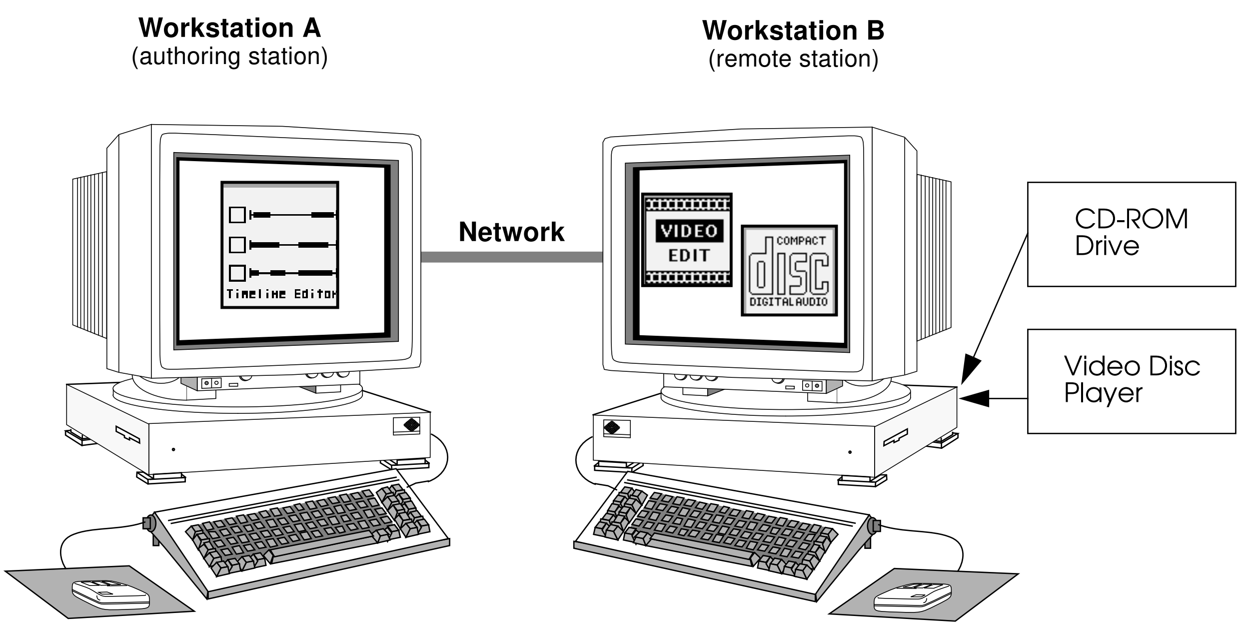

Figure A-27 Building a Time Line using Remote External Devices

To specify the authoring station, go to the remote workstation (where cdEdit and/or VideoEdit are running), and type the hostname of the authoring station in the space provided. To find the hostname of the authoring station, open a shell window on the authoring station and type `hostname`. The space for hostname appears on the ***Options*** panel of both editors, as shown in Figure A-28.

Appendix A, Using the Port Manager

This appendix explains the uses of the normally invisible PortManager application. It begins with a description of PortManager, then explains two situations where you may need to work with it.

About the Port Manager

The Port Manager establishes communications among MAEstro applications. When a MAEstro application is invoked, it registers itself with the Port Manager. Later, when TimeLine needs to communicate with a MAEstro media editor, the Port Manager makes the initial connection possible.

Once MAEstro has been installed, Port Manager continually runs in the background (the Port Manager is started as part of the installation process; additionally, the Port Manager should be started each time the workstation is rebooted). To insure this, ask your system administrator to place a line in the file `/etc/rc.local` that starts the Port Manager). There should be one PortManager running on each machine running MAEstro.

Typically, PortManager is transparent to you. However there are two situations where you must work with the Port Manager directly, described below and in the next two sections:

- If PortManager crashes or was never started, you must restart it.
- If you are working with certain editors remotely, you need to specify the name of the authoring machine to the remote PortManagers.

Restarting the Port Manager

If you attempt to invoke a MAEstro editor and get a message that PortManager is not running, it means that either PortManager has crashed or somehow was never started. To restart PortManager, follow these steps:

1. Quit (not just close) all the MAEstro editors currently running.