



## Woody in2it Profiles configuration

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### Introduction

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Once **Woody in2it** has been installed on the workstation, you can start configuring the different ingest profiles you need, according to your workflow.

For each profile, you can define :

- Target wrapper and codec depending on the source file
- Target folders in your production environment or shared storage
- Metadata and naming rules for target clips and folders

Profile configuration will determine how ingests will be handled and what the user will see in the user interface.

## 1. Profiles tab introduction

The screenshot shows the 'PROFIL' configuration page in the Woody in2it software. The interface is divided into several sections:

- 1** (PROFIL): Profile name 'vs JT' and 'ACTIF' status.
- 2** (Cible): Target mode 'Avid Interplay' and format settings for Avid, Non-Avid, and Photo sources.
- 3** (Métadonnées): Metadata table with columns for 'Métadonnée', 'Interplay attribut', and checkboxes for 'Afficher' and 'Obligatoire'.
- 4** (Nommage et groupages): Naming rules for clips and folders, including 'Renommage clips' and 'Création sous-dossier Interplay'.
- 5** (Notifications): Settings for success and error notifications via Email and HTTP.
- 6** (Sauvegarde automatique des cartes): Automatic backup of camera cards settings, with a 'SAUVEGARDE CARTES' checkbox.

At the bottom, there are buttons for 'IMPORT PROFILES', 'COPER', 'NOUVEAU', 'ENREGISTRER', and 'ANNULER'.

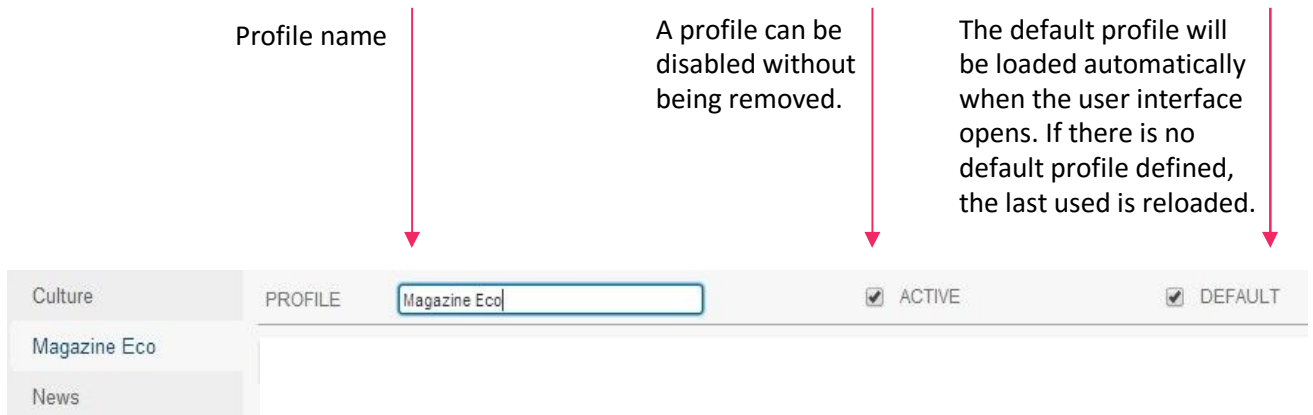
- 1 Management of profiles.
- 2 Ingest mode; target format, storage and folder.
- 3 Creation, configuration and mapping of metadata.
- 4 Naming rules for target clips and folders.
- 5 Http and email notifications settings.
- 6 Automatic backup of camera cards settings.

## 2. Profiles management

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- Click on the **New** button to create a profile.
- You can also create it by **Copy** of an existing profile.

① *The number of profiles is not limited.*



Then, you can configure the profile as described below.

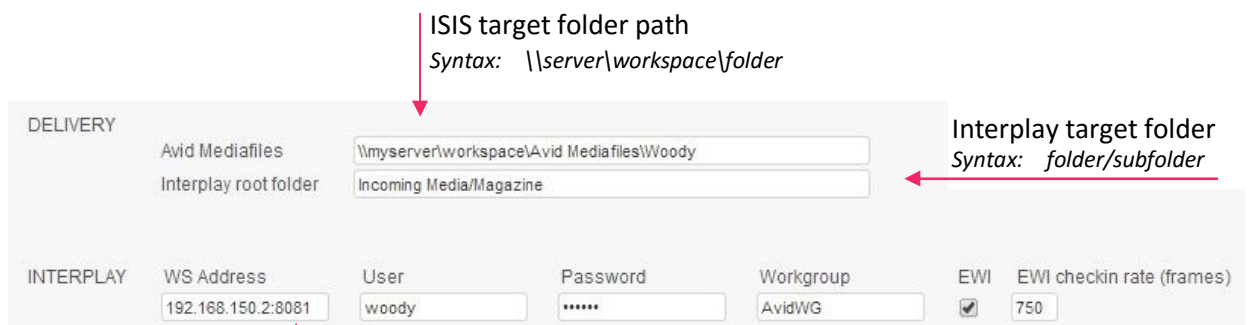
## 3. Destination settings

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Four ingest modes are available.



### 3.1. Avid Interplay mode



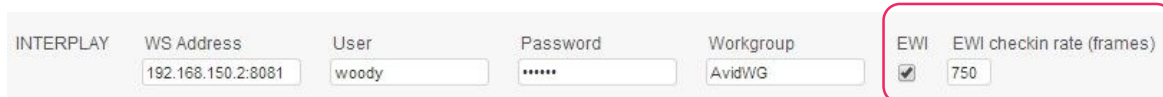
Syntax: *IPaddress:port*  
or *hostname:port*

ISIS target folder path  
Syntax: *\\server\workspace\folder*

Interplay target folder  
Syntax: *folder/subfolder*

Interplay WebServices Settings

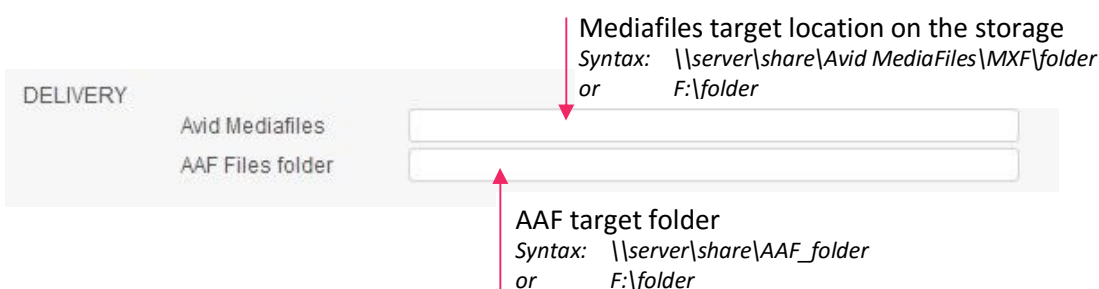
If you choose to enable [Edit While Ingest](#) feature, you can define the refreshing rate of the masterclip in Avid Interplay.



### 3.2. [Avid Mediafiles + aaf mode](#)

This mode works in the same way than [Avid Interplay](#), without checkig-in clips to Interplay.

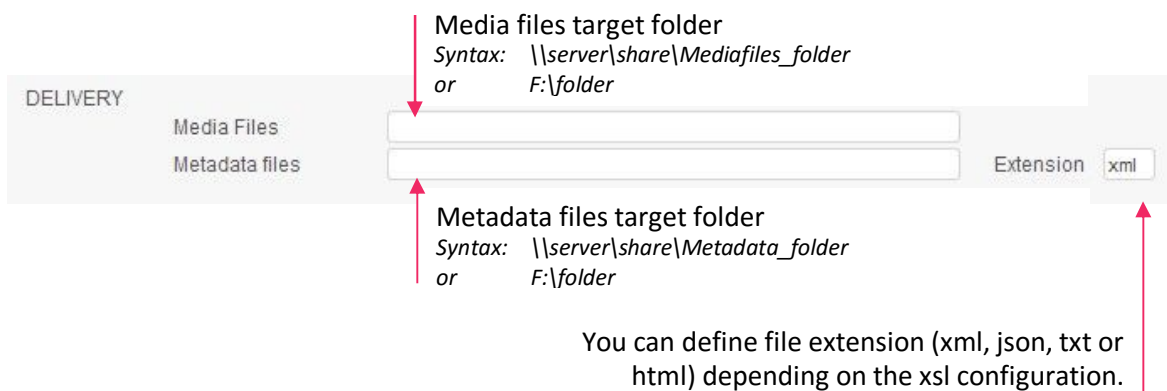
MXF files are created on any local or shared storage, and an AAF file is generated for each clip. This AAF file can be easily imported in a bin of your Avid editing software, making the clip available for editing.



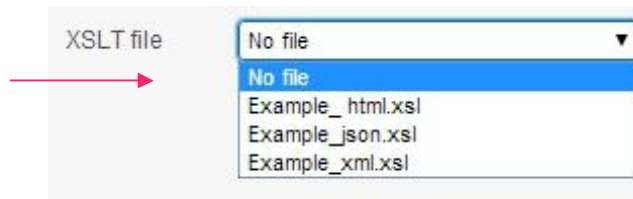
### 3.3. [A/V File + Metadata mode](#)

In this mode, [Woody in2it](#) will create an audio/video media file and a metadata file for each clip. Regarding your target format (cf. §4), the target media file can be identical to source, rewrapped to another container or transcoded. You can also configure the format of the metadata file.

This mode is made to ingest files in any production environment.



If needed, you can define a xsl transformation file to reformat the metadata.




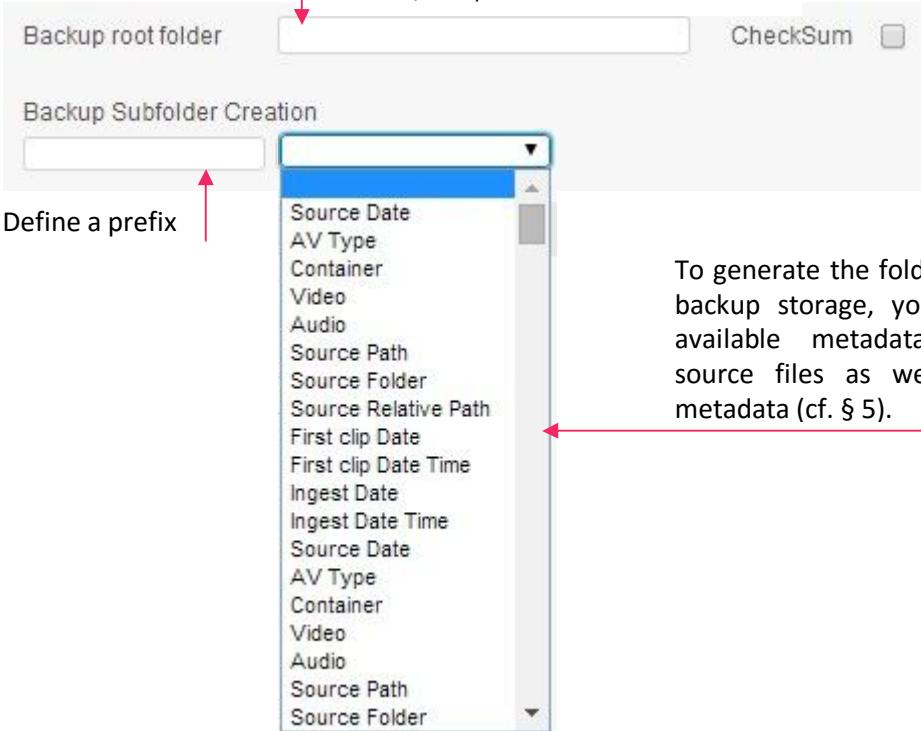
Xsl sample files are available, you can also use your own xsl files putting them in `C:\ProgramData\Woody Technologies\Woody in2it\config\userdata`.

By default, [Woody in2it](#) creates a XML file containing all metadata of source clip.

This mode allows to backup the media structures supported by **Woody in2it** and located at the root level of a camera card or a removable device. The copy is made to the appropriate storage location, in a structured folder tree.

If **Checksum** is enabled, a Sha1 hash is performed, after the copy, on the source and target to check its integrity.


 **This operation can take the same time than the copy itself.**



Syntax: \\server\share\folder  
or E:\Backups

Backup root folder  CheckSum

Backup Subfolder Creation

Define a prefix 

- Source Date
- AV Type
- Container
- Video
- Audio
- Source Path
- Source Folder
- Source Relative Path
- First clip Date
- First clip Date Time
- Ingest Date
- Ingest Date Time
- Source Date
- AV Type
- Container
- Video
- Audio
- Source Path
- Source Folder

To generate the folder tree on the backup storage, you can use all available metadata related to source files as well as custom metadata (cf. § 5).

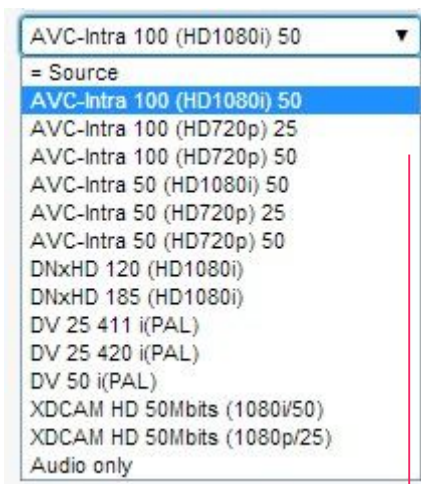
## 4. Conditional transcoding settings

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### 4.1. For Avid compliant formats

Only available in [Avid Interplay](#) and [Avid Mediafiles + AAF](#) modes.

Depending on the source format of the processed clips, you can define the target format. After analyzing the source, **Woody in2it** will determine if the clips have to be transcoded or only rewrapped.



ⓘ "Same as source" setting (= Source) is available for all formats supported by Avid (Avid sources). Please find the whole list of supported formats in the [Woody in2it technical specifications guide](#).

FORMAT	Video	Resizing	Audio settings	Tracks
Avid sources				
SD	> = Source	Pad	16 bits - 48 kHz	= Source
HD	> = Source	Pad	16 bits - 48 kHz	= Source
Default audio	>		16 bits - 48 kHz	
Non-Avid sources				
SD	> DV 25 411 i(PAL)	Pad	16 bits - 48 kHz	= Source
HD	> DNxHD 185 (HD1080i)	Pad	16 bits - 48 kHz	= Source
Photo	> DNxHD 185 (HD1080i)	Pad		Durée 30 sec
Audio	> 25 fps		16 bits - 48 kHz	= Source

You can define audio settings for the cases where only audio in not compatible with Avid formats.

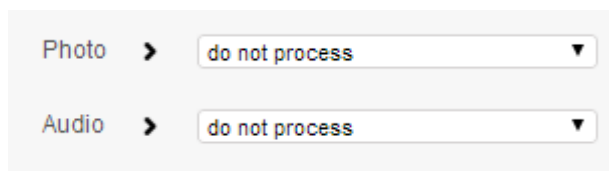
Define the frame rate is also useful for audio only clips to make sure that it will be the same than your Avid project.

Resizing rules for non 16/9 sources.

Video clip duration for clips generated from a still image.

💡 **Make sure that audio settings are compatible with video settings.**

ⓘ *Audio only clips and still images processing is optionnal and can be disabled.*



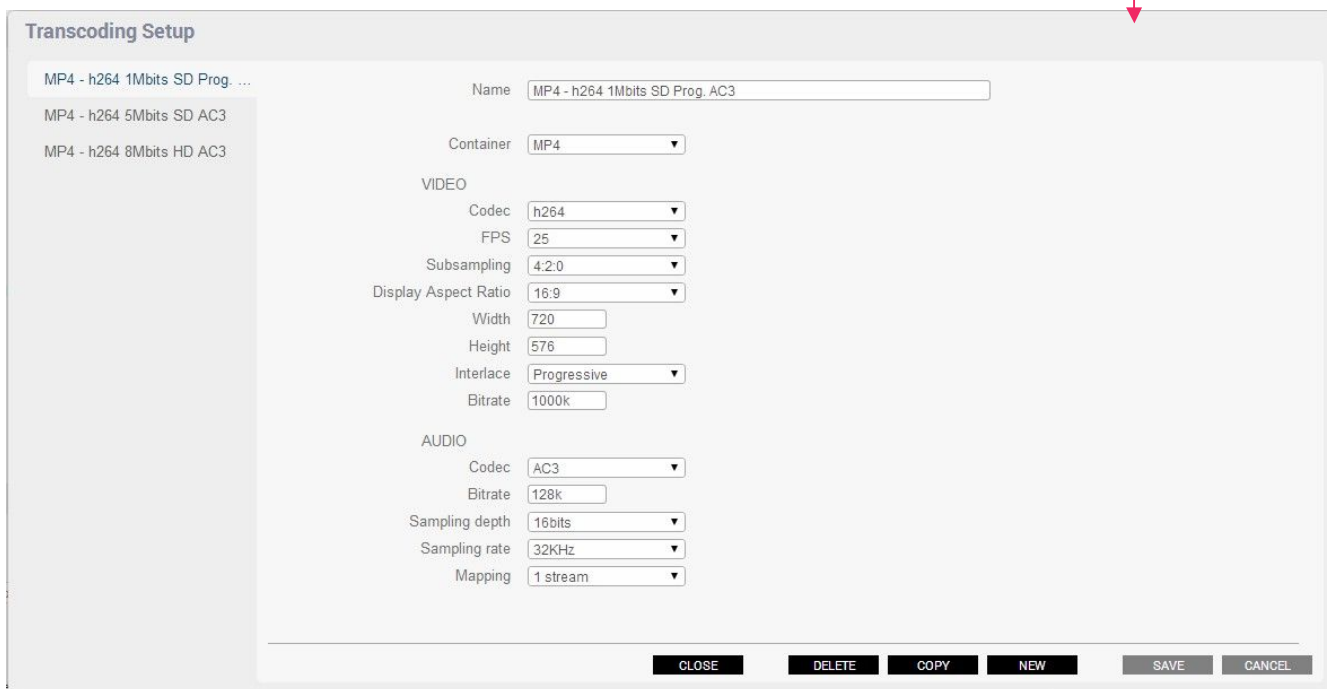
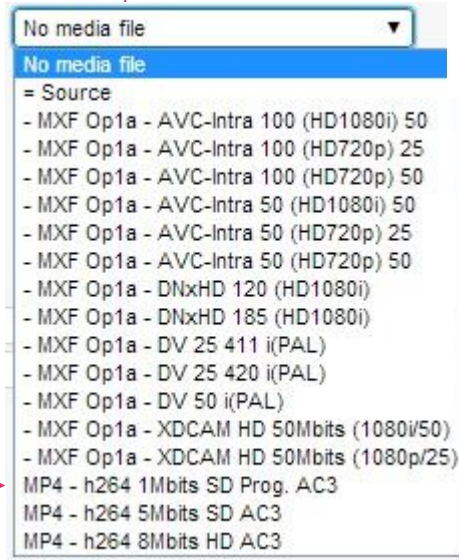
## 4.2. For A/V File + Metadata mode

In this mode, you can precisely define the target format and the transcoding settings used by **Woody in2it**.



Target formats beginning by "-" are available by default and well tested.

Additional target formats are suggestions. You can modify them or create new ones, accessing the [Transcoding setup](#) dialog.



## 5. Metadata

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This area allows you to :

- Define which metadata of the source clip would be displayed in the user interface.
- Create custom metadata fields to be filled by the users before ingest, and that can be used in naming rules.

→ Fill an empty field to create a new custom metadata.

Metadata	Custom column	List		Clip		Mandatory	Del	Order
		Display	Edit	Display	Edit			
New metadata								
Emission	texte	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Magazine	statique	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Sujet	texte	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Journaliste	liste	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Lieu	texte	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Nom		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Durée		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Date		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Date Heure		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Video		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Audio		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	

→ Choose the metadata type

- Free **Text** field to be filled by the user.
- **Static** metadata for a fixed value to be used in the naming rule (i.e 'News') or, in Avid Interplay mode, used to always set an attribute with this value.

ⓘ *A static metadata can't be displayed in the user interface.*

- **List** metadata for a closed list of values.

→ Click on the "..." opens the following dialog to create or modify the list of values availables.

You can create as many entries as needed and order them by drag & drop.

- **External list** for a dynamic update of the values based on a csv file. The csv file has to be copied in `C:\ProgramData\Woody Technologies\Woody in2it\config\external` to be available in the selection dialog.



The following check boxes allow you to define how the metadata are visible and editable:

The metadata is visible in the list of clips in the user interface.

The metadata is visible in the details area, when the clip is loaded in the player.

Metadata	Custom column	List		Clip		Mandatory	Del
		Display	Edit	Display	Edit		
Show	list	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Object	text	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Location	text	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Name		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input type="checkbox"/>		
Source Name		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
Source Date		<input type="checkbox"/>		<input type="checkbox"/>			
Source Date-Time		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>			
AV Type		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>			
Duration		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>			
TC Start		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>			
Container		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
Video		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>			
Audio		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>			
Streams		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
Segments		<input type="checkbox"/>		<input type="checkbox"/>			
Device		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
Umid		<input type="checkbox"/>		<input type="checkbox"/>			
Source Path		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
Source Folder		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
Source Relative Path		<input checked="" type="checkbox"/>		<input type="checkbox"/>			

In Avid Interplay mode, you can define in which Interplay attribute the metadata will be copied during ingest. If this attribute doesn't exist in Interplay, **Woody in2it** will create it.

These attributes can be displayed in Avid Interplay clients and in Avid editing software.

The field is editable by the user in the list of clips or in the details area.

The field is mandatory and has to be filled prior to ingest

- ⓘ *If the custom metadata are used in naming rules, they should be mandatory for the users. If not, when you save the profile, Woody in2it will make them mandatory.*

You can drag and drop metadata along this grey scrollbar to change the order they are displayed in the user interface (cf. **Woody in2it** User Guide).

## 6. Naming rules

In this area, you can define

- Naming rule for clips
- Naming rule for target folders and subfolders
- Naming rule for the shotlist (in Avid Interplay mode)

### 6.1. Clips naming rule

Prefix, suffix and separators (cf. details below)

Arrows allow you to organize the metadata in the naming rule

When you add a metadata in the rule, a new line appears automatically.

Number of digits added to the clip name incrementally.

You can use as many metadata as you need in the naming rule. They can be chosen in the dropdown list, where the custom metadata are also available (cf. § 5).

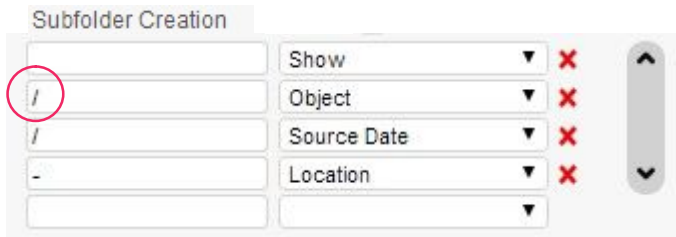
### 6.2. Target folders naming rule

The naming rule for target subfolder is defined in the same way than for clips.

### 6.3. Create a target folder tree dynamically

For **Avid Interplay** et **A/V File + Metadata** modes, the folder naming rule allows you to create a complete folder tree from the root folder defined in the **Destination** part of the profile.

→ Use a **/** as separator when you want to create a subfolder.



In this example, the resulting folder tree will be  
 Incoming Media/Magazine  
 > Name of the show  
     > Topic of the story  
         > Date of shooting - Place  
             Topic – Date – Journalist-001  
             Topic – Date – Journalist-002

### 6.4. Create a shotlist in Avid Interplay

The **Avid Interplay** mode allows the **Interplay Shotlist Creation**. Woody in2it creates a shotlist for each ingest, in the same folders than the clips. All clips processed during the ingest are ordered in the shotlist.



The shotlist naming rule works as the clips and folders naming rules.

**ⓘ** Please do not use metadata related to a clip in the shotlist naming rule. It could prevent the shotlist creation.  
 Furthermore, clips coming from different sources or with different frame rates could cause issues in the shotlist creation.

**💡** Special characters **/ \ : \* ? " < > | % &** can't be used as separators in the naming rules.  
**/** is only allowed for creation of subfolders.

## 7. Post-processing notifications

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After the processing of each clip, and depending on the result (success or failure), you can configure the following notifications :

- Email sending to one or more recipients
- Http request to an external server

The screenshot shows a configuration window titled "Notifications". It is split into two main sections: "On success" and "On error".

**On success:**

- Email: Includes an "Addresses:" text input field.
- HTTP: Includes a "Method:" dropdown menu (set to "None"), a "URL:" text input, "Headers:" text input, an "Authentication:" dropdown menu (set to "None"), a "User:" text input, a "Password:" text input, and an "XSLT file:" dropdown menu (set to "No file").

**On error:**

- Email: Includes an "Addresses:" text input field.
- HTTP: Includes a "Method:" dropdown menu (set to "None"), a "URL:" text input, "Headers:" text input, an "Authentication:" dropdown menu (set to "None"), a "User:" text input, a "Password:" text input, and an "XSLT file:" dropdown menu (set to "No file").

Regarding http requests, you can define:

- Method
- Authentication

A close-up of the "Methode" dropdown menu. The current selection is "None". Other visible options are "POST", "GET", and "PUT".

A close-up of the "Authentication" dropdown menu. The current selection is "None". Another visible option is "Basic".

- Xsl file used to generate the content of the request.

A close-up of the "XSLT file" dropdown menu. The current selection is "No file". Other visible options are "Example\_html.xsl", "Example\_json.xsl", and "Example\_xml.xsl".

If there is no xsl file set, the standard Woody XML structure will be sent as content of the request.

## 8. Automatic backup of camera cards

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After ingest, this option triggers the backup of the whole camera card to a dedicated storage location.



Syntax: `E:\Backups`  
or `\\server\share\folder`

→ Click on [Save](#)

- ① *If you create or remove a profile during ingest operations, the dropdown list in the user interface will be updated after the current ingest is completed.*

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[support.woody-technologies.com](http://support.woody-technologies.com)