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Contents

Contents	4
1. What is EngineAdmin for iPhone?	5
2. Requirements	6
3. Installation	7
4. How To Use	10
5. Reference	11

1. What is EngineAdmin for iPhone?

EngineAdmin for iPhone allows you to view all jobs that have been put through Telestream's Episode Engine, wirelessly.

Not only do you get an update of current running jobs being transcoded, but you also get a history of finished jobs, whether they were successful or not.

EngineAdmin is a portable, handheld solution for viewing your Episode Engine jobs when you're on the move. Only a WiFi connection is needed to link your iPhone or iPod Touch to the network.

The app uses Telestream's Engine SDK, which can be configured to meet your own requirements, as it can be run using Ruby, PHP, Perl, or Java. For more information on the SDK, please go to <http://www.telestream.net>.

2. Requirements

In order for **EngineAdmin for iPhone** to work properly, you must first install Episode Engine and the SDK on a Mac connected to the internet.

If you require Episode Engine or Engine SDK, go to <http://www.telestream.net> for more information.

EngineAdmin for iPhone also requires you to have Ruby on Rails for Mac installed, and all appropriate software installed and working. For more information on Ruby and Ruby on Rails, please go to the reference section of this user guide.

3. Installation

This document assumes that you have a working version of Episode Engine, and that you understand its capabilities and how to configure it.

As mentioned before, **EngineAdmin for iPhone** requires Engine SDK to be installed.

To start with, you can use the Ruby sample from the Sample folder in the SDK install directory to check that all is running ok.

To use the Ruby sample follow these instructions;

1. Navigate to the EngineWebApp directory where the SDK samples were installed to, via Terminal.

```
cd /Library/Application\ Support/ \
Episode/Engine/SDK/Samples/ruby/EngineWebApp
```

2. Then, start the Ruby on Rails instance.

```
script/server
```

3. You now should see some activity in the Terminal, like below:

```
=> Booting Mongrel
=> Rails 2.3.2 application starting on http://0.0.0.0:3000
=> Call with -d to detach
=> Ctrl-C to shutdown server
```

4. Open up a web browser and type in `http://<IP Address of Mac running the Ruby on Rails instance>:3000`
5. Now you will get a login screen, which will log you into the Engine instance you wish to view the jobs for, using the IP address of the Episode Engine server as the Host, and it's password (as set in the Episode Engine installation). If you installed the SDK on the same Mac as Episode Engine, you can use *localhost* or *127.0.0.1* as the Host, and by default the password is *anonymous*.



6. If successfully logged in, you will now get a screen displaying any current running jobs in Episode Engine, plus any finished job. This indicates that the SDK sample is running correctly.

Now install EngineAdmin from the App Store onto your iPhone or iPod Touch.

4. How To Use

Run the app and type in the IP Address of the Mac running the Ruby on Rails instance (as in the test before).

If this IP address is going to be constant, you can save it as the Default IP Address by tapping the "Save Default" button.

Now tap "Go" and wait for the page to load.

You can now log in to the Engine Instance you wish to view the jobs for, using the IP address of the Episode Engine server and its password (as set in the Episode Engine installation).

To quit viewing the page, or to view another Episode Engine instance, tap the "Engine Admin" tab button at the top left of the screen.

If you want to load the default IP address you saved earlier, simply tap the "Load Default" button.

5. Reference

For more detail on Episode Engine and Engine SDK, visit <http://www.telestream.net/episode-engine/overview.htm>

To download, install, Ruby and Ruby on Rails, go to <http://rubyonrails.org/>.

For more information or support on EngineAdmin for iPhone, please go to <http://www.boxer.co.uk/webpages/view/iphone-apps-support-page>