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Overview

MDVx is a tiny app written by AVID editors for AVID editors.

Primarily it is made for media management at the file system level. Unlike the AVID's Media tool, MDVx uses direct file and path access and allows you to organize and archive your media inside the complex, not always simply-named structure of AVID's media folders.

MDVx supports all kinds of connected drives and media - from USB sticks to NEXIS storage, network drives, any kind of SAN, etc. MDVx was extensively tested in AVID shared storage environments. Scanning speeds are optimized for low bandwidth - so you can manage and identify your media even over slower wi-fi network.

The MDVx scanner engine uses AVID's .pmr and .mdb database files to identify media, and, as a result, MDVx is compatible almost with any AVID editing system: Composer, Symphony, Express, or Newscutter.

MDVx is free and will always be free.

Any supporting materials, such as articles or tutorials are welcome. Feel free to use, give feedback and suggestions.

Sincerely yours - DJFio[DB].

Contacts

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<http://djfio.ru/mdv/>

Note:

Database scanner engine in MDVx uses only the information stored in .mdb and .pmr files inside your media directories. This method has its own pros and cons.

Pros

Incredibly fast scanning even over wi-fi or slow network.

Always actual metadata - built by AVID application itself.

Cons

You can not scan media folders without .mdb and .pmr files.

You must have actual .pmr and .mdb files inside your media folders.

You must run an AVID app to refresh its databases after delete or move actions.

User Interface

MDVx user interface consists of two windows: Main window and Database window.

Main window



«Big Red Button»

This is the main and perhaps the only button you need. When you push it, MDVx resets its state and shows you «Disk Selector» window.

Inside the Disk Selector, all available disks and network shares currently connected to your Mac will be listed.

Select drives you need and press «OK, go!» button.

MDVx will search for common MXF and OMF media locations like «OMF Mediafiles» and «Avid MediaFiles»

recursively on these disks and will start the database scan. It may take some time depending on how much media you have. After this scan the database window with a summary table will be presented.

«Small Red Button»

Pressing this initiates the database scan, but only for one folder. Unlike «Big Red Button» It does not reset database contents and works incrementally, so you can scan many single media folders one by one.

MDVx will ask you to select a folder or .pmr file. Then recursively scans this folder for .mdb and .pmr databases. If found, its subfolders and their contents will be added to the database.

icon	Filename	Clip Name in bin	Project	Size	Date	Kind	Compression	Rate	Framerate	Bits
XX	Cam1_02feb_Logik40_A_1_tc_11_03_16_0...	Cam1_02feb_Logik40_A_1_tc_11_03_16_06	02feb_Logik40_A	11.41 MB	02/02/17 11:06	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_11_03_16_0...	Cam1_02feb_Logik40_A_1_tc_11_03_16_06	02feb_Logik40_A	11.41 MB	02/02/17 11:06	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_11_03_16_0...	Cam1_02feb_Logik40_A_1_tc_11_03_16_06	02feb_Logik40_A	11.41 MB	02/02/17 11:06	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_11_03_16_0...	Cam1_02feb_Logik40_A_1_tc_11_03_16_06	02feb_Logik40_A	11.41 MB	02/02/17 11:06	Audio	48 kHz	25fps	16 bit	
***	Cam1_02feb_Logik40_A_1_tc_11_03_16_0...	Cam1_02feb_Logik40_A_1_tc_11_03_16_06	02feb_Logik40_A	1.76 GB	02/02/17 11:06	DNxHD	1080i...	120	25fps	8 bit
***	Cam1_02feb_Logik40_A_1_tc_11_51_34_1...	Cam1_02feb_Logik40_A_1_tc_11_51_34_12	02feb_Logik40_A	249.44 MB	02/02/17 11:54	Audio	48 kHz	25fps	16 bit	
***	Cam1_02feb_Logik40_A_1_tc_11_51_34_1...	Cam1_02feb_Logik40_A_1_tc_11_51_34_12	02feb_Logik40_A	249.44 MB	02/02/17 11:54	Audio	48 kHz	25fps	16 bit	
***	Cam1_02feb_Logik40_A_1_tc_11_51_34_1...	Cam1_02feb_Logik40_A_1_tc_11_51_34_12	02feb_Logik40_A	249.44 MB	02/02/17 11:54	Audio	48 kHz	25fps	16 bit	
***	Cam1_02feb_Logik40_A_1_tc_11_51_34_1...	Cam1_02feb_Logik40_A_1_tc_11_51_34_12	02feb_Logik40_A	249.44 MB	02/02/17 11:54	Audio	48 kHz	25fps	16 bit	
***	Cam1_02feb_Logik40_A_1_tc_11_51_34_1...	Cam1_02feb_Logik40_A_1_tc_11_51_34_12	02feb_Logik40_A	39.34 GB	02/02/17 11:54	DNxHD	1080i...	120	25fps	8 bit
XX	Cam1_02feb_Logik40_A_1_tc_12_35_02_2...	Cam1_02feb_Logik40_A_1_tc_12_35_02_21	02feb_Logik40_A	132.62 MB	02/02/17 12:38	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_35_02_2...	Cam1_02feb_Logik40_A_1_tc_12_35_02_21	02feb_Logik40_A	132.62 MB	02/02/17 12:38	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_35_02_2...	Cam1_02feb_Logik40_A_1_tc_12_35_02_21	02feb_Logik40_A	132.62 MB	02/02/17 12:38	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_35_02_2...	Cam1_02feb_Logik40_A_1_tc_12_35_02_21	02feb_Logik40_A	132.62 MB	02/02/17 12:38	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_35_02_2...	Cam1_02feb_Logik40_A_1_tc_12_35_02_21	02feb_Logik40_A	28.89 GB	02/02/17 12:38	DNxHD	1080i...	120	25fps	8 bit
XX	Cam1_02feb_Logik40_A_1_tc_12_58_13_1...	Cam1_02feb_Logik40_A_1_tc_12_58_13_10	02feb_Logik40_A	264.02 MB	02/02/17 13:01	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_58_13_1...	Cam1_02feb_Logik40_A_1_tc_12_58_13_10	02feb_Logik40_A	264.02 MB	02/02/17 13:01	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_58_13_1...	Cam1_02feb_Logik40_A_1_tc_12_58_13_10	02feb_Logik40_A	264.02 MB	02/02/17 13:01	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_58_13_1...	Cam1_02feb_Logik40_A_1_tc_12_58_13_10	02feb_Logik40_A	264.02 MB	02/02/17 13:01	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_12_58_13_1...	Cam1_02feb_Logik40_A_1_tc_12_58_13_10	02feb_Logik40_A	41.64 GB	02/02/17 13:01	DNxHD	1080i...	120	25fps	8 bit
XX	Cam1_02feb_Logik40_A_1_tc_13_44_08_1...	Cam1_02feb_Logik40_A_1_tc_13_44_08_17	02feb_Logik40_A	137.43 MB	02/02/17 13:47	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_13_44_08_1...	Cam1_02feb_Logik40_A_1_tc_13_44_08_17	02feb_Logik40_A	137.43 MB	02/02/17 13:47	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_13_44_08_1...	Cam1_02feb_Logik40_A_1_tc_13_44_08_17	02feb_Logik40_A	137.43 MB	02/02/17 13:47	Audio	48 kHz	25fps	16 bit	
XX	Cam1_02feb_Logik40_A_1_tc_13_44_08_1...	Cam1_02feb_Logik40_A_1_tc_13_44_08_17	02feb_Logik40_A	137.43 MB	02/02/17 13:47	Audio	48 kHz	25fps	16 bit	

Items in database: 21698 Projects count: 42 Filtered Items: 21679 Filtered Items Size: 38.71 TB Selected Items: 6 Selected Items Size: 42.09 GB

Database window

Media files list

The main content of the database window are media files, presented in a simple list. The list has several sortable columns with metadata:

➔ **Filename**

The name of the file at the filesystem level. The thing you usually see in Finder.

➔ **Clip name in a bin**

The name of the clip that usually appears inside a bin.

➔ **Project**

Each correctly made avid's mediafile has a Project associated with it.

➔ **Size**

The size of a file.

➔ **Creation date**

The date and time when the file was created.

➔ **Kind**

In reality many kinds exist, but MDVx uses three of them:

1. **Captured file** - When nothing is displayed in this column.
2. **Precompute** - A kind of rendered file which was created by avid application during render.
3. **Imported** - This kind of file is a kind of source file but created during import or AMA transcoding or consolidation, generated titles.

➔ **Compression**

Avid applications uses many compression types such as audio, DNxHD, MJPEG, IMX, JPEG, Uncompressed, DNxHR and many others.

➔ **Rate**

The bitrate of video compressed files or sample rate for audio.

➔ **Frame rate**

Each video related media has its own frame rate association. Audio has fps too.

➔ **Bits**

Bit depth of the audio/video material.

➔ **Path**

The filesystem path of each file.

➔ **File Package UID**

The unique identifier of each mediafile in Avid's database system.

➔ **Material Package UID**

The unique identifier of each compound clip in Avid's database system.

Each column can be hidden or shown using right-click menu on it's name. Columns state is persistent between app launches.

Status bar area

The overall stats are shown in this area of the database window.

Items in database	Projects count	Filtered Items	Filtered items Size	Selected Items	Selected Items Size
21698	42	21679	38.71 TB	6	42.09 GB

You can see the overall count of items (files) in the database, how many of them are shown (filtered), how many you've selected and size stats for each category. The contents dynamically change during interaction with media files.

Quick search window



The contents of the media file list dynamically changes when you enter some text into this field. Entered text is compared to mediafile metadata across all columns.

For instance, to filter for all Mixdowns - just enter here 'Mixdown', or, if you know that the part of metadata matches 'Happy', enter it here and get the list containing all 'Happy'-name, 'Happy'-project, and 'Happy'-path associated files.

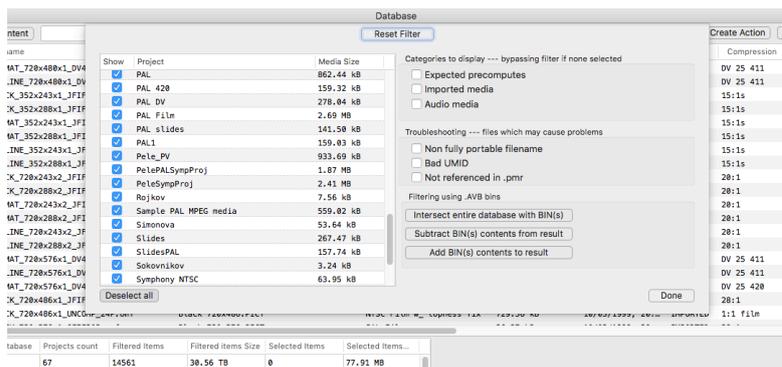
The number of found items is dynamically shown in the status bar area.

«Filter content» button and dialog

This button brings up the MDVx database filter window and gives you the ability to sift the contents of the database based on several different criteria.

The topmost button is the 'Reset filter' button; it resets all filter settings, project selection, quick search to default values.

In the left windowpane, there is the project selector where you can select which projects are set to display and their current filtered sizes.



In the right windowpane there is media category selector "Categories to display" (checkboxes) -

➔ **Expected precomputes**

Filters only "Renders", such as effect results, motion effect results, etc.

➔ **Imported media**

Filters only "Imported" media, such as media ingested through the import dialog or consolidated AMA media, also the Title media generated with AVID Title tool or Marquee assumed as imported.

➔ **Audio media**

Filters only MXF files containing audio tracks, such as imported WAV files or ingested audio tracks for video clips.

The button group named "Troubleshooting"

➔ **Non fully portable filename**

Filters only files with names whose contain foreign characters and symbols and may cause portability issues being transferred from one OS to another.

➔ **Bad UMID**

There are some files which may cause problems being put inside MXF folders - such as Panasonic P2 MXFs or files created by older versions of Ingest library - they will be filtered

➔ **Not referenced in .pmr**

Category of files whose not mentioned in avid databases by some reason.

The button group named "Filtering using .AVB bins"

➔ **Intersect entire database with BIN(s)**

Simply put, it shows media items which are referenced by selected bins.

If you press this button, MDVx brings to you file selector dialog where you can select necessary bins. You can select more than one bin.

➔ **Subtract BIN(s) contents from result**

«Don't display items from these bins in database»

Subtracts media items found in provided bin(s) from current filter.

➔ **Add BIN(s) contents to result**

Opposite to the previous option, it adds media items found in provided bin(s) to current filter.

Projects Summary		
Project	Items	Media Size
02feb_Logik40_A	200	1.03 TB
02feb_Logik40_B	120	599.54 GB
02feb_Logik41_A	200	1.24 TB
02feb_Logik41_B	120	718.53 GB
02feb_Logik42_A	200	1.33 TB
02feb_Logik42_B	120	734.01 GB
04apr_Gde_logika_A24	30	298.22 GB
04apr_Gde_logika_B24	30	298.22 GB
15apr_Logika_A44	270	1.34 TB
15apr_Logika_A45	120	988.97 GB
15apr_Logika_A46	240	930.44 GB
15apr_Logika_B44	190	797.34 GB
15apr_Logika_B45	80	542.04 GB
15apr_Logika_B46	160	533.94 GB
16apr_Logika_A47	200	1.20 TB
16apr_Logika_A48	160	1.04 TB
16apr_Logika_A49	160	986.30 GB
16apr_Logika_B47	135	653.72 GB
16apr_Logika_B48	100	569.93 GB
16apr_Logika_B49	100	537.76 GB
18apr_Logika_A50	160	878.06 GB
18apr_Logika_A51	160	984.49 GB
18apr_Logika_A52	240	1.10 TB
18apr_Logika_B50	100	492.77 GB
18apr_Logika_B51	100	559.27 GB
18apr_Logika_B52	140	591.04 GB
19fab_Gde_Logika_9_B	180	941.12 GB
19feb_Gde_Logika_9_A	180	941.12 GB

Export summary... Wow!

Projects summary window

This window is being displayed after each successful initial scan.

Here are shown the entire database stats with the current filter applied.

You can easily export these stats to common formats as CSV and HTML.

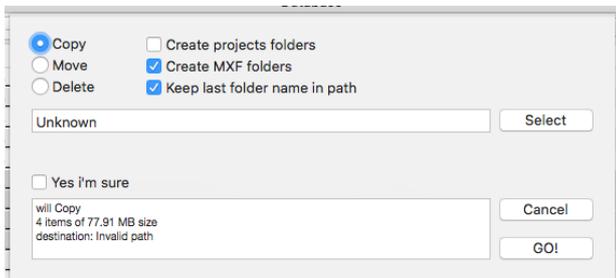
"Wow!" button closes the window.

You can spawn this window later from the Tools menu of the Database window.

Drag-and-drop functionality

MDVx supports basic drag-and-drop operations

- ➔ If you drag selected item(s) from database window to Finder folder window - this gives the Finder a command to copy these media files to this destination.
- ➔ if you drag selected item(s) from database window to any text window - item names will be inserted at drop destination
- ➔ if you drag selected item(s) from database window to any clipboard manager window (any of the kind) this will paste media file aliases into the drag area.
- ➔ if you drag in .avb files into the MDVx database window - this works as the .AVB intersection filter.
- ➔ if you drag in .avb files into the MDVx database window with Ctrl or Cmd keys bein hold - this works as the .AVB subtract or add filter.



Actions - Copy/Move/Delete

Actions are tasks for the MDVx to copy, move, or delete media using internal queue.

To begin you must press "Create action" button and set some options in the dialog.

- ➔ copy/move/delete checkboxes — the type of action
- ➔ "Create project folders" — folders named as the projects will be created at destination
- ➔ "Create MXF folders" — folders for each file type will be created at destination; useful to separate MXF, OMF, WAV, AIF, etc. media.
- ➔ "Keep last folder name in path" — typically MXF files stored under 1/2/3 names or editors rename them to something like shooting date or camera name to keep things organised. MDVx will try to keep this folder structure.
- ➔ the target path and the path selection button
- ➔ "Yes I'm sure" is a safety checkbox. Without this checked, nothing will be done
- ➔ Summary window displaying operation summary

Queue

Queue contains actions and displays progress of each action.

Each item in queue has a cancel button ("X") and the event log pop-up.

Thanks

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