Helmut 4 - HFX

User Guide

Software documentation

Copyright © 2022 by MoovIT GmbH

1. HFX - Project management for editing projects 3
1.1. Helmut4 - Connect Client 3
1.2. Login 4
1.3. Project Management view 5
1.3.1. Add Project Button 6
1.3.1.1. Name Field 7
1.3.1.2. Group Field 7
1.3.1.3. Category Field 7
1.3.1.4. Template Field 7
1.3.1.5. Custom Metadata Field 7
1.3.1.6. Tag Field 7
1.3.1.7. Project Type Button 7
1.3.1.8. Import Button 7
1.3.1.9. Cancel Button 7
1.3.1.10. Add/Apply Button 7
1.3.2. Project Name - Open Project 7
1.3.3. Refresh Button 7
1.3.4. Action Button 8
1.3.5. Search Bar 9
1.3.6. Filter 9
1.3.7. Filter Bubble 10
1.3.8. Collection Tag 10
1.3.9. Custom User Button 10
1.3.10. Log Out Button 10
1.3.11. Connected Icon 10
1.3.12. Hover icon 10
1.3.13. Blank Space / Hidden Overlay 11
1.3.14. Project Type Icon 11
1.3.15. ADD Filter Button 11
1.3.16. Header 12
1.3.17. Viewing 12
1.3.18. Project Status 12

1. HFX - Project management for editing projects

HelmutFX works in the background and organises search and administration processes of Premiere project files. The program supports editors in their work through a customisable interface and personal settings of the editing program. HelmutFX sorts, distributes and automatically saves the results. Users can concentrate on their actual task. In a small production environment as well as in large networked projects. In contrast to the traditional approach of adapting the workflow to the software, HelmutFX's approach is to adapt the software to the workflow. Consciously, the core consists of a few functions that are needed in every production environment and are completely customisable. Corresponding expansion modules are available for specific and individual customer requirements. This leads to the greatest possible flexibility, since even changes in the workflow are easy to process.

Virtually every function (button) in Helmut FX, such as: "Create project", "Edit project", "Delete project", etc., merely represents a trigger point that is linked to a workflow via the supplied workflow builder „Streams". After the server and client have been installed, a basic setup is available, which can be changed at any time (see chapter Streams).

In the following, the core features of central functions of HelmutFX are presented in detail.

1.1. Helmut4 - Connect Client

Helmut4 connects to the server via an application on the workstation. This application has only the possibility of being executed or closed again and does not provide any further functions. It has no graphical interface and appears as a Menu Bar icon on Mac and a Task Bar icon on Window

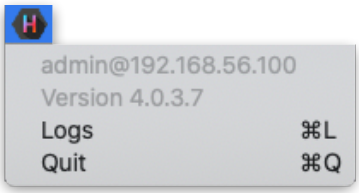

Figure 1.1 Client Application Menu Bar Icon MAC

The Connect Client handles the communication with the server. The connector in turn is addressed by the Web UI. As soon as a user logs on to the web interface, the client connector connects to the server and shows the username and the server the user is logged into. This leads to a license being counted. The status “Connected” is attached to the Streams trigger: *Connected*

If a user logs on to the web interface without the client connector running, it is not possible to access projects. To ensure that an administrator can configure the system via the web interface, all menu items required for the administrator are displayed, even without a connection via the connector. No license is used here.

Clicking logs or command L (MAC) opens the location of the client's log files.

Via the web interface the Connect Client for Windows and MAC can be downloaded. The installer includes the Connect Client, as well as the Premiere Pro and After Effects panel extension. Both will be installed

automatically. After successful installation the panel can be opened via Windows -> Extension -> Helmut within Premiere Pro and After Effects.

In addition to the Helmut4 panel for Premiere and After Effects, 2 hidden panels are also installed. One for Premiere and one for AME. Both start automatically and enable c

1.2. Login

Figure 2.1.1 shows the login page, which can be reached via the IP address of the server via any browser. For this, the address must be entered in the browser search field.

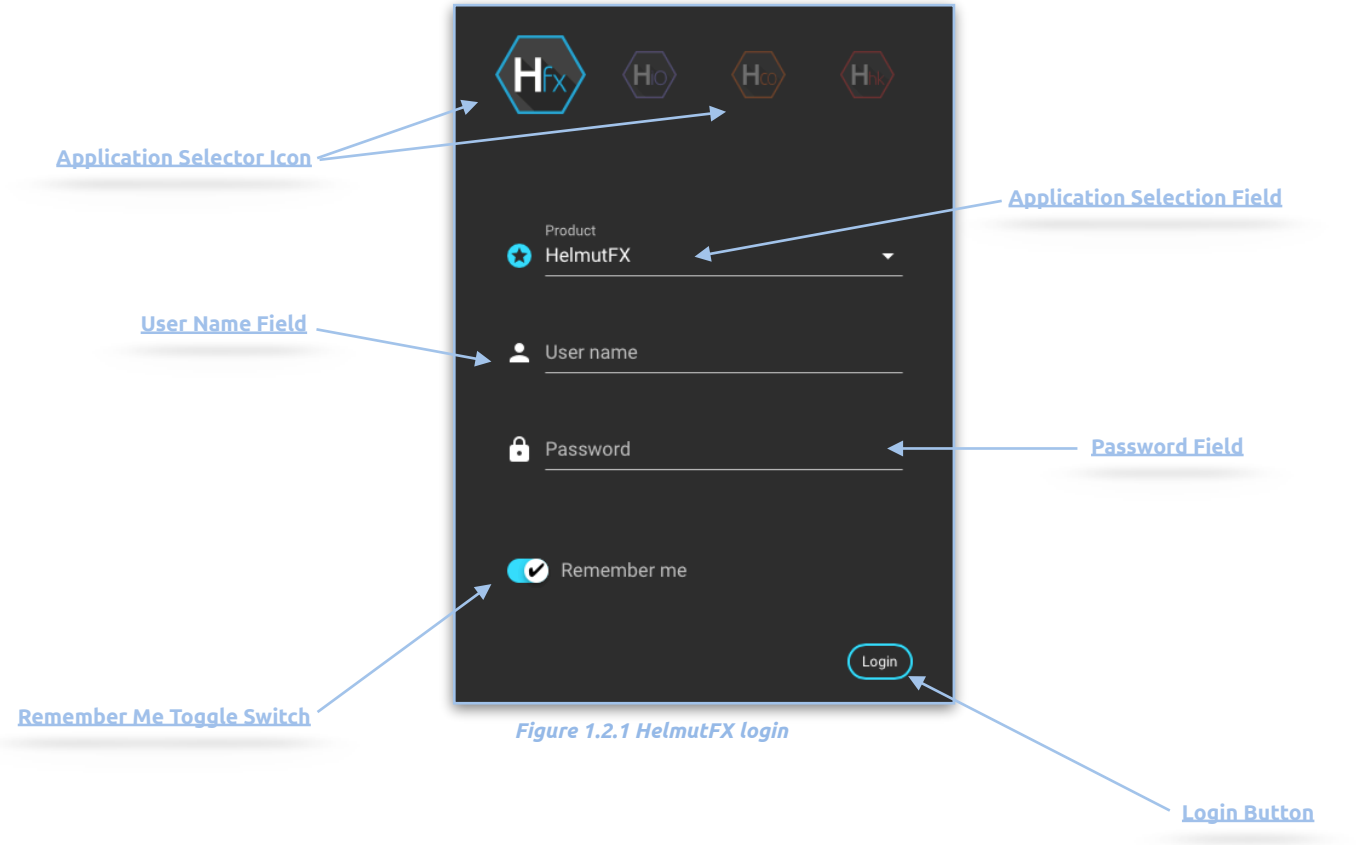

Figure 1.2.1 HelmutFX login

- **Application Selector Icon:** By selecting an icon you can decide in which application you want to log in. Depending on the existing core license (s) the icons will be displayed or not.
- **Application Selection Field**: Selecting a product lets you decide which application to sign up for. Depending on the existing core licenses, products may or may not be listed.
- **User Name Field:** Input field for the user name. Displayname and Username can be used.
- **Password Field:** Input field for the user's password.
- **Remember Me Toggle Switch:** If the toggle switch is set to true, the credentials entered are saved.
- **Login Button:** Executes the login process with the selected and entered values.

1.3. Project Management view

After a successful login the project management view will be loaded. Here, all projects that are assigned to the logged-in user via his group affiliation are listed in a table. Clicking on the project name opens the project in the corresponding editing-application (represented by the symbol next to the name) and simultaneously blocks (depending on the configuration) it for other users. This is indicated by a lock symbol. Alternatively, you can open a project via the Action Button/Open. It is possible to select several projects (shift or command) and to carry out actions on the selected projects. Only those action options that apply to all projects are displayed. If, for example, a locked and an unlocked project is selected at the same time, the "unlock" action cannot be carried out because one of the two projects is not locked. This is indicated by the color of the action and a tooltip.

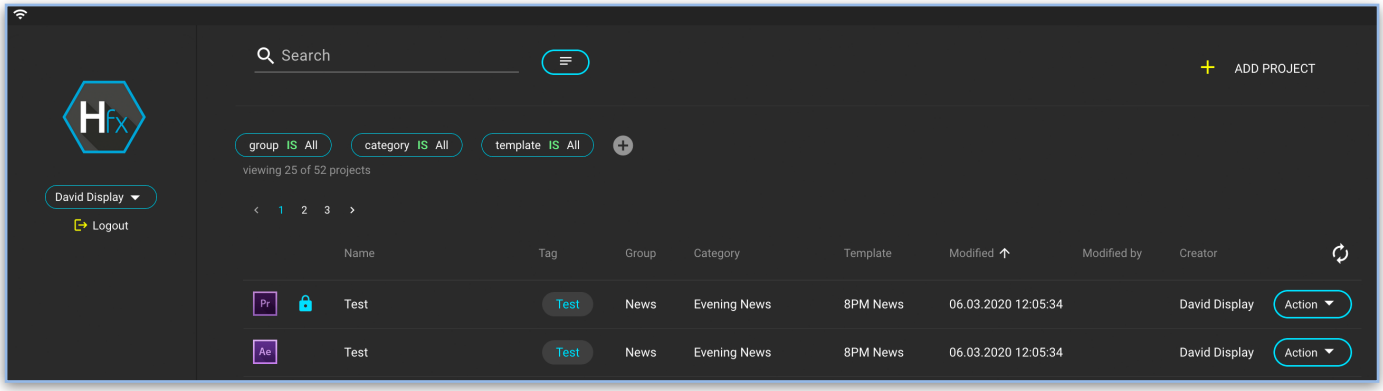

Figure 1.3.1 Project management view

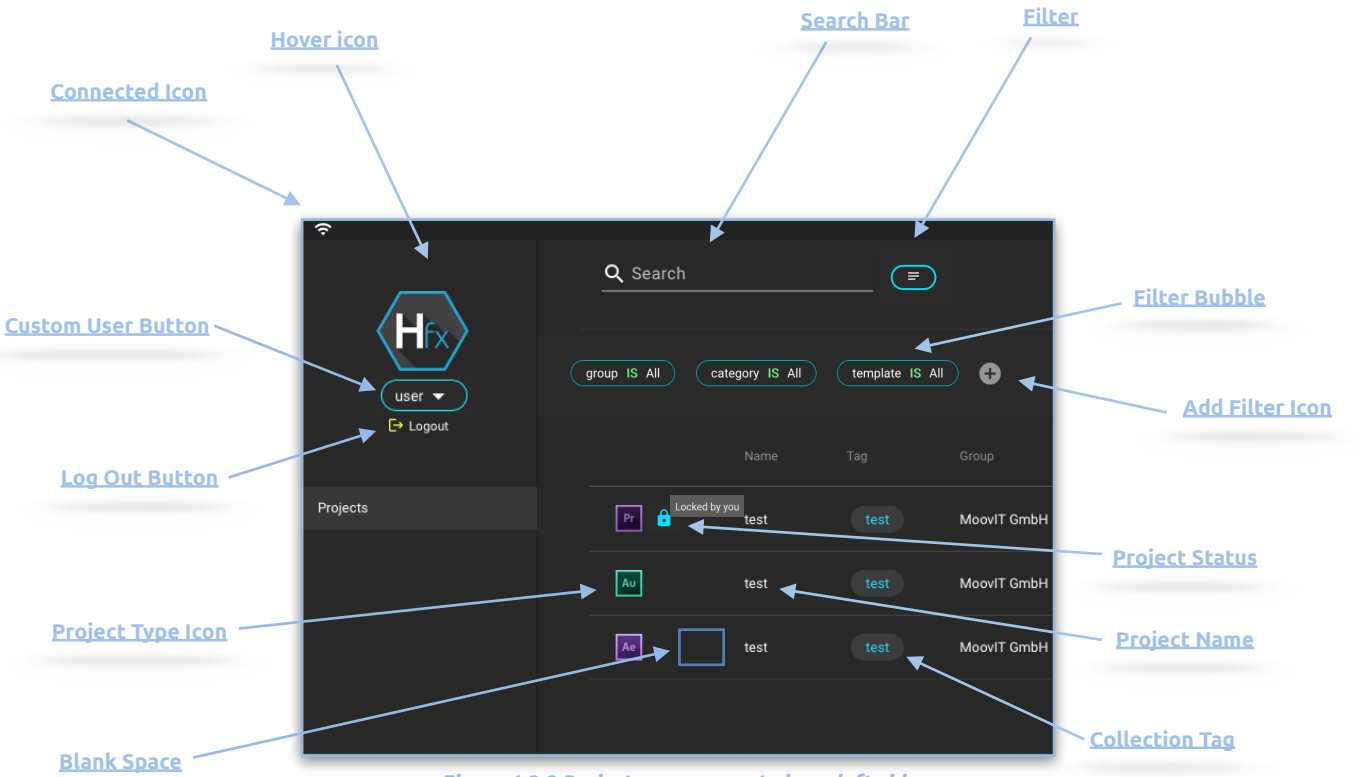

Figure 1.3.2 Project management view - left side

Figure 1.3.3 Project management view - right side

1.3.1. Add Project Button

Clicking on the “+ Add project button” opens the "add a new project" dialog. The dialog is used to create one or more new projects. The following parameters can be set:

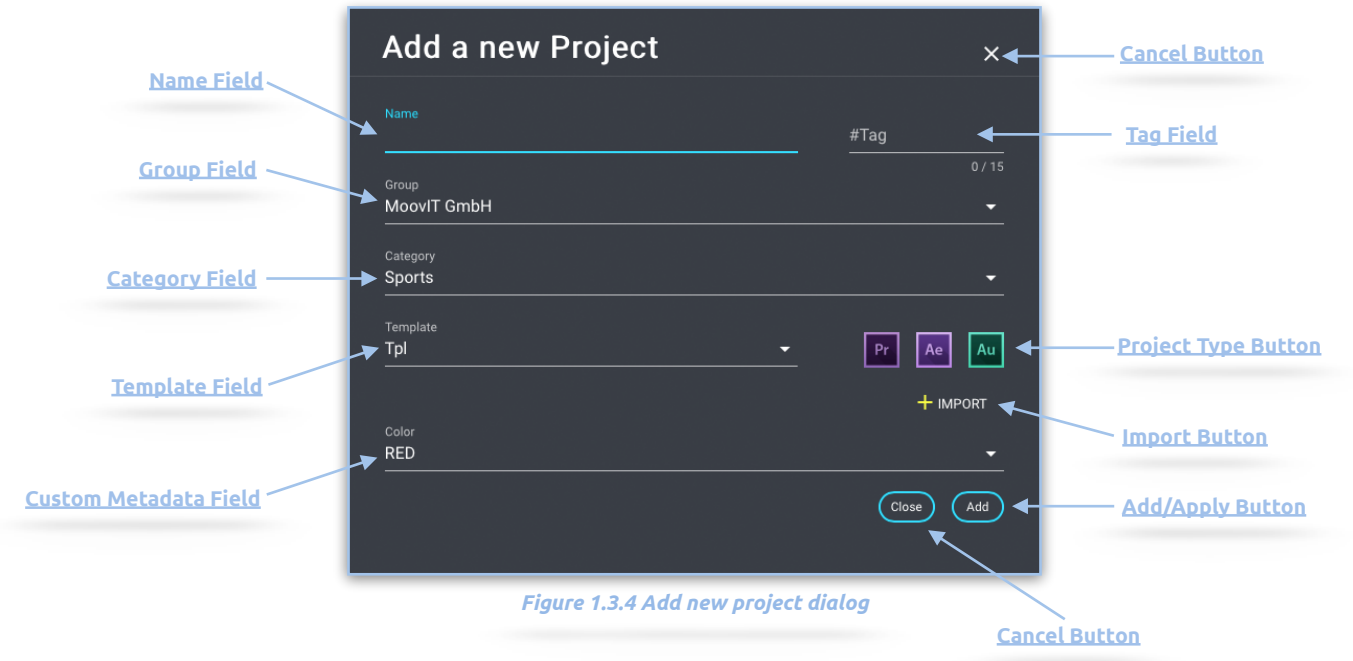

Figure 1.3.4 Add new project dialog

1.3.1.1. Name Field

Name of the project to be created. Some special characters are not allowed. If an illegal character is used, the user gets notified. The minimum mandatory character count is 1.

1.3.1.2. Group Field

Drop-down menu for selecting the group in which the project is to be created. Is a typeahead field.

1.3.1.3. Category Field

Drop-down menu for selecting the category in which the project is to be created. Is a typeahead field.

1.3.1.4. Template Field

Drop-down menu for selecting the template to be used to create the new project. Is a typeahead field.

1.3.1.5. Custom Metadata Field

Metadata that appear in relation to the selected group.

1.3.1.6. Tag Field

Free text field for defining a tag. A tag organizes one ore more projects in a collection.

1.3.1.7. Project Type Button

Available project types are displayed depending on the selected template. The desired project types with which projects are to be created can be highlighted by clicking.

1.3.1.8. Import Button

Opens a selection dialog via which a project can be imported.

1.3.1.9. Cancel Button

Button to close the dialog.

1.3.1.10.Add/Apply Button

Button to create the project(s)

1.3.2. Project Name - Open Project

Click on the project name to start the associated application and open the selected project. If a corresponding workflow is stored, the project is locked for other users or marked as locked. This is represented by a lock symbol. If the project is completely locked, other users will not be able to open the project. If the project is only marked as blocked, it is possible to open the project by several users. This may be necessary, for example, for "shared projects" workflows in Adobe Premiere Pro.

1.3.3. Refresh Button

The refresh button is grayed out by default. Once a project is created by another user in one of the groups of the logged-in user, the color changes as an indication that there are new projects available.In addition, a number indicates the number of new projects.

1.3.4. Action Button

The action button opens a context menu with functions that can be performed with the selected project. This button is also visible when clicking inside the blank space of a project and can be used for the multi selection of projects as well.
Which includes:

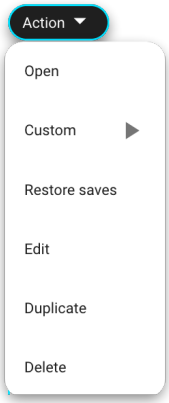

Figure 1.3.5 Action Button

- **Open:** Opens the selected project with the project types linked in the database and starts the associated application. If a corresponding workflow is stored, the project is locked for other users or marked as locked. This is represented by a lock symbol. If the project is completely locked, other users will not be able to open the project. If the project is only marked as blocked, it is possible to open the project by several users. This may be necessary, for example, for "shared projects" workflows in premiere pro.

- **Custom:** Custom Actions trigger custom streams. A stream in this case triggers a workflow for the selected project. This needs to be defined by the Administrator. See HelmutFX4-Admin Guide.pdf

- **Edit:** The Edit Button opens the “Edit Project” Dialog where metadata and the tag can be edited.

- **Duplicate:** The duplicate button opens the "Duplicate project" dialog, via which, analogous to the "create project" dialog, a new project can be created from the selected project. It is possible to define the name, group, category, template, tag and metadata for the new project. See chapter 1.3.1

- **Restore saves:** Opens a dialog to select and restore a specific project if there is an existing backup of a project stored within a folder called “Saves”. The Saves folder needs to be in the same directory as the project file. The restore button within the dialog triggers a stream (if created).

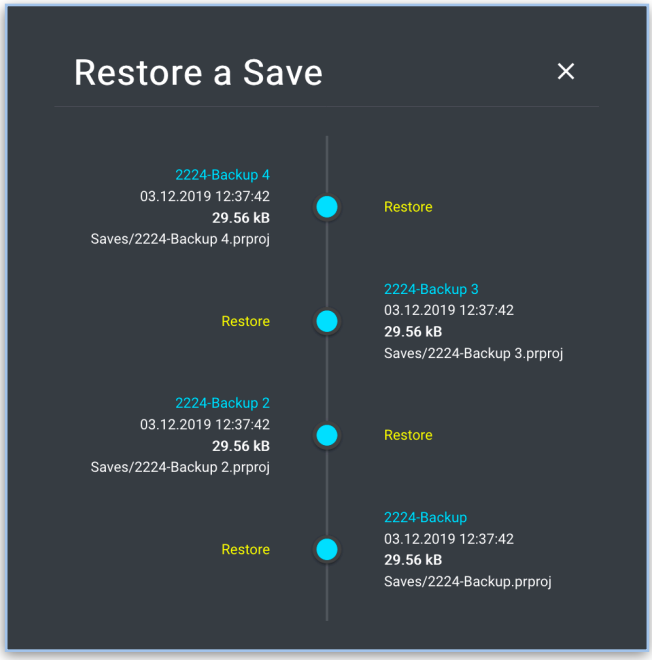

Figure 1.3.5 Restore Dialog

1.3.5. Search Bar

The search bar is designed as a free text search. The search takes place directly during the input and is automatically created as a filter bubble. If a filter bubble is set, the search will automatically be performed over the list generated by the filter. It is possible to search for all information in the project overview. This includes: *Name*, *Tag*, *Group*, *Category*, *Template*, *Modified*, *Modified by*, *Creator*. It is also possible to find a project by entering the ID. The exact ID must be entered for this. The ID can be found in the hidden overlay.

1.3.6. Filter

Displays the user-specific saved filters and allows you to select and remove them as well as to save a current configured filter.

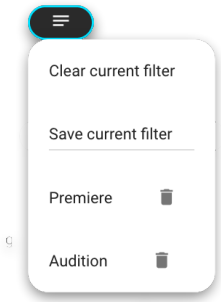

Figure 1.3.6 Personal Filter

1.3.7. Filter Bubble

A filter bubble can be created by clicking on a metadata entry in the project overview or by clicking on a metadata entry in the hidden overlay. By clicking on the filter bubble itself, a dialog opens to edit it. See Figure 1.3.7. By default, the filters for group, category and template are active and set to ALL. If the group filter bubble is edited and a group is selected via the dialog that opens, only the categories belonging to the selected group can be selected via the category filter bubble. The same applies to the template filter bubble. It is possible to delete the group filter if a category has been chosen or the category filter if a template has been chosen. If a filter bubble has been edited, it is possible to reset the filter bubble to ALL using the displayed minus sign. See Figure 1.3.7.

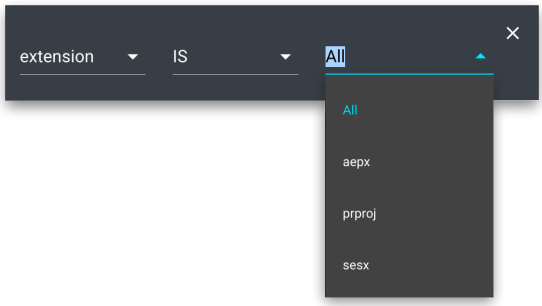

Figure 1.3.7 Define Filter

1.3.8. Collection Tag

A collection tag can be set during the creation of a project or changed via the action button. A tag is used to link several projects as a collection and can be freely defined.

1.3.9. Custom User Button

In Helmut4 it is possible to create custom triggers. These are available globally for all users. A custom trigger appears as a button over the name of the logged in user. These triggers can trigger one or more streams. These streams are completely independent streams and have as input only the username.

1.3.10. Log Out Button

A click on the logout button closes the project management view, logs the user off the server and leads directly back to the login screen

1.3.11. Connected Icon

The connected Icon indicates if the connect client is running or not. If not, the Icon turns red and the whole Webinterface turns into a restricted mode. The restricted mode limits the range of functions of the web interface but allows to use for example web upload via HCO on a mobile device.

1.3.12. Hover icon

If the mouse pointer is moved over the product icon, the product icons of the other applications of Helmut4 appear. This depends on the respective user settings and the acquired licenses. Click on one of the appearing icons to change to the respective application.

1.3.13. Blank Space / Hidden Overlay

If the empty area of a project entry in the list is clicked, a hidden overlay appears on the right side of the window, in which metadata is displayed. The metadata entries are sorted alphabetically. If the field is clicked again, the overlay gets closed.

- **Custom Metadata:** Displays the custom metadata that has been added to the project during the create project process. By clicking on a custom metadata field, a filter bubble is set.

- **Project ID:** Displays the project id

- **Project Path:** Displays the path where the projectile is stored. This files can be hidden by changing the access rights

- **Close Dialog Button:** Closes the dialog.

Figure 1.3.8 Hidden Overlay

1.3.14. Project Type Icon

The project type symbol indicates the respective project type. If the mouse is moved over the project type symbol, the file extension used for this project will be displayed. Products like Adobe After Effects support different file extensions that change the functionality of HelmutFX depending on their usage.

1.3.15. ADD Filter Button

The Edit filter button adds another filter bubble to the current selected filters.

1.3.16. Header

The column headings are fixed and you can filter them. The following column headings are available:

- **Name:** Name of the project.
- **Tag:** The tag defined during project creation or edit project.
- **Group:** The group affiliation of the project.
- **Category:** The category affiliation of the project.
- **Template:** The template from which the project was created.
- **Modified:** Last modified date
- **Creator:** Name of the project creator

1.3.17. Viewing

The viewing numbering shows the number of projects displayed in relation to the existing projects in the system. The maximum number of projects displayed per page is 25 and can be changed by clicking on the number. See figure 1.3.9

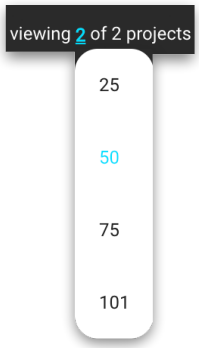

Figure 1.3.9 Pagination

1.3.18. Project Status

Status icons are displayed here. There are different icons that are briefly explained below. Status icons only appear if the system has been configured accordingly. When an icon is hovered over with the mouse pointer, an info text appears. Typically, a lock icon appears when a project is opened, and it disappears when the project is closed.

Locked but still possible to open the project. If this Icon appears in a blue colour, the project is opened by yourself. If it is appears in a white colour, the project is opened by another user.

Locked and can't be opened by another user. If this Icon appears in a blue colour, the project is opened by yourself. If it is appears in a white colour, the project is opened by another user.

This project has been archived. If the name next to the project is greyed out, the project can't be opened.

This project has been restored. If the name next to the project is greyed out, the project can't be opened.