

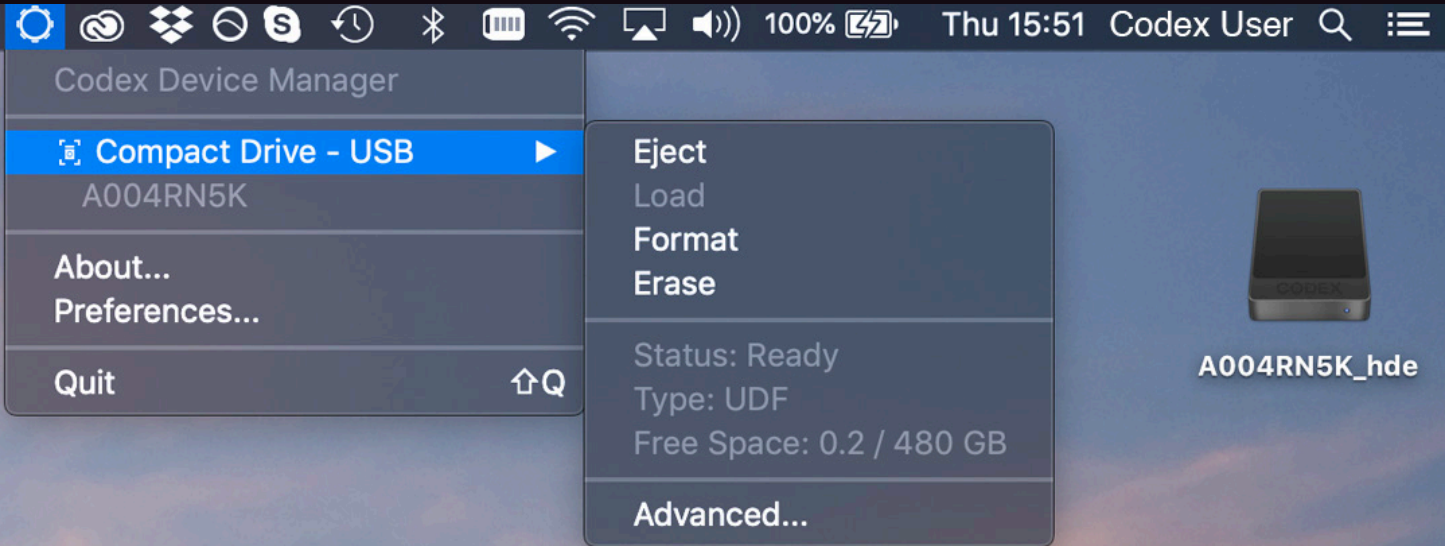
CODEX[®]

DEVICE MANAGER™ 5.0

WITH HIGH DENSITY ENCODING

Streamline and accelerate your Compact Drive and Capture Drive workflows.

NO LICENCE REQUIRED



STREAMLINE AND ACCELERATE YOUR WORKFLOW WITH THE **macOS MENU BAR APPLICATION** FROM CODEX

Supports RAW and ProRes workflows.

Integrates seamlessly with the macOS desktop environment.

Adds support for new Compact Drive and Reader for ALEXA Mini LF.

High Density Encoding (HDE) mode can be enabled for ARRIRAW.

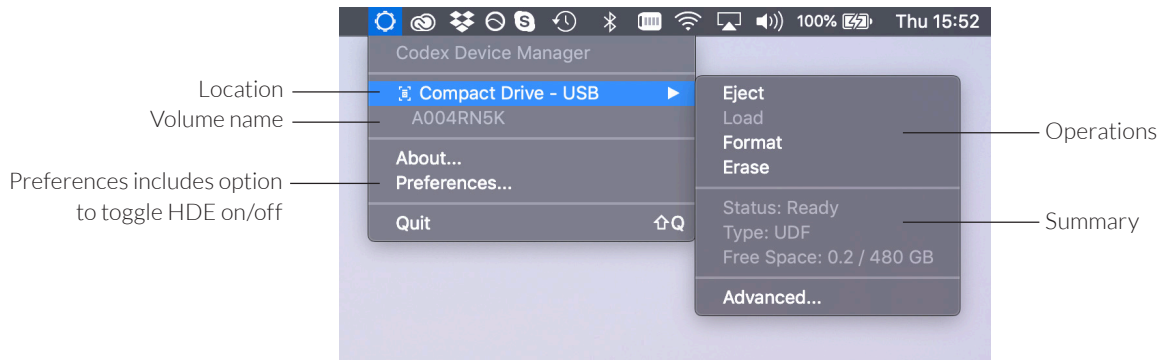
No licence required to access RAW and HDE footage on Compact Drive and Capture Drive.

[CODEX.ONLINE/PRODUCTS/DEVICE-MANAGER](https://codex.online/products/device-manager)

[CODEX.ONLINE/CODEX-HDE](https://codex.online/codex-hde)

INTRODUCTION

Codex Device Manager provides a simple, intuitive way to manage your Codex media on macOS. Once installed, Device Manager can be accessed from the top menu bar:



When Codex media is loaded it will appear on the Desktop and in Finder. The files can be copied from there with your preferred data management application.

If you Quit Device Manager it can be restarted from /Applications/Codex/Device Manager. It will automatically start when your Mac is booted.

STATUS INFORMATION

Information	Description
Location	Name/number of the Dock type where the media is loaded.
Volume name	Name/label property of the media, typically set when formatting in-camera, often equivalent to Reel name.
Status	'Ready' is the normal state. If 'At Risk' or 'Degraded'* is shown then contact Codex Support.
Type	Shows the RAID level and filesystem on the media.
Free Space	Shows the amount of free space and the total capacity of the media.

*'At Risk' means a read/write error has been detected, 'Degraded' means that not all disks are detected.

OPERATIONS

Operation	Description
Eject	Use to safely eject media. Wait until the light on the media stops flashing before physically removing the media.
Load	Use to load the media if it has been ejected but not removed from the Dock. Media will load automatically when inserted into the Dock.
Format	Use to delete the contents of the media and create a new filesystem. Supported filesystems vary by media type.
Erase	Use to delete the contents of the media without creating a new filesystem. If you are returning the media to a camera it is more typical to use the Erase operation as the camera will manage the Reel numbers internally and use the correct number when formatting the media.

WARNING: There is no 'undo' option after media has been formatted or erased, so only use these options after all critical data has been backed up to another storage location.

SUPPORTED HARDWARE

Codex Device Manager supports Docks and Readers that can load XR and SXR Capture Drive, Compact Drive and Transfer Drive.

SUPPORTED MAC OS VERSIONS

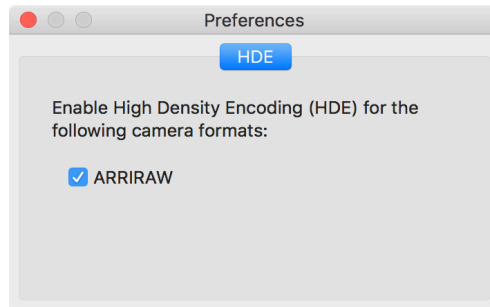
macOS 10.13 is the minimum version supported by Device Manager v5.0. This will work with Capture Drive and Transfer Drive.

macOS 10.14.4 is the minimum version compatible with Compact Drives, providing the latest NVMe support and improvements.

NVMe is a modern flash technology used in Compact Drives which gives unparalleled write and read speeds, and requires up-to-date macOS versions that support this type of memory.

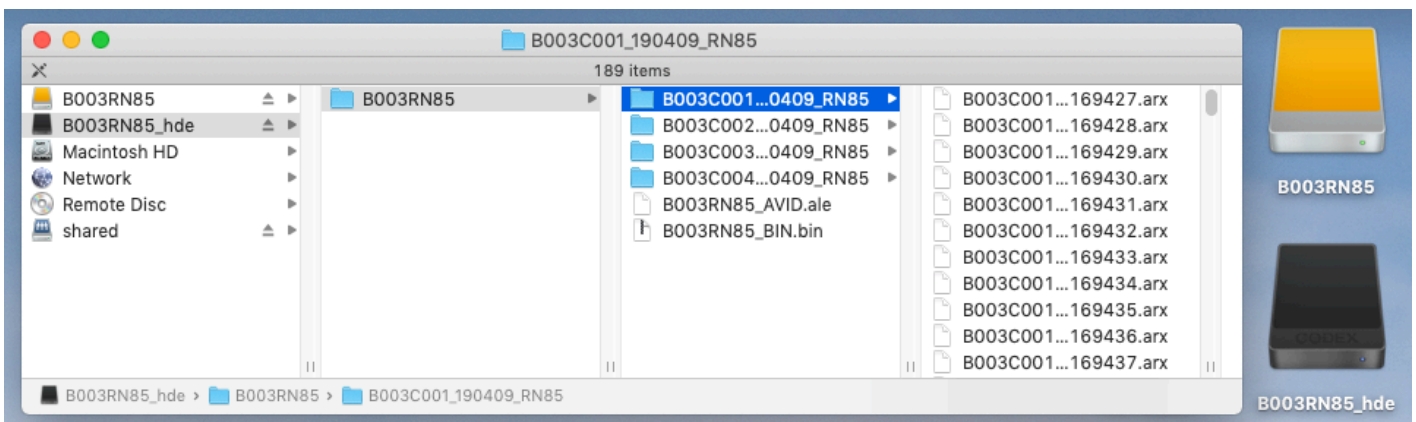
HIGH DENSITY ENCODING

The Preferences > HDE panel is where HDE mode can be enabled for ARRIRAW footage on Capture Drive and Compact Drive:



When the checkbox is active ARRIRAW on Capture Drives and Compact Drives is available as ARX files.
For Capture Drives, ARX files will be available in the same volume.

For Compact Drives a new volume will appear that contain ARX files:



The Preferences > General panel provides options to 'Hide format operation' and 'Hide erase operation', which can be activated if the workflow requires that media is not formatted or erased on the machine being used.

BACK-UP ARX FILES

ARX files from a Capture Drive or Compact Drive are shown as zero-bytes in size. This is expected and is because the encoded size is dependent on the original image content and cannot be pre-determined. The encoding of ARRIRAW into ARX files happens when the material is copied to your back-up storage location.

A copy tool must be used that understands how to correctly copy the zero-bytes ARX files so that they are transferred to the destination disk with their final size. The copy tools (with minimum version) that can be used to back up the ARX files are:



Hedge (19.4)



Shotput Pro (2019.2.1)



Silverstack Lab (6.5)



YoYotta (v3)

A 'cp' command from Terminal will also copy the files correctly.

WARNING: Finder drag-and-drop will not work - it will produce zero-length .arx files in the destination folder.

READING ARX FILES

ARX files can be read natively in many applications, replacing ARI as the master file for ARRIRAW workflows. For an up-to-date list of software that can natively read ARX files check the FAQs at codex.online/codex-hde

REPORTING AN ISSUE

To report an issue go to System Preferences > Codex, click the padlock, and click 'Generate issue report...'
Send the .dbg file to support@codex.online with a description of the issue.