Episode Widget

QuickStart

Getting started with Episode Widget

1 Install

a. Install Episode® Widget by double clicking the widget icon on the disc image

b. When the installation is finished, click the *"Keep"* button on the widget

2 Configure your Widget

a. Click the small *"i"* icon in the lower right corner

b. Select the service you want to use, the Episode Desktop service or Episode Engine service
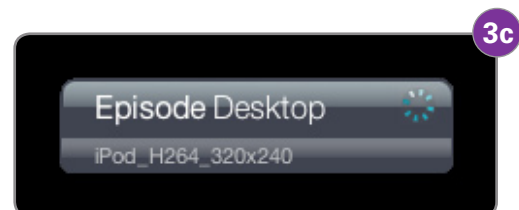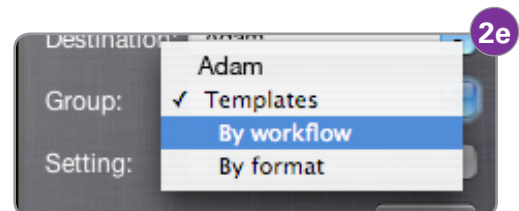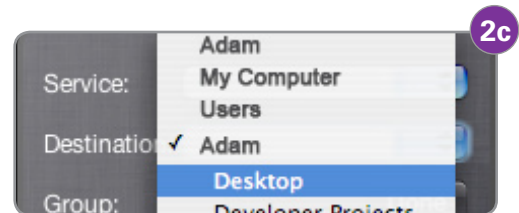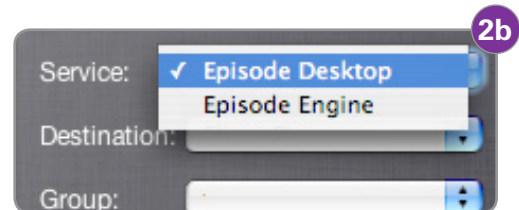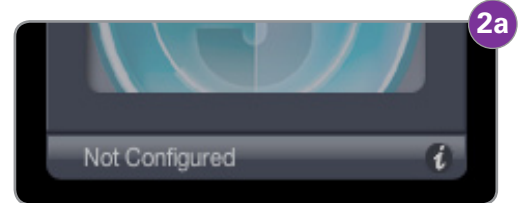
For Episode Desktop

c. Select a Destination folder (where you want your encoded material to end up) by using the popup button. For example start by selecting your hard drive then click the button again in order to browser further down your folder hierarchy

For Episode Engine

d. When you select to use Episode Engine, the Engine popup button is populated with all Episode Engines available on your network. Select the Engine you wish to use. Note, it is important that the password for the selected Engine Monitor is set to "anonymous" and that the host computer has FTP shared turned on, or you will not be able to send files to the Engine

e. Next, select which group of settings templates you want to use. Click the popup button multiple times to browse your folder hierarchy

f. When you have selected a group, the settings popup button will be populated with the settings in that group

g. Finally, select the setting you wish to use and click *"Done"*. The widget will now display the name of the selected setting in the bottom list

3 Encode using the Widget

a. Go back to your Desktop (close Dashboard) and select the source file you wish to encode, note you must keep holding your mouse down when you have selected a file

b. Press Apple F12 (or the keyboard combination you have selected for displaying your dashboard)

c. Still holding down the mouse, drop the source file on the Episode Widget and the encoding will start. If you have selected Episode Desktop the widget will be closed (busy) during the entire encoding. If you have selected Episode Engine, the widget will only be closed while you upload the file to Episode Engine. When the widget is ready to receive another source file it will unfold itself

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