



TECH NOTE
Installing the Profile Media Manager
DPE-500 Series

PROfile Media Manager

Introduction

By loading and running the Profile Media Manager on the DPE-500 Series Desktop, you will be able to control the features of this application without having to utilize the Profile keyboard, mouse or monitor.

Requirements to install the Profile Media Manager on the DPE-500 Series editor:

- You must have **Port Server** running on all Profiles you wish to connect with.
- You must have all Profiles and DPEs **connected to 10 Base T Ethernet**, and they must have **unique IP addresses**.
- You must have **TCP/IP installed** on your DPE system. It does not come from the factory with TCP/IP installed.

Installing the Profile Media Manager on the DPE-500 Series editor:

1. Open the **Control Panel**
 - 1.1 Select **Networking**
 - 1.2 Select **Protocol Tab** and select **Add**
 - 1.3 Highlight **TCP/IP** (at end of selections) and click **Add**
 - 1.4 Say **NO to DHCP**, point to get files from **C:\ntdist**, and then say **OK**.
 - 1.5 Enter the correct **IP address, subnet mask** and **gateway** for this system according to your system administrator. Click **OK**.
 - 1.6 **Reboot** the system when prompted.
2. Open a **Windows NT Explorer** window and find a Profile on the network that has Profile installation software on it and select the folder for “**Disk1**”, or insert disk 1 of a Profile software installation disk set into the DPE floppy drive. You are going to install Profile software on your DPE.
3. Run or double click “**Setup**” on disk1.
4. Answer “**Yes**” to all questions regarding software versions and compatibility, but answer **NO** to the question about the system being a Profile product. The DPE is NOT a Profile Product.
5. Install into the default directory, unless otherwise instructed by your system administrator.
6. **Reboot** the system when prompted.
7. Under Start-Programs-PDR Applications **run Media Manager**.

Media Manager will run and you should be able to connect to all your Profiles. Consult your Media Manager Help or Documentation for further instructions.