

# INTERLAB

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## ISSUE: COOKIE NUMBERS COLLISION

Concerned platforms:

LIGHTWORKS *DosOS*  
HEAVYWORKS *DosOS*  
NEWSWORKS *DosOS*  
VIP4500 *NT*  
TOUCH *W2K*

Vernouillet, 25.03.2003

### Symptoms:

Independently of what version of SW and project location you are in, 3 visible ISSUES during editing,

#### *FIRST*

In a project already containing a large number of cookies new recording generates about 6 new recordings and the 7th appear to be a GHOST.

If you pop out original material the same Ghost appears. Search card will not see the shot if lter excludes Ghost

#### *SECOND*

What ever Ghost is created or not, If you try to destroy a recorded gallery of several shots, a Warning window appears saying: ATTENTION this Cookie is used in other project.

Even if it is impossible because this is a test recorded a few second ago... Attention, this means that somewhere in a project some one is using the same cookie number. If you destroy it you are not certain what is going to be destroyed.

#### *THIRD*

If you create a NEW empty Project, in this case system will not generates GHOST, but deleting material will display you the same window as in case 2.

### Reasons

First what is a cookie? It is a pointer generated by a software engine. This Cookies is insuring the relation between video material, sound tracks, and all recorded labels such as TC, Keycode, Camera TC... A new cookie is generated every time you record, render, and edit sync in ghost. Cookie looks like Exxxxxx.EDy (“xxxxxxx” represents a sequence of alphanumeric sequence, “y” type of cookie 2=Dos Machines, 3=VIP and 5=Touch.)

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The “xxxxxxx” sequence is rendered and the cycling is given by serial number of the system and the cookie.num file. Root/machine.num (hidden file) is a fixed label for the lifetime of the system and //Lwproj/cookie.num contains a number starting from 1 to n with an incremental progression.

## Resolving the issue

Locate and edit root/machine.num (hidden file) for DOS based systems number must be between 1 and 640.

It is not recommended to change this number, because if you exchange projects between other systems having the same number you will generate these troubles. Contact Lighworks support or us to get a number assigned. For Touch the number is the serial number printed on the back.

Locate and edit //Lwproj/cookie.num it should contain a number like 128239 or whatever.

## Warning & comments

This kind of collisions is extremely exceptional but happen if:

- Imported project was made on an external machine having the same serial number
- Your system was rebuild from a backup coming from a different machine
- Or from the same but cookie sequence jumped backwards after backup rebuild.

We recommend you to be cautious, it is a serious issue; if you are in a middle of a project do not delete shots. Once project is over, remove all material and projects you do not need before you start an other one.

Pls. send us your feel back.  
Rev.0 – David 25.03.03