



projectStore 3.7 User's Guide

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projectStore 3.7 User's Guide

Designed specifically for the Tiger Series product line, projectStore is the ultimate solution for project collaboration in shared storage environment. The basic purpose that projectStore serves is to allow creating and mounting shared projects each as a separate local drive on Tiger Client computers. A client can mount any number of project folders exclusively, with Read and Write permissions or for previewing only. Based on this functionality projectStore allows you to build up your workflow depending on the environment in which you deploy it and your needs.

You can benefit from the product's basic functionality (create, mount, delete, rename projects) using the basic version, projectStore, which doesn't require activation. The licensed version, projectStore PRO adds up features, which enhance your workflow with project permissions (of domain or projectStore users), automatic parsing of projects data and generation of proxy media, faster browsing of projects without having to mount them, setting projects as templates and creating projects based on templates.

You can compare the features available in projectStore and projectStore PRO here:

	projectStore	projectStore PRO
create an empty project	✓	✓
create a project from template	-	✓
import an existing project folder	✓	✓
mount a project with Read & Write permissions	✓	✓
mount a project for previewing only	✓	✓
mount a project exclusively	✓	✓
mount a project by multiple users simultaneously	-	✓
lock a project	-	✓
rename a project	✓	✓
delete a project	✓	✓
set a project as template	-	✓
emulate the project drive's file system to Avid FS	✓	✓
close a project	✓	✓
force close a project	✓	✓
export a project outside the projects depot	✓	✓
move a project from one volume to another	✓	✓
move a project between volumes in a pool*	✓	✓
add project description and keyword	✓	✓
edit the project description and keywords	-	✓
use project permissions	-	✓
set preferred mount location of a project	✓	✓
automatic parsing of projects' data	-	✓
automatic generation of proxy media	-	✓

	projectStore	projectStore PRO
browsing projects' contents without mounting them	-	✓

* smart storage pooling feature is available only on the Tiger Series appliances.

All administration of projectStore is performed from one central location (the web interface) and changes are immediately detected by all connected computers.

Note: *Changes of the shared storage configuration (such as shared/unshared volumes, enabling/disabling of smart storage pooling, etc.) take up to a minute to get detected in the web interface of projectStore.*

Installing and Uninstalling projectStore

Version 2.5.1 and later of all Tiger Series appliances comes with projectStore pre-installed. You should manually install projectStore on the metadata controller of your Tiger Store network. There's no client software to be installed on Tiger Client computers. As long as projectStore is installed on the storage server, each Tiger Client can access and work with projects in the projects depot.

While projectStore doesn't require activation, in order to benefit from projectStore PRO's features, it must be activated on the metadata controller computer (the Tiger Series appliance or the Tiger Store computer).

In case you're already running a previous version of projectStore, you have to upgrade to version 3.6, following the steps described in "Upgrading to projectStore 3.6 and above" on page 4.

System Requirements

Currently you can work with projectStore on Windows, Mac OS X and Linux computers that run the Tiger Client software and are connected to a Tiger Series metadata controller (a Tiger Series appliance or a Tiger Store storage server) running version 2.5.1 or later.

projectStore comes pre-installed on all Tiger Series appliances. To use projectStore on your Tiger Store network, you should install it on the metadata controller computer. While projectStore can normally work on a computer meeting the minimum system requirements of Tiger Store storage server, to guarantee best performance with projectStore PRO, it is advisable to install it on a computer that meets these minimum system requirements:

- PC with 2.5-GHz 64-bit (x64) processor.
- 64-bit Microsoft Windows® 7/Server 2008 R2/Windows® 8/Server 2012/Server 2012 R2/Windows® 10.
- 8 GB of physical RAM at least.

- 200 MB of available hard-disk space for installation.
- TCP port 8480 must not be blocked by a firewall if any.

Installing projectStore

projectStore comes pre-installed on each Tiger Series appliance. To use projectStore on your Tiger Store network, you should install it on the metadata controller, supervising the volumes, on which the projects depot will be stored.

Note: *There's no need to install projectStore on client computers. As long as a computer runs version 2.5.1 or later of the Tiger Client software, it can work with projectStore.*

To install projectStore on the Tiger Store metadata controller:

1. On the computer running Tiger Store, log on using an account with administrative privileges.
2. Browse for and double-click the projectStore installation file and then click Next.
3. Select the folder where to install projectStore and click Next.
4. Accept the terms of the software license agreement and click Next.
5. Click Install.
6. When the installation finishes, click Close.
7. Restart the computer.

Upgrading to projectStore 3.6 and above

You can upgrade to version 3.6 and above any previous version of projectStore. When upgrading from version 2.x or 3.5, you should disable support for projectStore, uninstall the previous version of the software from the metadata controller and install the new one. As versions 3.6 and above don't require any client software, to upgrade your Tiger Client computers, you should simply uninstall any previous client version of projectStore.

For uninstallation steps, refer to projectStore 2.0 Help:

http://www.tiger-technology.com/projectstore_help/installing-uninstalling-projectstore/

When upgrading from version 3.5.1, there's no need to uninstall projectStore - simply run the new installation. The installation will keep all existing projects and settings.

Note: *Version 2.6 and later of all Tiger Series appliances comes with projectStore pre-installed. If your Tiger Series appliance runs version 2.5 or earlier, contact Tiger Technology support for assistance.*

Uninstalling projectStore

You can uninstall projectStore from your Tiger Series appliance or the metadata controller of your Tiger Store network at any time. Once you uninstall projectStore, the projects depot folder and all its contents on the shared storage volume(s)/the volume pool becomes visible to anyone having access to the volume.

To uninstall projectStore from a Tiger Series appliance, you should request assistance from Tiger Technology support. You can manually uninstall projectStore from your Tiger Store metadata controller.

To uninstall projectStore from Tiger Store:

1. Display the Control Panel.
2. Double-click Programs and Features.
3. Right-click projectStore and select Uninstall.
4. When prompted to confirm that you want to remove projectStore from the computer, click Yes.
5. The uninstallation of projectStore warns you that you will have to reboot the computer to complete the uninstallation.
6. Click OK.
7. When prompted, restart the computer.

Accessing projectStore's Web Interface

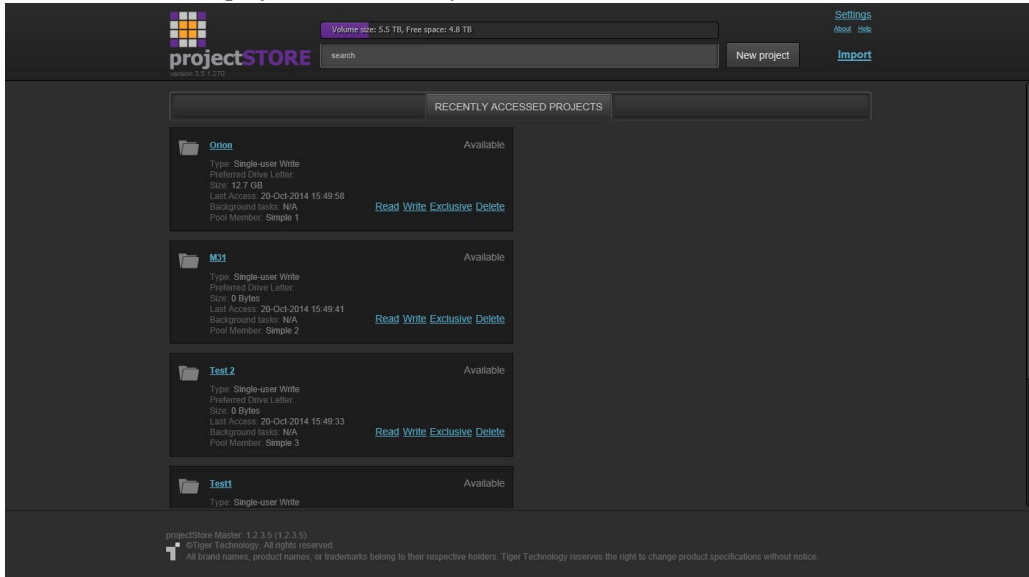
You can work with and manage projectStore through its web interface. The web interface of projectStore is accessible to anyone and no authentication is required to manage projectStore settings and project folders.

To access the web UI of projectStore from a Tiger Client computer:

In the Tiger Client tray application/menulet, go to projectStore and then click the IP address of the metadata controller running projectStore.

projectStore 3.7 User's Guide

The web interface of projectStore loads in your default web browser.

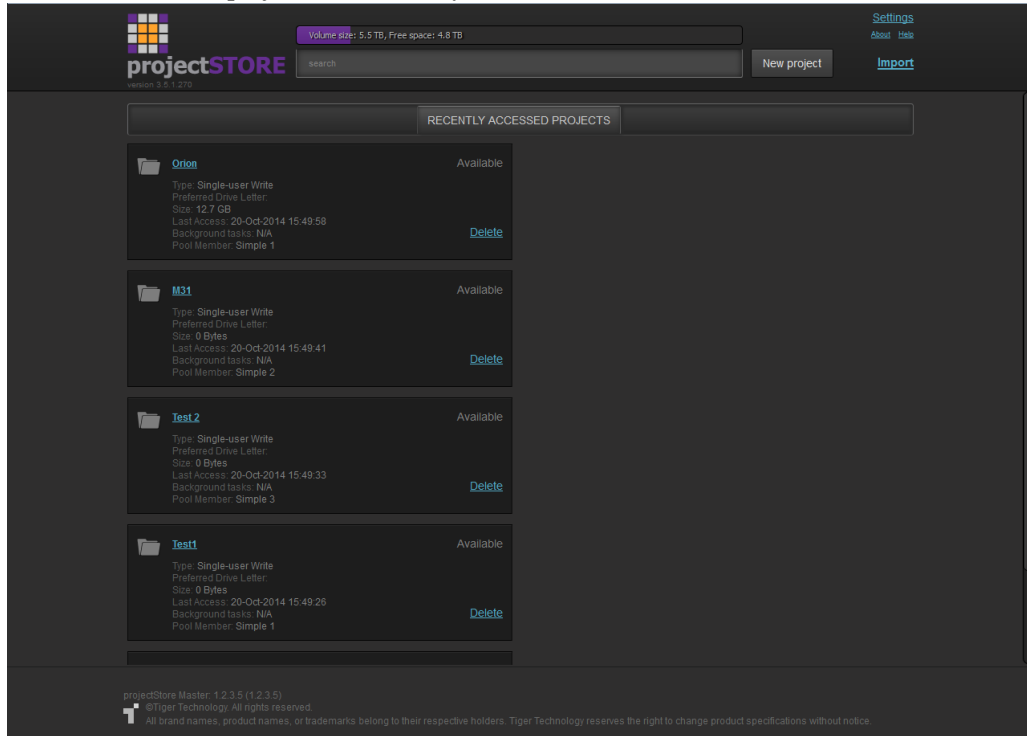


To access the web UI of projectStore from a non-Tiger Client computer:

In the address bar of a web browser, type this:

`http://[IP address or name of a computer with projectStore installed]:8480`

The web interface of projectStore loads in your default web browser.



Note: When accessing the web interface from a non-Tiger Client computer, you cannot work with project folders, but just preview them.

Administrating projectStore

You can administrate projectStore in one of the following ways:

- Enable/disable projectStore support.
- Hide/unhide a volume/volume pool, on which projectStore support is enabled.
- Manage projects by renaming, moving, deleting them or by resetting the project depot's database.
- View projectStore info such as free and used space on the volume, on which volume projectStore support is enabled, size of projectStore data on the volume, total number of projects in the depot and average size of a project in the depot.

Any user on a Tiger Client or a remote computer can administrate projectStore without restrictions.

Enabling and Disabling projectStore Support

For projectStore to create the projects depot on a volume and allow users to create project folders and mount them for viewing or editing you should first enable projectStore support on selected shared volume(s) or on the smart storage pool.

You can enable/disable support for projectStore at any time. When you disable support for projectStore the projects depot and its content become automatically visible to any connected computer and access to them depends on the security applied to the volume itself.

Enabling support for projectStore anew automatically restores the last applied projectStore settings.

projectStore and Smart Storage Pooling

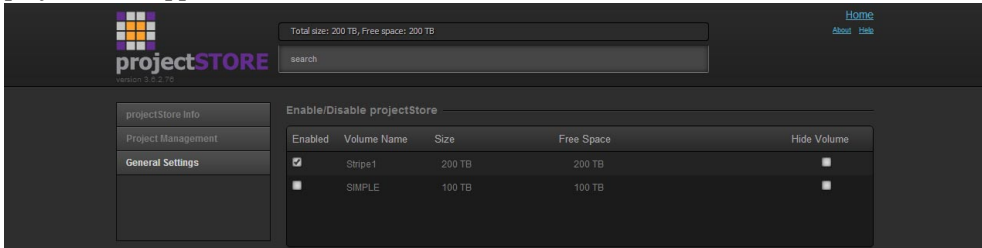
When smart storage pooling is enabled on your Tiger Series metadata controller, you can enable projectStore support on the volume pool instead of the individual volumes. In this case on each of the volumes in the pool a separate projects depot is created. When creating a new project, you can choose on which volume in the pool to store it. When you want to import an ambiguous folder (a folder with the same name existing in the same location on two or more volumes in the pool), it contains the merged contents of all ambiguous folders with the same name, but has the attributes of the ambiguous folder that is on the volume first detected by the metadata controller service at the time you perform the import operation. The same rule applies for ambiguous files in ambiguous folders that are being imported - projectStore will import just the file in the ambiguous folder first detected by the metadata controller service.

If you have enabled projectStore support on a volume pool, which is later disbanded on the metadata controller, projectStore automatically enables support on each of the volumes that had participated in the pool. Vice versa, when projectStore support is enabled on multiple volumes, which are later added to a smart storage pool on the metadata controller, projectStore automatically enables the support on all volumes in the volume pool, even if it has not been enabled on some of them before. In this case ambiguity can occur as it is possible project folders with identical names to exist in the project depots of two or more volumes that now are part of a pool. To avoid problems with ambiguous projects, it is advisable to check the list of all projects on all volumes and rename one or the other ambiguous project before enabling smart storage pooling.

When a volume, on which projectStore support had been once enabled, but was then disabled (all projects became visible in the "projectStore" folder on the root of the volume) is added to a smart storage pool that contains a volume with enabled projectStore support, support for projectStore is automatically enabled on all volumes in the pool and the projects from the "projectStore" folder on the root of that volume are accessible from the projects depot.

To enable projectStore support:

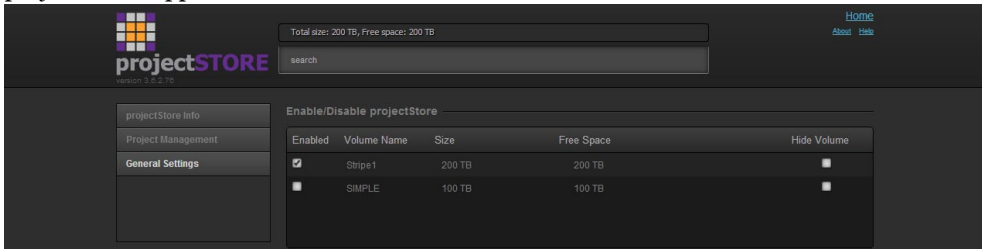
1. In the web interface of projectStore, click Settings.
2. In the left menu, click General Settings.
3. Select the Enable check box of each volume or the volume pool, on which you want to enable projectStore support.



4. Click Yes to confirm.

To disable projectStore support on a volume:

1. In the web interface of projectStore, click Settings.
2. In the left menu, click General Settings.
3. Clear the Enable check boxes of each volume or the volume pool, on which you want to disable projectStore support.



4. Click Yes to confirm.

projectStore support is disabled for this volume/volume pool and the projects depot and its contents are visible to any computer having access to the volume. To keep all projects available in projectStore, before disabling the support for a volume, you can move its projects to another volume, on which support for projectStore is enabled. For more details, see “Moving a Project” on page 11.

Hiding projectStore Volumes

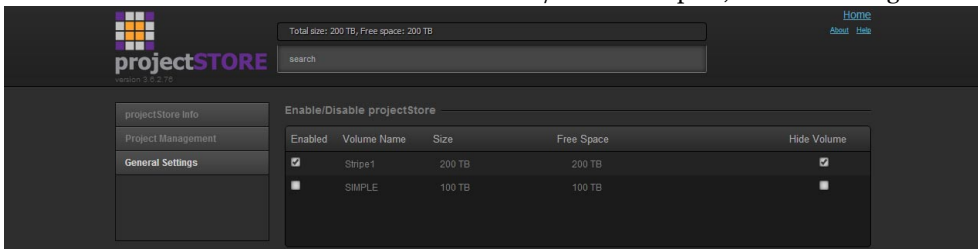
To ensure that a volume is used solely for storing projectStore data, you can hide it on all Tiger Client computers. That way, even when a Tiger Client connects to the storage server, no hidden

volume will be mounted on the computer and users will be able to mount just project drives through the projectStore web interface. You can choose to hide just a selected volume, on which projectStore support is enabled and allow other projectStore volumes to be mounted on Tiger Clients. When projectStore support is enabled on a volume pool and you select to hide the pool, no volume part of the pool will be mounted on Tiger Client computers. You can hide/unhide a projectStore volume at any time.

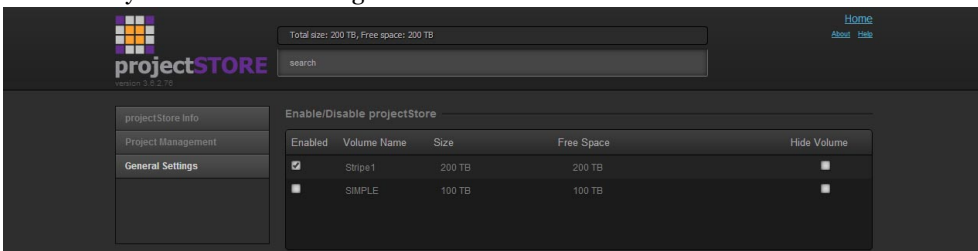
Note: *You cannot hide a volume, on which projectStore support is not enabled.*

To hide/unhide a projectStore volume:

1. In the Administrative interface, click General Settings.
2. In Enable/Disable projectStore, do one of the following:
 - Select the Hide Volume check box of each volume/the volume pool, to hide it on Tiger Clients.



- Clear the Hide Volume check box of each volume/the volume pool, to let Tiger Clients mount it when they connect to the storage server.



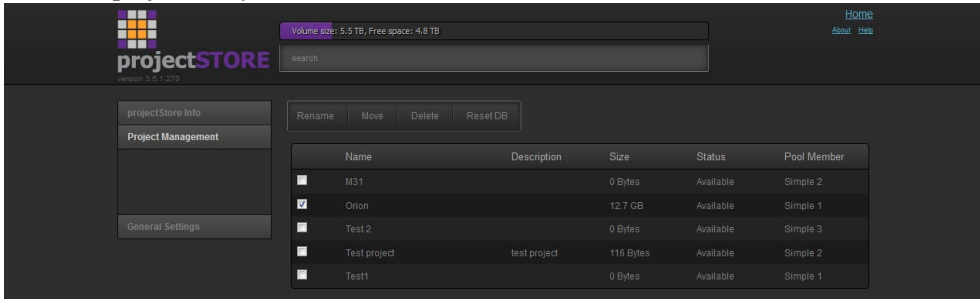
Managing Projects

Renaming a Project

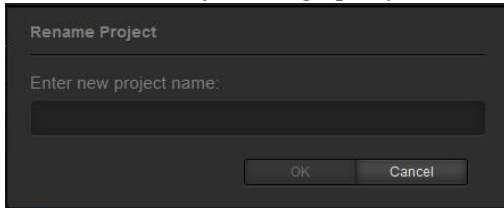
The name of a project is used as a label of the drive that mounts on client computers. projectStore doesn't restrict you to use the same name as that of an already existing project. To rename a project it must be with "Available" status on your computer. You cannot rename a project with the name of a project that already exists in the projects depot on the volume.

To rename a project:

1. In the web interface of projectStore, click Settings.
2. In the left menu, click Project Management.
3. Select the project that you want to rename and click Rename.



4. In the Rename Project dialog, specify a new name of the project and click OK.

**Moving a Project**

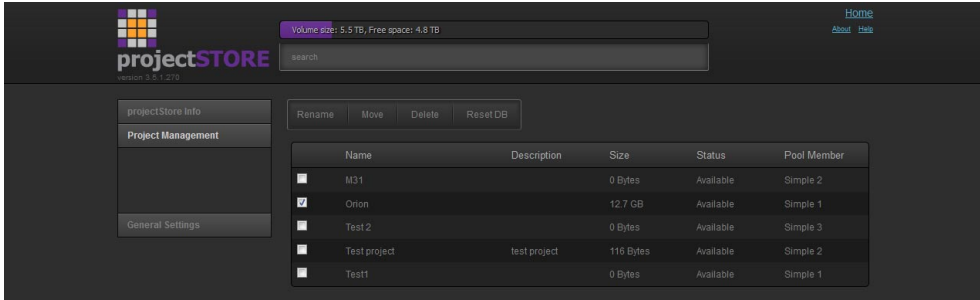
When projectStore support is enabled on multiple volumes or on a volume pool, you can select on which volume to create each new project. Similarly, after a project is created in the projects depot, you can move it between the volumes in the pool or the volumes, on which projectStore support is enabled.

Important: *You cannot move a project that is currently mounted on a Tiger Client computer, a project with "In Use" status.*

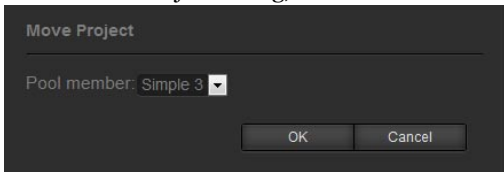
To move a project folder from one volume to another:

1. In the web interface of projectStore, click Settings.
2. In the left menu, click Project Management.

3. Select the project that you want to move and click Move.



4. In the Move Project dialog, select the volume to which to move the project and click OK.



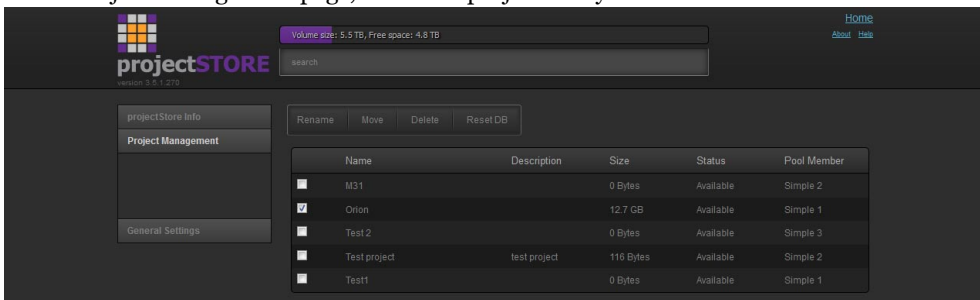
Deleting a Project

You can delete any project folder in the projects depot as long as it is not mounted for editing or previewing by a Tiger Client computer. Once you delete a project folder, the hidden folder and all of its contents are deleted from the projects depot on the volume and cannot be restored.

Important: *You cannot delete a project that is currently mounted on a Tiger Client computer, a project with "In Use" status.*

To delete a project:

1. In the web interface of projectStore, click Settings.
2. In the left menu, click Project Management.
3. In the Project Management page, select the project that you want to delete.



Tip: *To delete multiple projects simultaneously, select their check boxes.*

4. Click Delete and then confirm that you want to remove the selected project(s) from the depot.

Resetting the Database of the Projects Depot

The projects depot database contains information about the number and average size of projects in the depot, number of files in a project and generally speeds up searching the projects depot through the web interface. Should the projects database get corrupted (fail to correctly list search results or to display information about media and projects), you can clean it and queue it for re-generation, without any risk for the actual data in the projects' depot.

To reset the project depot database:

1. In the web interface of projectStore, click Settings.
2. In the left menu, click Project Management.

The screenshot shows the projectStore web interface. At the top, there is a search bar and a volume status indicator: "Volume size: 9.5 TB, Free space: 4.8 TB". Below this, there is a navigation menu with "projectStore Info", "Project Management", and "General Settings". The "Project Management" section is active, showing a table of projects. Above the table, there are buttons for "Rename", "Move", "Delete", and "Reset DB".

Name	Description	Size	Status	Pool Member
<input type="checkbox"/> M31		0 Bytes	Available	Simple 2
<input checked="" type="checkbox"/> Orion		12.7 GB	Available	Simple 1
<input type="checkbox"/> Test 2		0 Bytes	Available	Simple 3
<input type="checkbox"/> Test project	test project	116 Bytes	Available	Simple 2
<input type="checkbox"/> Test1		0 Bytes	Available	Simple 1

3. Click Reset DB and then confirm that you want to clean the projects database and queue it for regeneration.

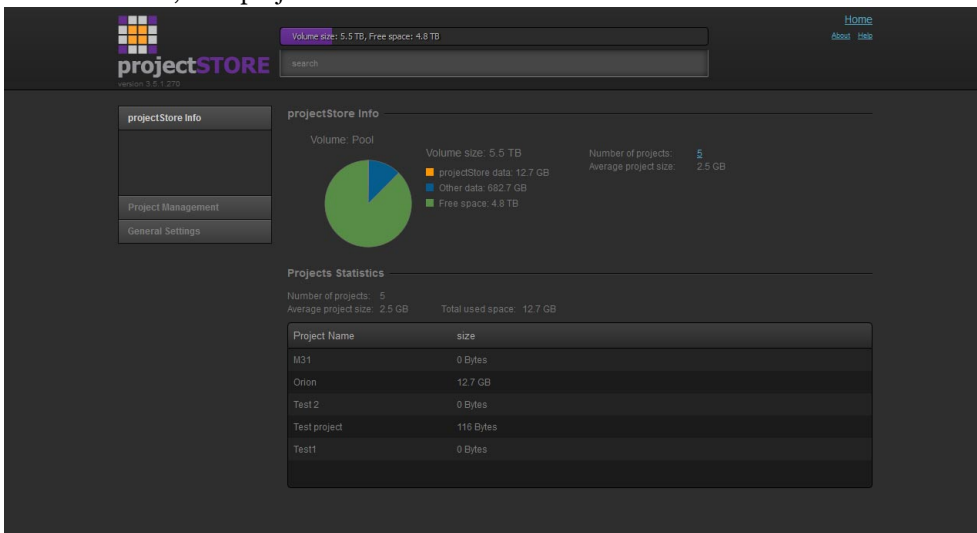
Once a project is mounted and then dismounted on a client computer, the information about this project is regenerated in the database.

Viewing projectStore Information

The web interface of projectStore lets you view information about the size of the volumes/the volume pool, on which projectStore support is enabled, the free and used space, as well as the size of projectStore data on the volume(s)/pool, the number of projects in the depot and the average size of a project.

To view projectStore information:

1. In the web interface of projectStore, click Settings.
2. In the left menu, click projectStore Info.



Working with projectStore

Users on non-Tiger Client computers that can access the projectStore web interface (computers that are on the same LAN as the storage server supervising the volume(s)/volume pool, on which projectStore support is enabled, can search the contents of the projects depot and create, rename, delete and import project folders. Only users on Tiger Client computers that see the volume/ volume pool can mount their own or other users' project folders.

Searching the Projects Depot

To facilitate you in finding projects in the projects depot, projectStore provides you with a search engine. The search engine displays results based on name, description and keywords. All search results are sorted in alphabetical order.

To search the projects depot:

1. In the home page of the web interface, enter a search term in the search box.

Note: *If you enter more than one search term, projectStore displays only results that match exactly your query.*

2. Press Enter.

projectStore displays all results matching the search criteria you have entered.

Tip: *To clear the search results view and get back to the default view, click the projectStore logo in the upper left corner.*

Importing Projects Into the Projects Depot

To facilitate you in migrating projects that already exist on the volume to the projects depot, projectStore allows you to import them.

Note: *You cannot import a project from a volume, on which support for projectStore is not enabled.*

When importing a folder into the projects depot, projectStore copies the folder and its data from its original location on the volume to the repository. The project is named after the folder that has been copied - you can change this name later, following the steps described in “Rename a Project” on page 24. When support for projectStore is enabled on multiple volumes, you can select on which volume to import the project. projectStore doesn’t allow you to import folders that have the same name as an existing project in the projects depot of a volume. In this case you have to either import the project on another volume or rename the folder before importing it.

When projectStore support is enabled on a volume pool and you import an ambiguous folder (a folder with the same name existing in the same location on two or more volumes in the pool), it contains the merged contents of all ambiguous folders with the same name.

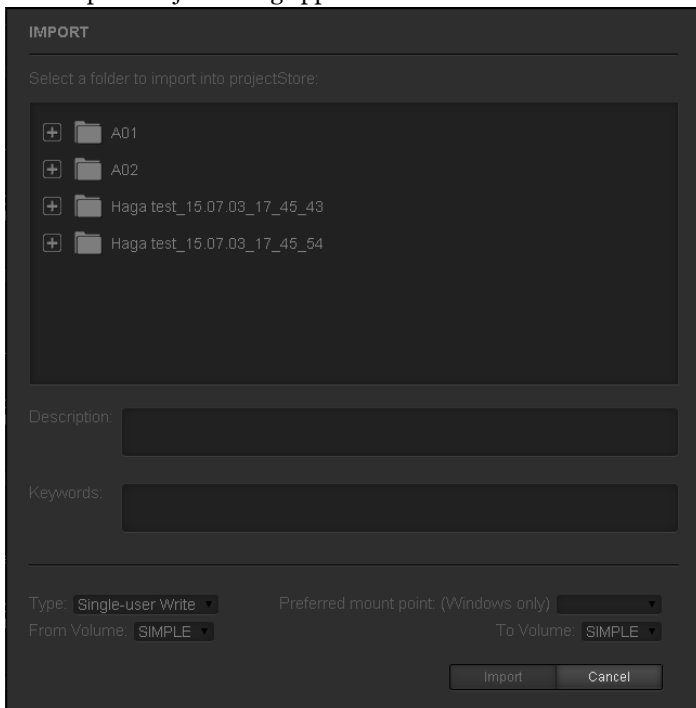
When importing a project you can also specify the following settings that cannot be edited later:

- description;
- keywords;
- type;
- preferred mount point on Windows Tiger Clients;

To import an existing project into the depot:

1. In the home page of the web interface, click Import.

The Import Project dialog appears.



2. In the “From Volume” drop-down box, select the volume from which to import the project.

Note: When support for projectStore is enabled on a volume pool, the dialog lists the projects on all volumes in the pool.

3. In the “To Volume” drop-down box, select the volume on which to import the project.

Note: In case projectStore support is enabled on a volume pool and you don't select a particular volume, projectStore attempts to store the project on the volume with less folders. If support is enabled on multiple volumes, projectStore stores it on the first volume in the list. In case the volume projectStore selects doesn't have enough free space, you have to manually select a volume in the list.

4. In the list, select the folder that you want to import.
5. (optional) Provide a brief description of the project to help you and other users discern the project among the other projects in the depot.
6. (optional) Add keywords to the project, to facilitate searching the projects database – you can add as many keywords as you like, each keyword must be separated by space.

7. In the Type drop-down box, select the type of the imported project.
8. (optional) Select a preferred mount point, which to be used on each Windows Tiger Client computer for mounting the project drive.

Note: You can change this setting later, following the steps in "Moving a Project" on page 11.

9. Click Import.

Note: Importing a folder with all associated data can take significant time.

A folder with the name of the folder is created in the projects depot of the selected volume. It contains all data from the imported folder.

Working with Projects

Besides creating new projects into the projects depot, users on Tiger Client computers can also work with existing projects in one of the following ways:

- Mount a project with Read Only permissions and copy data from it.
- Mount a project with Read & Write permissions.
- Mount a project for editing with Exclusive permissions i.e. not letting any other computer mount it for editing or viewing until you dismount it regardless of the type of the project.
- Close a project.
- Delete a project.
- Rename a project.

The options available for any existing project depend on its status - Available or In Use:

	Available	In Use (RW on another machine)	In Use (RO on another machine)	In Use (RW on own machine)	In Use (RO on own machine)
Edit	✓	✓ *	✓	-	-
Edit exclusively	✓	-	-	-	-
Read	✓	✓ **	✓	-	-
Close	-	-		✓	✓
Rename	✓	-	-	-	-
Delete	✓	-	-	-	-
Move	✓	-	-	-	-

* for Avid projects only.

** except when the project is mounted Exclusively on the other machine.

Create a New Project

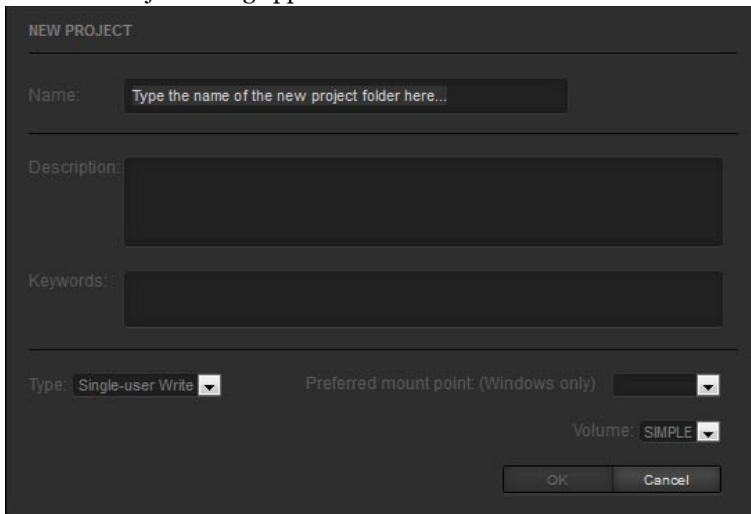
When you select to create a new project besides specifying the name and type of the project, you can also add description and keywords to facilitate searching the projects database, and specify preferred mount point of the new project.

Note that the only options you can modify after creating the project are its name and on which volume in the pool the project should be stored.

To create a new empty project:

1. In the web interface, click New Project.

The New Project dialog appears.



2. Enter a name for the new project.
3. (optional) Provide a brief description of the project to help you and other users discern the project among the other projects in the depot.
4. (optional) Add keywords to the project, to facilitate searching the projects database – you can add as many keywords as you like, each keyword must be separated by space.
5. In the Project Type drop-down box, select one of the following:
 - **Single-user Write** – the project can be mounted with Read & Write permissions on only one computer at a time.
 - **Avid Bin Locking Project** – projectStore emulates Avid FS for the project and allows mounting the project with Read & Write permissions on multiple computers simultaneously, letting Avid restrict accesses to project bins that are currently in use.

6. Select a preferred mount point, which to be used on each Windows Tiger Client computer for mounting the project drive.
7. In Volume, select the volume on which to create the project.

Note: *In case projectStore support is enabled on a volume pool and you don't select a particular volume, projectStore attempts to store the project on the volume with less folders. If support is enabled on multiple volumes, projectStore stores it on the first volume in the list. In case the volume projectStore selects doesn't have enough free space, you have to manually select a volume in the list.*

8. Click OK.

A folder with the name of the project is created in the projects depot and it is accessible to everyone through projectStore's interface.

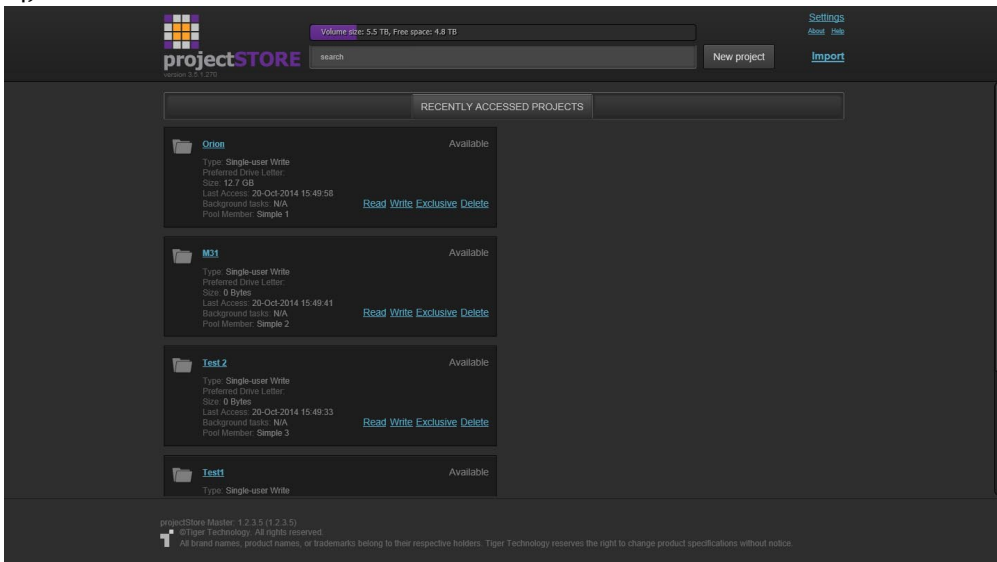
Mount a Project for Editing

Before beginning work with your desired application on the folder that exists in the project depot, you must first mount the project folder as local drive on your computer. projectStore provides you with several options for mounting a project for editing. When the project type is set to "Single-user Write" only one computer can mount it with Read & Write permissions at a time and the project status must be "Available". When the project type is "Avid Bin Locking" multiple computers can mount it for editing even if the project status is "In Use". Note that in this case preventing data corruption is up to the application you use for access to the project.

Regardless of the type of the project, you can mount it Exclusively (mount it for editing with Exclusive rights), which means that no other computer can mount it neither for editing, nor for viewing until you close it on your computer.

To mount a project for editing:

1. Find the project that you want to mount for editing (see “Searching the Projects Depot” on page 14).



2. In the project's badge, click Write.

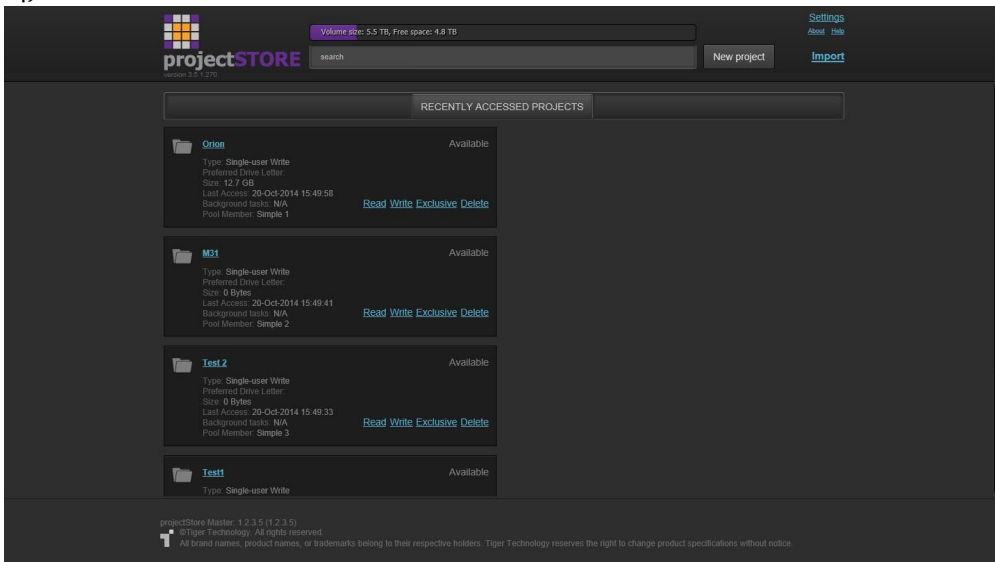
Note: This button is greyed, if a "Single-user Write" project is with "In Use" status or if the project is mounted "Exclusively" on another computer.

The project folder mounts as a local drive on your computer. If no preferred mount location is specified, the project is mounted in the default mount location for the respective platform:

- (Windows) using the first available drive letter.
- (Mac OS X) in the /Volumes directory.
- (Linux) in the /mnt directory with an automatically created symbolic link /Volumes, which points to the /mnt directory.

To mount a project Exclusively:

1. Find the project that you want to mount exclusively (see “Searching the Projects Depot” on page 14).



2. In the project's badge, click Exclusive.

Note: This button is greyed, if the project is with "In Use" status.

The project folder mounts as a local drive on your computer. If no preferred mount location is specified, the project is mounted in the default mount location for the respective platform:

- (Windows) using the first available drive letter.
- (Mac OS X) in the /Volumes directory.
- (Linux) in the /mnt directory with an automatically created symbolic link /Volumes, which points to the /mnt directory.

Note: To allow access to the project again, you must close the project. See "Close a Project" on page 23.

Mount a Project for Viewing

Once you mount a project folder for viewing (with Read Only permissions), it is mounted on your computer as a local drive, but you cannot introduce any changes to it – you can just copy data from it to another location (a project folder mounted for editing, for example).

A project folder can be mounted for viewing on multiple computers as long as it is not mounted Exclusively on another machine.

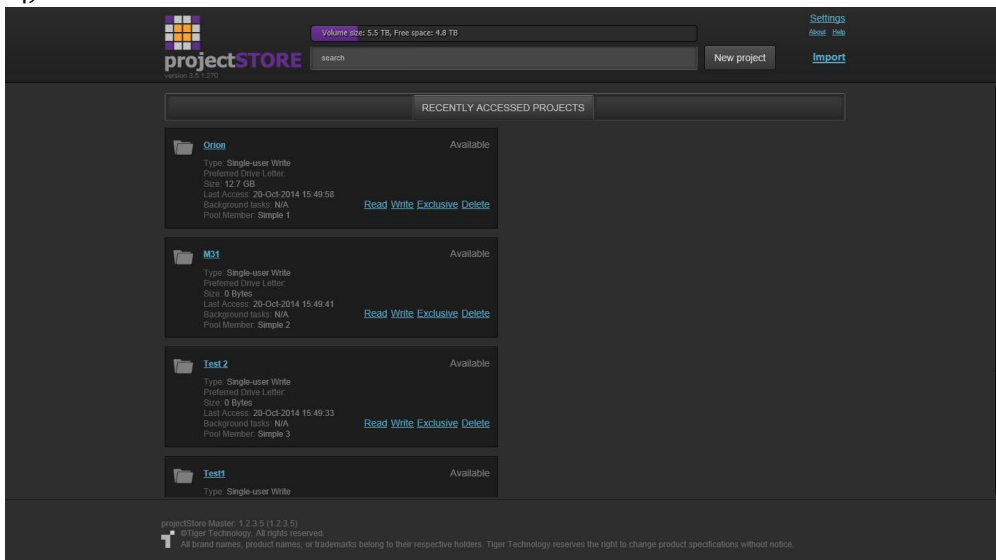
Tip: To view who has mounted the project and with what permissions, click the *In Use* link.

Note that if changes are introduced in the project from the computer that has mounted it for editing, these changes are taken into consideration on all computers that are just viewing the project only after re-mounting the project folder.

Important: (Avid only) You can open an Avid project, stored in a projectStore folder, only if you have mounted it for editing. When the project folder is mounted with Read Only access, you will be able to open the project's Bins only.

To mount a project folder for viewing:

1. Find the project that you want to mount for viewing (see “Searching the Projects Depot” on page 14).



2. In the project's badge, click Read.

Note: If the project is mounted Exclusively on another computer, this button is greyed.

The project folder mounts as a local drive on your computer. If no preferred mount location is specified, the project is mounted in the default mount location for the respective platform:

- (Windows) using the first available drive letter.
- (Mac OS X) in the /Volumes directory.
- (Linux) in the /mnt directory with an automatically created symbolic link /Volumes, which points to the /mnt directory.

Close a Project

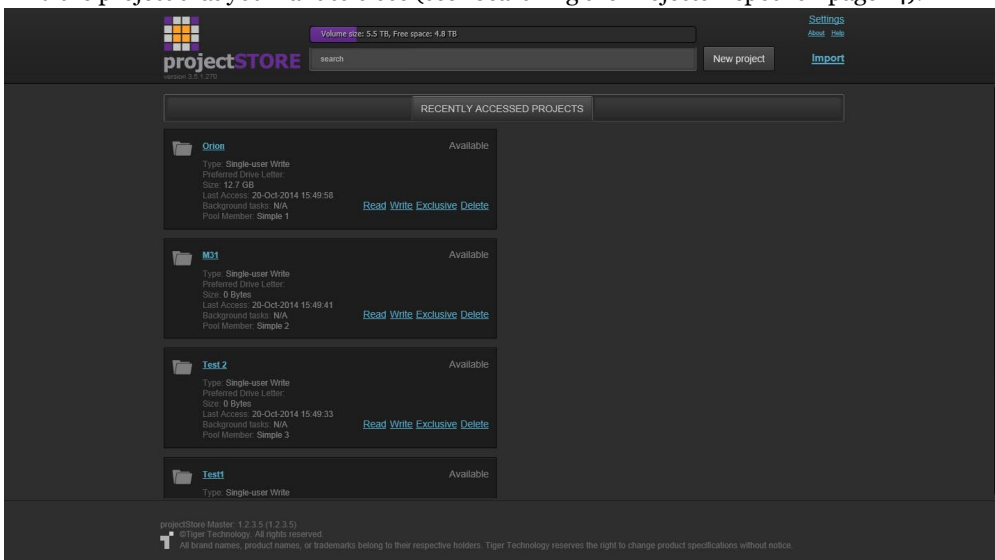
You can close a project you have opened for editing or just for viewing. When you close a project in the projectStore interface, you simply unmount the project folder from your computer. That is why, before closing a project, which you have edited, make sure that you have closed it in the editing application first, as any unsaved changes will be lost once you unmount the project folder from your computer.

You cannot close a project mounted on another computer. If a computer is holding a project open, you can force close it. Force closing a project unmounts the project from the computer and any unsaved changes to the project are lost.

Important: *projectStore automatically closes (dismounts) all open projects on your computer on system reboot.*

To close a mounted project:

1. Find the project that you want to close (see “Searching the Projects Depot” on page 14).



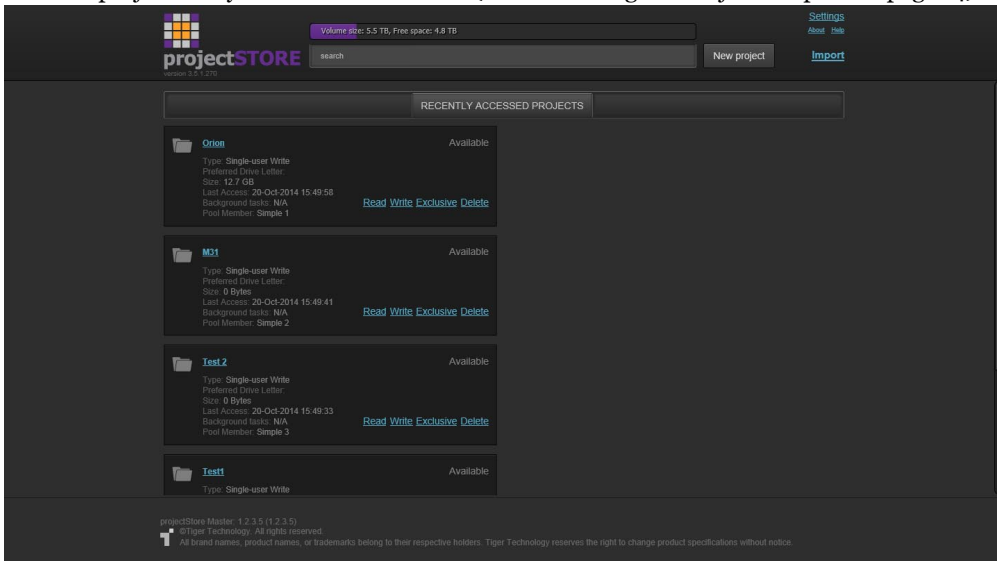
2. In the project's badge, click Close.

Note: *This button is greyed, if the project is mounted on another machine. To see how to unmount a project from another computer, refer to Force Closing a Project.*

The project folder is unmounted from your computer.

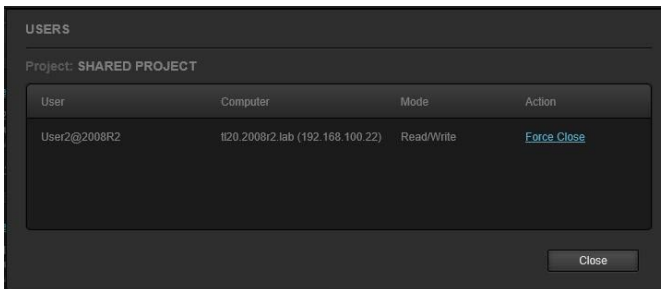
To force close a mounted project:

1. Find the project that you want to force close (see “Searching the Projects Depot” on page 14).



2. In the project's badge, click the In Use link.

The Users dialog appears. It displays information about the computer on which the project is mounted.



3. Click Force Close.
4. Confirm that you want to force close the project.

The project folder is unmounted from any computer that has mounted it for editing or viewing.

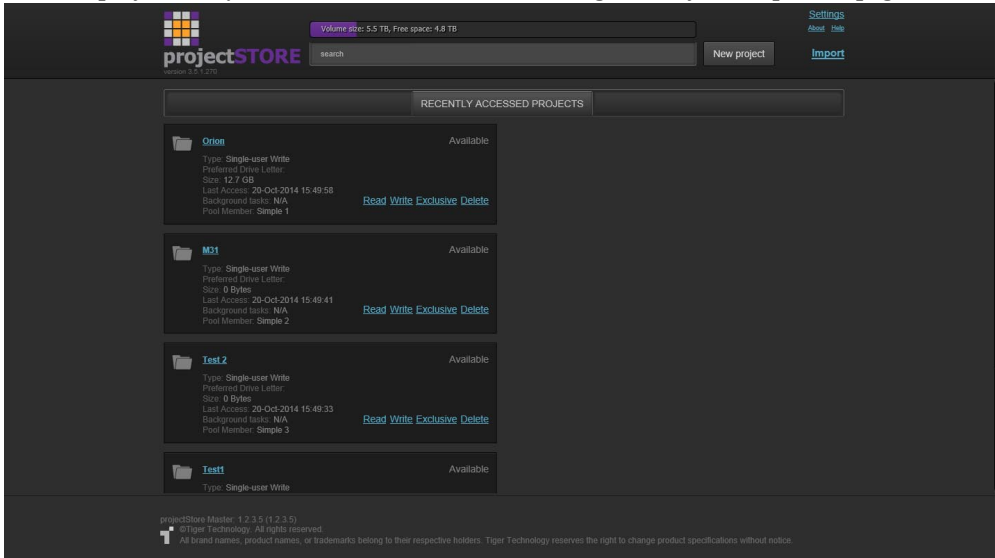
Rename a Project

The name of a project is used as a label of the drive that mounts on your computer. projectStore doesn't restrict you to use the same name as that of an already existing project. You cannot rename a project with the name of a project that already exists in the projects depot on the volume.

Note: You can also rename a project in the Settings page of projectStore. For more information, refer to "Renaming a Project" on page 10.

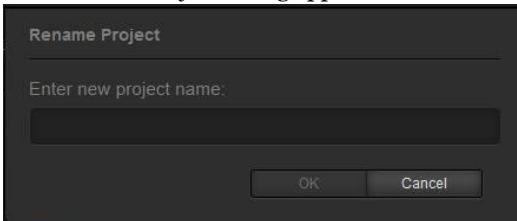
To rename a project:

1. Find the project that you want to rename (see "Searching the Projects Depot" on page 14).



2. In the project's badge, click the project name.

The Rename Project dialog appears.



3. Enter the new name of the project and click OK.

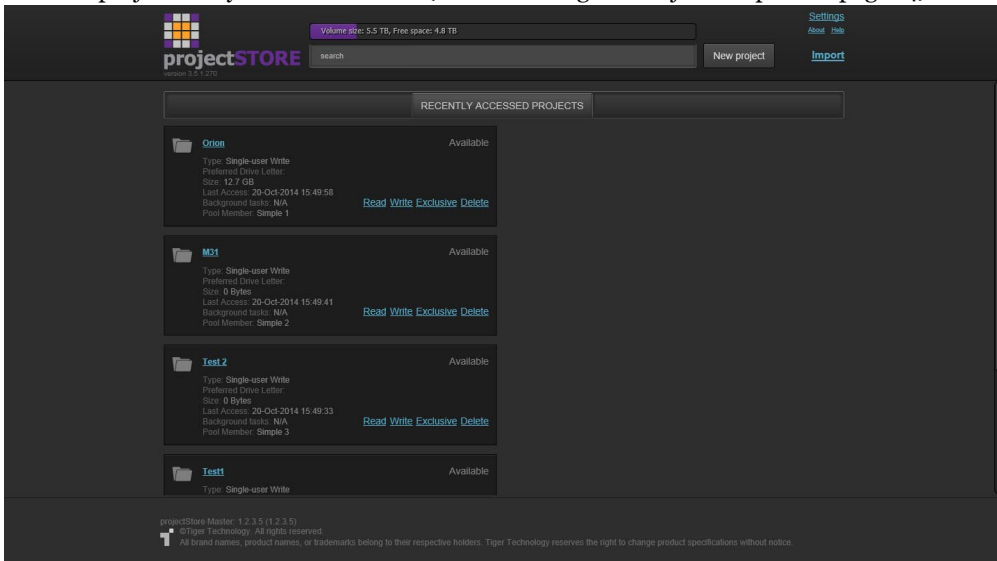
Delete a Project

You can delete any project folder as long as it is not mounted on any other computer (it is with Available status). Once you delete a project folder in projectStore, the hidden folder and all of its contents are deleted from the projects depot on the volume and cannot be restored.

Important: All subprojects of the project you delete are also deleted.

To delete a project:

1. Find the project that you want to delete (see “Searching the Projects Depot” on page 14).



2. In the project's badge, click Delete.
projectStore prompts you to confirm that you want to delete the project folder and all its contents permanently.
3. To confirm, select “I understand the consequences” and click Yes.