Cyclops DLC Delivery Overview

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Cyclops uses its own custom file format based on Unreal for loading models and shots. These files are created by us in Unreal Editor. We call these files DLCs. After we have created your DLC files there are a few methods for how we deliver them to you to use in Cyclops. In this doc, we'll give you an overview of the various methods so you can decide which one will work best for you and your show.

In general, you can think of the process as having 3 steps. All the methods deal with these 3 steps differently and some combine some of the steps. Broadly speaking the steps are:

1. Sending the DLC to you.
2. Transferring the DLC to your device
3. Moving the DLC to the special Cyclops App folder

Medusa DLC Server

Medusa is our proprietary DLC delivery server and the preferred way to deliver DLCs. It offers a fast and secure way to deliver Cyclops content to you. From directly inside the Cyclops App you can download DLC files from Medusa. This combines all the above-mentioned steps into a single step. This is a really fast and easy way to get new and updated DLC files into Cyclops. Since the download happens on the device, you don't need to have a laptop or computer with you. Also because it is all inside of Cyclops you don't need to worry about copying the DLC file to the proper folder.

The downside to using Medusa is that in order for you to connect to our Medusa server you need to first connect to our secure network via a VPN app on your device. There is a little bit of a process to get this initial set up and it requires 2-Factor authentication in order to connect.

Medusa is the fastest way for us to deliver DLCs to you but requires more initial set-up than the other methods. If you are just going to be receiving a handful of DLCs then it might not be worth the time to set it up. But if you are going to be receiving lots of DLC that will get updated often, then Medusa is a much better option.

The Medusa server is not available if you are creating your own Cyclops DLCs.

Click here for detailed instructions on getting Medusa set up on your device.
https://cyclops.thethirdfloorinc.com/wp-content/uploads/2022/04/Cyclops-DLC-Downloading-for-Clients.pdf

DLC Sideloading

With DLC Sideloading we start by delivering you the DLC file(s) through Aspera, which is how we securely deliver most files to clients. You'll download the DLC file(s) from Aspera to your computer. Then you'll connect your iPad to your computer and use iTunes (PC) or Finder (Mac) to first copy a folder from the iPad to your computer, then copy the DLC into this folder, and finally, copy that folder back to the iPad.

There are a few more steps to this but you can get up and running with this method very quickly as we don't have to set up a VPN account for you first. You do need to have a computer to download the files from Aspera initially. Since there are more steps it generally takes longer from when we finish the DLC to you getting it onto your device.

Click here for detailed instructions on using Sideloading.
https://cyclops.thethirdfloorinc.com/wp-content/uploads/2022/05/Cyclops-iTunes-Sideloading.pdf

Copying the DLC

This method starts similarly to Sideloading. We'll initially send you the DLC via Aspera and you'll download that to your computer. From there, you have a few options for how you get the DLC file onto your device. You can use a USB stick/drive or you could use something like Google Drive or Dropbox. Once you have transferred the DLC file over to your device you then need to use the Files app to copy the DLC into the proper Cyclops app directory. If the DLC is not in the proper directory then Cyclops will not be able to find it.

This is very similar to Sideloading but offers a bit more flexibility as you don't have to have the iPad in the same place as your computer. Just like Sideloading this method is pretty easy to do but is slower to get updates than using our Medusa server. It can be slightly more error-prone if you accidentally copy the DLC file to the wrong folder.

Click here for detailed instructions on Copying DLCs.
http://cyclops.thethirdfloorinc.com/wp-content/uploads/2023/03/Cyclops-DLC-Copying.pdf

Please let us know which method you prefer.