



Avid Editing Application

ReadMe

Installation Note

On a Windows® system, if you have already installed a patch on your system, you must first uninstall the previous patch before installing a new patch.

On a Macintosh system, there is a full installer, not just a patch. You must completely uninstall the previous Macintosh version.

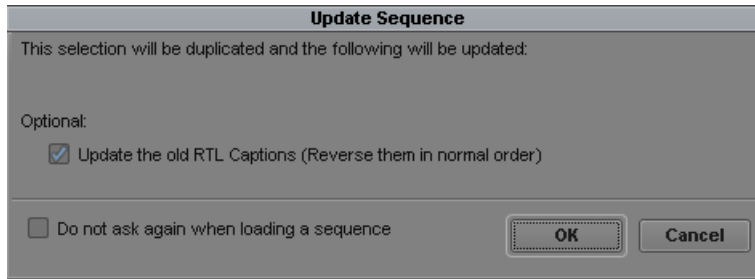
For details on installing a patch, see the *Patch Installer Instructions* pdf on the download page.

Fixed in v7.0.6 and v11.0.6

The following have been fixed in Media Composer v7.0.6 and NewsCutter v11.0.6:

- **Bug Number:** MCCET-656. In some instances, bins on ISIS storage did not sort alphabetically in the Project window.
- **Bug Number:** MCCET-426. The Composer window or client monitor did not update in real time after applying color correction changes with rendered effects.
- **Bug Number:** MCCET-865. A clip with the Stabilizer effect might have lost track data and the video would slide up and to the left at end of effect.
- **Bug Number:** MCET-891. In previous releases, if your system language was set to Arabic, text you entered with the Subcap effect did not display properly. This has been fixed.

NOTE: To workaround this issue in the past, some users reversed their own captions. This is no longer necessary. But, if you do have older sequences that contained Arabic Subcaps effects, you will receive the following dialog. If you had reversed the captions, enable the “Update the old RTL Captions” option.



- **Bug Number:** MCCET-1043. Missing language packs are now included with the editing application.
- **Bug Number:** MCCET-865. A clip with the Stabilizer effect might have lost track data and the video would slide up and to the left at end of effect.
- **Bug Number:** MCCET-114. Subsequences did not always retain the settings of the original sequence.
- **Bug Number:** MCCET-664. In some instances, when the Audio Punch In tool was open and you played back a sequence containing audio with pre-roll, the audio waveform was not displayed.
- **Bug Number:** MCCET-1010. In some instances, the editing application did not retain the Interplay Folder settings correctly.
- **Bug Number:** MCCET-863. (News option) The welcome message from iNews when displayed in the NRCS Tools did not show Croatian specific characters.
- **Bug Number:** MCCET-294. You could not AMA link to AirSpeed 5000 generated MXF op1a files.

Changed in v7.0.5 and v11.0.5

Support for Mac OS

This release adds support for Mac OS v10.10.5.

Fixed in 7.0.5 and 11.0.5

The following have been fixed:

- **Bug Number:** MCCET-619. Playing back MPEG4 QuickTime resulted in the first frame displaying as the last frame.
- **Bug Number:** MCCET-208. If you exported a QuickTime movie using Fast Start (Custom>Format Options), you received a message indicating the timecode track would be removed.
- **Bug Number:** MCCET-914. (Mac) The editing application might have crashed when you opened the Help while the Title Tool was open.
- **Bug Number:** MCCET-880. In some instances, checking in sequences was extremely slow.
- **Bug Number:** MCCET-769. If you created a sequence in Media Central | UX and loaded the sequence in the editing application, you might have received an “Invalid finalDistanceToNext” error when using the J key to fast rewind.
- **Bug Number:** MCCET-446. In some instances, when importing a WAV file, if you selected Cancel in the dialog asking you to enter FPS, the WAV file was imported anyway.
- **Bug Number:** MCCET-129. When working with a standalone editing application with Transfer Engine, you might have received messages to quarantine media while ingesting.
- **Bug Number:** MCCET-798. Audio track custom names for group clips and sequences did not stay when checked in and checked out by a different user.
- **Bug Number:** MCCET-294. You could not AMA link to Air Speed 5000 MXF files.
- **Bug Number:** MCCET-717. Text appeared corrupted after rendering a rolling title.
- **Bug Number:** MCCET-723. (Mac) Exporting AAF media might have been slower than in previous releases.

- **Bug Number:** MCCET-85. Dynamic Relink and the Interplay folder settings would reset after logging out of Interplay in a new project.
- **Bug Number:** MCCET-673. A 4:3 aspect ratio might have changed to a 16:9 aspect ratio after reopening a project.
- **Bug Number:** MCCET-707. “Add item” in the Send To > Make New > Auto Launch did not work in Simplified Chinese.
- **Bug Number:** MCCET-702. Performing an audio punch in with “remove extra filler after punch-in” enabled and pre/post handles enabled resulted in a lost dissolve or crash.
- **Bug Number:** MCCET-688. In some instances, consolidating a sequence consolidated an entire source clip’s duration rather than just the amount used in the sequence. This added size to the consolidated media folder.
- **Bug Number:** MCCET-406. If you transcode a sequence or a subclip, it ignores the parameters and transcodes the entire master clip. You will now receive a warning message to either transcode the full clip, or create a new clip with the assigned parameters.

Changed in v7.0.4.4 and v11.0.4.4

Support for Mac OS

This release supports Mac OS v10.10.3.

Fixed in 7.0.4.4 and v11.0.4.4

The following have been fixed:

- **Bug Number:** MCCET-528. When performing an Undo after a replace edit, the blue bar did not return to the position in source monitor.
- **Bug Number:** MCCET-539. In some instances, AS-11 exports failed.
- **Bug Number:** MCCET-548. After consolidating an exported AAF sequence, renders were lost.
- **Bug Number:** MCCET-158. The original project was updated when you performed an edit on a duplicate project.

- **Bug Number:** MCCET-532. Performing an Edit While Capture with XDCAM media did not update properly in the editing application.
- **Bug Number:** MCCET-681. In some instances, the Send To Playback Temp folder on a workspace was filling up over time.
- **Bug Number:** MCCET-570. The editing application was slow to respond when working with AMA managed media.
- **Bug Number:** MCCET-578. When in mono output, audio was heard on only one channel.
- **Bug Number:** MCCET-549. In some instances, audio mapping for stereo clips on the Timeline were not mapping correctly.
- **Bug Number:** MCCET-687. Exporting with Windows Media Audio 9.2 Lossless codec resulted in a “WM_GetCodecFormatDesc_FAILED” error.
- **Bug Number:** MCCET-632. Editor performance was slow when zooming in and out with waveforms enabled.
- **Bug Number:** MCCET-453. Sequences using Edit While Capture media resulted in a “pmm_mismatch” error after being consolidated and relinked using the Highest setting.
- **Bug Number:** MCCET-543. In some instances, performing a Send to Playback from Media Composer | Cloud sent the proxy media to playback. For remote clients, the Dynamic Relink target setting is set to Prefer Native. The application will try and relink to native media. If not, it will try and relink to AMA media. It will not send proxy media to playback.
- **Bug Number:** MCCET-490. Even when the cursor was blinking, you could not enter marker text during playback.
- **Bug Number:** MCCET-625. (Interplay) Sequences with a high number of clips took a long time to checkout.
- **Bug Number:** MCCET-632. With audio Waveforms enabled, the editing application was sluggish when you zoomed in and out of long sequences or long master clips.
- **Bug Number:** MCCET-144. You received an “Audio Export File Too Large” error when exporting a WAV file that exceeded 2GB in size.
- **Bug Number:** MCCET-174. Uncompressed Big-Endian 24-bit QuickTime audio did not import.

- **Bug Number:** MCCET-608. The editing application would crash when importing files with 120+ characters in the file name.
- **Bug Number:** MCCET-557. Markers on Data track previously did not import back into Media Composer.
- **Bug Number:** MCCET-195. In some instances, large sequences with audio waveforms enabled did not cache properly.
- **Bug Number:** MCCET-378. You received an access violation when Media Composer | Cloud plug-in v1.1.2 was installed with Media Composer v7.0.4.2.
- **Bug Number:** MCCET-517. You might have experienced intermittent audio hits when playing back AMA-linked OPIA files.
- **Bug Number:** MCCET-595. The system might have crashed if you decreased the video track size when Clip Frames was enabled in the Timeline fast menu.
- **Bug Number:** MCCET-337. Transcoding or consolidating AMA linked 1080 XDCAM HD 50MB media was extremely slow.
- **Bug Number:** MCCET-92. You might have received “An error occurred on event #” message when importing an ALE if there was a greater than 12 hour timecode gap between clips.
- **Bug Number:** MCCET-498. Performing a Send to Playback performed an audio mixdown even if a mixdown was not necessary.
- **Bug Number:** MCCET-89. Using the click-and-drag method for creating a bezier with the Animatte effect was not working.
- **Bug Number:** MCCET-444. An incoming EVS clip resulted in white noise when editing close to the incoming clip boundary.
- **Bug Number:** MCCET-429. When promoting a title from the Title Tool to Marquee, Chinese characters might have appeared unrecognizable.
- **Bug Number:** MCCET-569. (Interplay) You might have received “Core Consistency Check Failure” errors if you added clip gain to the clip while it was currently ingesting and then scrubbed.
- **Bug Number:** MCCET-606. After saving a story in the NRCS Tool, some characters such as “<< >>” and “&” did not display correctly.

- **Bug Number:** MCCET-211. In some instances, when reimporting or AMA linking files, the audio tracks were repositioned.
- **Bug Number:** MCCET-525. When linked to WAV or MP3 files, there were audible clicks near cuts during playback.
- **Bug Number:** MCCET-605. In some instances, you might have received a “badthingvalue” error when exporting as AAF.
- **Bug Number:** MCCET-538. In some instances, imported monophonic Broadcast Wave files ignored track numbers.

Changed in v7.0.4.3 and v11.0.4.3

Support for Mac OS

This release supports Mac OS v10.10.2.

Fixed in v7.0.4.3 and v11.0.4.3

The following have been fixed in the v7.0.4.3 release.

- **Bug Number:** MCCET-498. Performing a Send to Playback performed an audio mixdown even if a mixdown was not necessary.
- **Bug Number:** MCCET-504. When working with Media Composer Cloud, the editor would link to the remote media instead of local media.
- **Bug Number:** MCCET-513. Playing back clips with resolutions listed in the DisabledRes.txt file resulted in an “unsupported resolution” error. You should be able to playback resolutions listed in this text file.
- **Bug Number:** MCCET-100. If you had Media Services set as a Site Setting, the “Use STP Encode” option would not be available on new projects.
- **Bug Number:** MCCET-287. Linking to a QuickTime 4.4.4.4 file created in Da Vinci resulted in an “AMA Plug-In Unable to Provide Sample” error.
- **Bug Number:** MCCET-521. J2k linked media appeared as “Unsupported” in the Video column.

- **Bug Number:** MCCET-518. In some instances, a LUT did not stay applied to multi-resolution clips.
- **Bug Number:** MCCET-377. When performing a color correction on a sequence with picture in picture effect, you might have received a “track x not found” error. Once you received the error, you could not change from Color Correction to a different mode. With this release, you might receive the track not found error, but you can change to a different mode if you receive the error.
- **Bug Number:** MCCET-51. With Matrox hardware attached, video playback was choppy.
- **Bug Number:** MCCET-487. Loading sequences with heavily nested rendered effects was extremely slow.
- **Bug Number:** MCCET-77. FilmScribe might have crashed when trying to preview a change list containing freeze frames and timewarps.
- **Bug Number:** MCCET-198. (NewsCutter) The ENPS rundown appeared blank in the NRCS Tool.
- **Bug Number:** MCCET-309. Shift+clicking in the Timeline to deselect a clip, occasionally deselected all the highlighted clips.
- **Bug Number:** MCCET-181. Marker colors changed when pasting them into another sequence.
- **Bug Number:** MCCET-357. You might have seen dropped frames when playing back MPEG-4 media.
- **Bug Number:** MCCET-303. In some instances, Stereo and mono in a sequence would increase in volume after performing an audio mixdown.
- **Bug Number:** MCCET-292. In some instances, a background transcode failed if the sequence contained effects or an alpha channel.
- **Bug Number:** MCCET-420. In some instances, exporting as QuickTime Reference resulted in audio looping.
- **Bug Number:** MCCET-356. SubCap did not display certain international characters correctly.
- **Bug Number:** MCCET-383. Chinese characters appeared as question marks in a SubCap effect.
- **Bug Number:** MCCET-127. When working with Canon 300 spanned files, transcoding the AMA clip with the “Apply color transformation (compatibility mode)” enabled does not apply the changes to the second spanned clip.

- **Bug Number:** MCCET-334. Performing a QuickTime Reference export with a sequence containing mixed edit rates did not ignore disabled tracks.
- **Bug Number:** MCCET-154. You might have received an assertion error when AMA linking to an XDCAM file greater than 2GB.

Changed in v7.0.4.2 and v11.0.4.2

The following has changed with the v7.0.4.2 release:

Updated NVIDIA Driver

This release supports the v340.84 NVIDIA driver. This driver supports NVIDIA K2200, K4200 and K5200 cards that shipped with the HP, DELL and Lenovo Workstations that started shipping in December, 2014. You can download the 340.84 driver from this [KB article](#).

Support for Mac OS

This release supports Mac OS v10.10.1.



12-core 2013 Mac Pro (Ivy Bridge 6,1 Cylinder) and dual 6-core Mac Pro (Westmere 5,1 tower) model CPU's on Mac OSX 10.10.x (Yosemite) have known performance issues with playback, render, and transcode of higher resolution material. If possible, customers with these CPUs should stay on Mac OS 10.9.5 as it does not exhibit the same performance issues. The issue has been logged with Apple and we are awaiting an update.

Fixed in v7.0.4.2 and v11.0.4.2

The following have been fixed in the v7.0.4.2 release.

- **Bug Number:** MCCET-416. Online captured media would sometimes incorrectly show up as offline as soon as Dynamic Relink was enabled.
- **Bug Number:** MCCET-423. Broadcast WAV files with audio on tracks other than A1 would go offline if Dynamic Relink was enabled.
- **Bug Number:** MCCET-126. You could not execute two transcode actions with one DMF profile.
- **Bug Number:** UDevC00182131. (Macintosh) Avid Bin Indexer and Avid Search appeared Non Responding (red) in the Mac Activity Monitor.

- **Bug Number:** MCCET-254. In some instances, the window would flash rapidly when opening the RTAS tool.
- **Bug Number:** UDevC00183958. (Macintosh) Performing an Option+click on the Find Bin button opened a locked bin.
- **Bug Number:** UDevC00186497. QuickTime movies exported from a 720p project reported bad timecode once they were AMA linked.
- **Bug Number:** MCCET-281. When using the Marquee Title Tool with a specific custom font, the letter O did not display properly.
- **Bug Number:** MCCET-118. AAFs created from the Sony PDZ Content Browser software would not relink properly.
- **Bug Number:** MCCET-298. (NewsCutter) You could not apply an effect to filler twice.
- **Bug Number:** MCCET-418. In some instances, when a bug created a crash report, multiple crash report windows were displayed. Now, only one crash report window will be displayed.
- **Bug Number:** MCCET-313. (NewsCutter) Making changes to the Master fader might have removed tracks from the Timeline.
- **Bug Number:** MCCET-410. Opening the Effect Editor from the Tools menu might have resulted in a “MonPane:: SetComposition” error.
- **Bug Number:** MCCET-266. The Image Aspect Ratio column was missing from the NewsCutter application.
- **Bug Number:** MCCET-136. The Verify directory path On login option did not work properly. The path was not always displayed.
- **Bug Number:** MCCET-232. You might have received “Core consistency check” errors when playing back h.264 proxy media in Media Composer or in Avid Interplay Assist.
- **Bug Number:** MCCET-260. Modified JFIF files imported as Media Offline.
- **Bug Number:** MCCET-128. When in Best Performance or Draft quality mode in the Timeline, you might have seen video artifacts on media that did not display artifacts in previous versions of the editing application.
- **Bug Number:** MCCET-100. If you had Media Services set as a Site Setting, the “Use STP Encode” option would not be available on new projects.

- **Bug Number:** MCCET-222. Stories with blank titles in iNews did not appear properly in the NRCS Tool.
- **Bug Number:** MCCET-293. In some instances, when Dynamic Relink was enabled, opening a sequence took a long time.
- **Bug Number:** MCCET-48. In some instances every 15th frame of an XDCAM50 capture was distorted.
- **Bug Number:** MCCET-56. (Interplay environment) The BCC effects created by an earlier version of BCC plug-ins might have resulted in the segments missing in the Timeline after opening them with BCCv8.2 or later.
- **Bug Number:** MCCET-162. If you had Mac Drive installed on your Windows system, the editing application would freeze when trying to eject a CD.
- **Bug Number:** UDevC00186112, UDevC00182301. Add Edit marks were not available on 5.1 and 7.1 channel audio tracks.
- **Bug Number:** MCCET-101. (Mac) If the “Automatically hide and show the Dock” option was enabled, the Timeline would shrink to the upper left of the window when you toggled the Smart Tool.
- **Bug Number:** UDevC00183903. After exporting a file as XDCAM MXF OP1a, if you reimported the file, the audio tracks would be swapped.
- **Bug Number:** MCCET-150. In some instances, double-clicking a clip in the Interplay Window to load it in the Source monitor would also insert it in the Timeline.
- **Bug Number:** UDevC00178918. You could not print 2 or more copies of a bin in Media Log.
- **Bug Number:** MCCET-267. In some instances, it would take an extremely long time to open a bin.
- **Bug Number:** UDevC00184514. You could not successfully import markers that crossed the 00:00:00:00 Timecode.
- **Bug Number:** MCCET-226. If you have long clip names, moving columns in bin view resulted in text overlapping.
- **Bug Number:** MCCET-258. Information in the video ID column was truncated and did not display properly in the NRCS Tool.

- **Bug Number:** MCCET-64. The wrong window might become activated after dragging a tabbed bin.
- **Bug Number:** MCCET-157. When minimizing and then restoring the Interplay Window, the window did not come into focus. Instead it would open behind other windows in the User Interface.
- **Bug Number:** MCCET-163. Using Ctrl and the bracket keys to zoom in/out of the Timeline did not update the zoom slider.
- **Bug Number:** UDevC00181717. The Hand and Arrow icons were missing from the Quick Transition window
- **Bug Number:** MCCET-155. The editing application would crash if you resized the Project Window while also opening the Font dialog box using a mapped key.
- **Bug Number:** MCCET-178. After lifting a segment and then playing the sequence in the Timeline, the system would appear to hang.

Changed in v7.0.4.1 and v11.0.4.1

The following has been added to the 7.0.4.1 release.

Support for Mac OS v10.9.5 and v10.9.4

Mac OS v10.9.5 and v10.9.4 has been qualified with this release.

Merging Color-Corrected Sequences (Symphony Option)

You might want to work with two versions of a sequence at the same time. For example, an editor might work on one copy of a sequence while a colorist continues to make color adjustments on another copy. You can merge the two sequences to reflect the changes made on both copies.

The Merge Correction command merges any color corrections based on Source Tape, Clip Name, Master Clip, Segment, or Sub Clip relationships, or based on Program Track or Segment relationships, into the latest version of the edited sequence.

For example, if the editor adds new segments from source tape 1, and a color correction exists for that tape, your Avid editing application applies the correction to the new segments when the merge takes place. This is true whether the color correction was made before the editor began work or whether the color correction is made to the sequence while the editor is working with a copy of it.

You can also control which of the two copies your Avid editing application prefers if there is a conflict between the two copies when merging.

For an illustrated example of a typical merging workflow, see “Color Correction Merging Example” in the Help.

To work with two copies of a sequence and then merge the corrections:

1. Create a first version of your sequence.
2. (Option) Click the Color Correction Mode button, for example, in the Timeline palette, and make initial color adjustments to the sequence.
3. Save the sequence, and then create one or two copies of the sequence.



The way you handle copies of the sequence depends on the requirements of your workflow. You need only two versions of the sequence — the original and one copy. For example, the colorist might keep the original while the editor works on the copy. However, it might be safer to keep the original as a backup and work with two new copies.

For more information on saving and copying a sequence, see “Bin Procedures” in the Help.



Name your copies clearly. For example, if you create two copies and also keep the original, you might use the extensions .Editor, .Colorist, and .Original to distinguish the three versions.

4. Continue to work on the two copies independently.
5. When you are ready to merge the two copies, enter Source/Record mode, for example, by clicking the Source/Record button.
6. Load one copy of the sequence into the Source monitor and the other into the Record monitor.



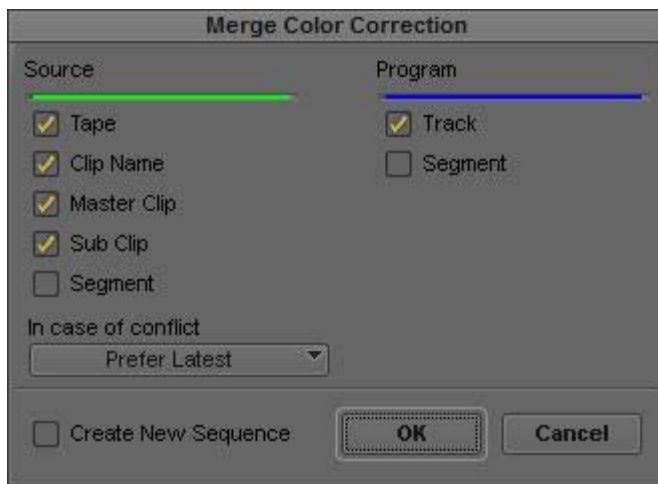
You can load a copy into either monitor. The only difference is that your Avid editing application merges into the sequence in the Record monitor unless you instruct it to create a new sequence for the merge in step 11.

7. Click the Color Correction Mode button, for example, in the Timeline palette.
8. Right-click in the Color Correction tool, and select Merge Correction.



The Merge Correction command is unavailable in the Color Correction tool shortcut menu and you cannot select it until you load versions of a sequence in both the Source monitor and the Record monitor and enter Color Correction mode.

The Merge Color Correction dialog box opens.



9. Select the Source and Program relationships you want your Avid editing application to use when deciding which segments to update in the merging process.

You can merge Color Correction that was created using the Source Segment *or* Program Segment relationship. Color corrections using Source or Program segment relationships will be merged using the Segment's source and timecode. In order for the merge to take place, there must be overlap with the source *and* timecode of the segments. If more than one segment in the source monitor overlaps the source and timecode of a segment in the record monitor, then the segment with the most overlap in will be used.

When merging into segments without any color correction relationships, Segment relationship merge is tried before other relationships when the Segment check box is checked in the Merge Color Correction dialog box.

Therefore, clips without any relationship correction in the record monitor will get Segment relationship color correction before Tape if there is any overlap with source and timecode. Segments that already have a relationship color correction on them will not have their type of relationship changed. For example, a segment will not change from Source Tape to a Source Segment and merges will only occur with segments in the source monitor with the same color correction relationship.

Segment relationships are not selected by default.

10. Click the “In case of conflict” menu, and select an option to control how the system resolves conflicts between the two copies of the sequence:

Option	Description
Prefer Source Sequence	Resolves conflicts by preferring the information in the sequence you loaded into the Source monitor.
Prefer Record Sequence	Resolves conflicts by preferring the information in the sequence you loaded into the Record monitor.
Prefer Latest	Resolves conflicts by preferring the most recent information. This is the default setting.

11. Select Create New Sequence if you want your Avid editing application to create a new copy of the sequence and merge into that copy.

If you deselect this option, your Avid editing application merges the two copies into the sequence that is currently in the Timeline. This is the sequence that you loaded into the Record monitor before entering Color Correction mode.

12. Click OK.

Your Avid editing application merges the two existing sequences, based on the options you have selected. The merged sequence appears in the Timeline.

Dynamic Relink Change

The Preferred media format option in the Video section of the Dynamic Relink Settings has been updated to the following: Prefer AMA media or Prefer native media. This option defines your preferred media type as either AMA or native media. When “Use Closest Media” is selected and Prefer AMA media is selected, the system will try to relink to AMA media first. If AMA media is not found, it will try and relink to the native media. If Prefer native media is selected, the system will try and relink to native media first.

Fixed in v7.0.4.1 and v11.0.4.1

The following have been fixed in this release:

- **Bug Number:** UDevC00184150. Fast Start is now correctly applied when exporting as QuickTime Movie.
- **Bug Number:** UDevC00184259. In some instances, you could not successfully activate the software using the Symphony Option license.

- **Bug Number:** UDevC00186222. (Macintosh) After making a series of edits with Dynamic Relink enabled, you might receive a “segmentation fault” error when loading a clip in the Source monitor.
- **Bug Number:** UDevC00186330. When you had multiple people and logins on the same system using a Synced Project, only the user who create the Synced Project would be able to create new Synced Projects.
- **Bug Number:** UDevC00186380. Shortcuts were not visible in the NRCS Tool.
- **Bug Number:** UDevC00185470. Match Frame referenced an incorrect clip when an offline clip was placed above the grouped clip.
- **Bug Number:** UDevC00186150. The editing application would crash if you created a new sequence while in A Video Satellite environment.
- **Bug Number:** UDevC00186287. The Time Compression Expansion effect did not render properly.
- **Bug Number:** UDevC00185130. In some instances, when checking a bin into Interplay, you might have received an assertion error. This occurred when there was an invalid transition in a sequence. A message now warns you of the invalid transition.
- **Bug Number:** UDevC00186155. Searching within marker text did not always return all instances of a word.
- **Bug Number:** UDevC00186071. (Mac) The Timeline was slow to update when dragging multiple segments with audio scrub enabled.
- **Bug Number:** UDevC00186070. (Mac) Scrubbing through audio was slower if the Audio Mixer tool was open.
- **Bug Number:** UDevC00184182. The footage appeared pixelated when AMA linking to certain XDCAM media while the Timeline Video Quality Mode was set to Draft Quality.
- **Bug Number:** UDevC00183403. AMA linking to certain progressive formats using the MXF and QuickTime plug-in might have resulted in “Main Thread” error.
- **Bug Number:** UDevC00183177. Performing an AS-02 writeback of an SD project after editing audio tracks resulted in an “uninitialized xml” error.
- **Bug Number:** UDevC00185255. Moving an object with a shadow in the Title Tool would leave a trace when you moved the object.

- **Bug Number:** UDevC00184185. The Last Checkin Date and Initial Checkin Date in the Interplay Window did not display accurately.
- **Bug Number:** UDevC00184422. Exported AS-11 files with the UK DPP shim might have had an incorrect starting timecode.
- **Bug Number:** UDevC00184558. Deleting sequences that contained Effects from the Interplay Window resulted in a large delete dialog window that could not be closed. In some instances, you had to force quit the editing application.
- **Bug Number:** UDevC00184747. Transcoding QuickTime h.264 AMA linked files resulted in an “unable to downconvert sample format” error.
- **Bug Number:** UDevC00185162. After switching to 16 Pane Mode in the Audio Mixer Tool, you might have received a “MixPaneController out of valid range” error when selecting the Audio Mixer Fast menu.
- **Bug Number:** UDevC00184134. The AudioSuite effects are now available in Stereo.
- **Bug Number:** UDevC00185689. Occasionally, after consolidating multiple XDCAM subclips, the resulting clip contained pixelated video.
- **Bug Number:** UDevC00185881. Importing mp3 files from a shared workspace was very slow.
- **Bug Number:** UDevC00185574. An image with a long name that resided at least 5 folders deep on an ISIS system, did not import into an Avid Pan & Zoom effect.
- **Bug Number:** UDevC00185709. When in Frame View, all clips would redraw if you double-clicked a sequence or subclip.
- **Bug Number:** UDevC00174704. When Dynamic Relink was enabled, some clips appeared offline in the Timeline when they were actually online.
- **Bug Number:** UDevC00183038. A scroll bar did not always appear when you opened a folder in the Interplay Window. This might have occurred if you first opened a folder that did not contain enough items to require a scroll bar. Opening a subsequent folder that did require a scroll bar did not display one.
- **Bug Number:** UDevC00182718. Thumbnails in Bin Frame View looked washed out or jagged.
- **Bug Number:** UDevC00184135. (Interplay) The editing application did not default to the last user after closing a project or relaunching.

- **Bug Number:** UDevC00184156. The Color Effect might have produced illegal color levels.
- **Bug Number:** UDevC00186129. In some instances, the editor would crash when importing or checking out a large number of clips when connected to an Interplay environment.
- **Bug Number:** UDevC00186116. Entering text in an effect Tracking Window resulted in a crash.
- **Bug Number:** UDevC00185780. Link Selection in the Timeline did not work with cross frame-rate transcoded clips.
- **Bug Number:** UDevC00183708. Playback stuttered when playing back 25i media in a 24P PAL project after toggling the DX hardware with the HW/SW switch.
- **Bug Number:** UDevC00185614. (Macintosh) In some instances, adjusting the Avid Artist Color gain parameter did not work properly.
- **Bug Number:** UDevC00184777. (Macintosh) You might have received “VDM3BobVideoOut::Presync0: Error is BOB device” errors when scrubbing in the Timeline.
- **Bug Number:** UDevC00183391. The editing application appeared frozen when using the Normalize AudioSuite plug-in.
- **Bug Number:** UDevC00184509. Data tracks go offline if Dynamic Relink was enabled.
- **Bug Number:** UDevC00184551. When toggling Hardware on and off, then rebooting, Audio output would change to default settings.
- **Bug Number:** UDevC00184407. (Macintosh) Audio playback would lag when using J-K-L with media on ISIS.
- **Bug Number:** UDevC00184069. Deselecting a trim point on a track by shift + clicking did not deselect the trim point.
- **Bug Number:** UDevC00184023. Deleting an Audio track created a filler track with the name “?1” in Source monitor Timecode window.
- **Bug Number:** UDevC00171947. When setting a Mark In-Out selection for AMA linked spanned files, the highlighted area was incorrect.
- **Bug Number:** UDevC00184163. If you named a folder “Clip” in a project, you would receive a “Volume has not yet been mounted” error.

- **Bug Number:** UDevC00184150. The “Prepare for Internet Streaming: Fast Start” option in the QuickTime Movie Settings was not working properly.
- **Bug Number:** UDevC00184430. Performing a Digital Cut to XDCAM with a Black Magic Decklink 4K, created a black first frame.
- **Bug Number:** UDevC00183592. In some instances, the Start timecode changed when reimporting an AAF.
- **Bug Number:** UDevC00165381. The Timeline did not redraw properly when zooming in and out of a complex sequence.
- **Bug Number:** UDevC00185405. The Interplay password was not cleared when you closed the Project window.
- **Bug Number:** UDevC00182572. In some instances, toggling between Source and Record monitors resulted in the clip disappearing from the Timeline.
- **Bug Number:** UDevC00184232. (SubCap) The editing application failed to import some .stl files with Greek font.
- **Bug Number:** UDevC00184645. (SubCap) French special characters did not translate correctly in the Caption Text pull down menu in the Effect Editor.
- **Bug Number:** UDevC00185966. You might have received “assertion failed” errors when checking in a sequence that contains corrupt markers.
- **Bug Number:** UDevC00185403. Comments were truncated when printing Markers.
- **Bug Number:** UDevC00184890. After moving/copying AMA media to a new drive and performing a new AMA link, the Drive column in the bin did not properly show the new location.
- **Bug Number:** UDevC00185294. Audio duration was shortened for some imported multi-channel audio.
- **Bug Number:** UDevC00185851. BWF files that contained FPS metadata did not prompt you for frame rate when performing an import.
- **Bug Number:** UDevC00177415. Same as source RGB exports displayed YCbCr 601 in the color space column when AMA linked.

- **Bug Number:** UDevC00184297. When exporting XDCAM HD 50 MXF as QuickTime Reference, you might have received an “Exception: MpegMapper:: calc temporal offset” error.
- **Bug Number:** UDevC00185733. In some instances, after performing a record with the Punch-in tool, the audio was muted.
- **Bug Number:** UDevC00186004. Exporting XDCAM OP1A was very slow on OSX 10.9.x systems.
- **Bug Number:** UDevC00175398. In some instances, while working in the editing application, a Windows OS window would appear in front of the editing application and take focus away from the editing application.
- **Bug Number:** UDevC00184196. You might have received “XDCAM: Insufficient free space” errors when exporting XDCAM OP1a to an UNC path.
- **Bug Number:** UDevC00183755. When performing a search in the Interplay window, the Interplay window would go behind other windows in the User interface. The Interplay window now stays in focus when you perform a search.
- **Bug Number:** UDevC00185451. (NewsCutter NRCS Tool) In some instances, opening certain stories would cause the editing application to crash.
- **Bug Number:** UDevC00184890. After moving or copying AMA media to a new drive and performing a new AMA link, the Drive column in the bin still listed the old location.
- **Bug Number:** UDevC00184921, UDevC00184920. (NewsCutter) When working with Armenian Unicode or Tamil Unicode, Story Names in the NRCS Tool appeared as question marks (?).
- **Bug Number:** UDevC00185357. You might have received “Audio Underrun” errors when playing back complex audio sequences from Shared Storage.
- **Bug Number:** UDevC00185506. You might have received an “Assertion failed” error when performing an Audio Punch-in.
- **Bug Number:** UDevC00184952. When exporting a sequence as OMF 2.0 with “Render video effects” deselected, you would receive a “Bus Segmentation” error.
- **Bug Number:** UDevC00185223. You might have received Audio Preload errors playing back sequences containing AudioSuite effects.

- **Bug Number:** UDevC00183675. In previous releases, you could map a button from the Command Palette to the HW/SW button on the Timeline. When you restarted the system, it returned to the HW/SW button. You can no longer map another button to the HW/SW button on the Timeline.
- **Bug Number:** UDevC00184286. The editing application was slow to launch on certain MacBook Pro systems.
- **Bug Number:** UDevC00184593. You might have received “Assertion Failed” errors when importing certain AAF files into a bin.
- **Bug Number:** UDevC00185858. Omneon MXF file failed to play when AMA linked with AMA MXF plug-in.
- **Bug Number:** UDevC00183177. .AS02 writeback failed in SD projects after editing audio tracks.
- **Bug Number:** UDevC00185759. Creating a new Sequence brought you out of text-edit mode; You had to re-select the new sequence in the bin to edit the title of the sequence.
- **Bug Number:** UDevC00185130. In some instances, you received an assertion error checking a bin in to Interplay.
- **Bug Number:** UDevC00184185. .(Interplay) In some instances, the Last Checkin Date and Initial Checkin Date column information was not accurate.
- **Bug Number:** UDevC00186035. (Interplay) You might have received an “exception in main thread 0x0” error when performing a background transcode when logged into Interplay.

Known Issue

The following is a known issue with this release of the editing application.

- **Bug Number:** UDevC00186557. When exporting a QuickTime Movie, if you select Fast Start in the Prepare for Internet Streaming option, the Timecode track is removed.

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