



Avid Motion Graphics™

Version 1.2.1 ReadMe

(Deko v6.2.2 software)

Date Revised	Changes Made
7 June 2013	Added one new feature regarding the ability to set hardware vertical offset timing. Also added some fixes to the “Software Changes for AMG v1.2.1 (Dekov6.2.2)” section.
12 April 2013	Added Known Limitations and Hardware and Software changes for v1.2. Cleaned up Compatibility and Installation sections.
28 September 2012	Added a last minute fix to the “All other changes” topic.
06 September 2012	Added Known Limitations and Hardware and Software changes for v1.1.

Important Information

Avid recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

Note: Search the Avid Knowledge Base (<http://www.avid.com/online-support>) for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes compatibility issues with previous releases, hardware and software requirements, software installation instructions, and summary information on system and memory requirements, when applicable. This document also lists any hardware and/or software limitations.

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Compatibility Notes

Caution: Verify your system is using the correct AJA Kona 3G Quad driver.

Go to Programs and Features within Windows Control Panel and verify the AJA SDK version is 10.2.1.19. If it's not, you can update your 'Aja driver' from the AJA Quad directory on the software image. Contact Customer Success with any questions.

Version Compatibility Matrix

Avid Motion Graphics Server	v1.2.1
Deko	
Deko	v6.2.2
PostDeko	V8.6
DekoSelect	V3.15
NRCS	
iNEWS	v3.2
iNEWS Command	v2.10.3 or later
ENPS	v6.0

Unsupported Features

The following features are not supported in Avid Motion Graphics v1.2.1:

- Deko3D
- DekoObjex
- Dual Program
- Embedded audio in Video Input
- VITC, VBI and Dolby pass-through from Video Input
- Clip Servers (ThunderNet, etc.)
- Clip Record

Third Party Compatibility

Avid AMG v1.2 Image Rev3.0

The AMG system drive image Rev.3 is needed prior to upgrading. To verify your system drive was configured with this image, navigate to C:\image.txt. Open this text file and verify the following statement at the top of the text file:

AMG

Rev. 3

04/25/2012

If your system shows Rev.1 or Rev.2 you must contact Avid Customer Success for an updated image prior to installing the new AMG software.

Microsoft Hotfix Requirement

A Microsoft Hotfix is required in order to avoid a system crash that has been happening sporadically. See <http://support.microsoft.com/kb/2584454>. This hotfix is in the current AMG drive image.

AMG Driver Requirements

This version of the software requires that you update the AJA driver and Nvidia driver using the AMG_Driver_Updater.exe located on the USB software installer.

To update the AJA driver, do the following:

1. Navigate to the AMG_Driver_Updater folder, open it, and select the **AMG Driver Updater** executable.

The system will verify the correct drivers are installed and give you a green check mark if they are up to date. If your drivers need to be updated you will see a red check mark.

2. (Option) If you have a red check mark, select AJA or nVidia to update the appropriate drivers automatically.

ODBC Database

Oracle 9i and 10g versions on Windows 7 64 bit requires a fix from Oracle. For more details, go to: <https://www-304.ibm.com/support/docview.wss?uid=swg21367951>.

KVM Extender

It is recommended that you first connect the Keyboard, Mouse and VGA directly to the AMG system prior to connecting a KVM extender. After the basic setup has been completed you can connect the VGA monitor, Mouse, and Keyboard to the recommended Avocent® KVM extender. For more information on the models of KVM's support please check the Avid knowledge database.

Keyboard, Monitor, and Mouse

An industry standard USB keyboard, USB mouse and VGA monitor are use to access the Avid Motion Graphics server. Since the output is DVI, you may need an adapter for your VGA monitor.

When installed in a rack with several servers an optional KVM switch can also be used. Avid recommends the Avocent KVM model HMX 2050. The keyboard and mouse connections use the same type of USB ports. Follow the instructions supplied with your KVM switch. You need to supply KVM cables that are compatible with your KVM switch.

***Note:** There are four USB ports on the rear of the Avid Motion Graphics server. Two of the ports are used for the application keys. When you purchase your KVM switch, make sure it includes a USB splitter cable so that both your keyboard and mouse can plug into the splitter cable and use a single USB port on the server.*

FastAction Keyboard (FAK)

The FastAction keyboard is an optional keyboard that has many additional function keys for direct access to Deko functions. Proper functioning of the FastAction Keyboard requires a supplied special driver which is optionally installed as part of the Deko custom installation. The FastAction Keyboard firmware must be version 1.6 or later. The firmware version is displayed in the FastAction Keyboard's display when power is first applied.

Installation Information

Avid Motion Graphics v2.5.1 and v1.2.1 Running on a Single Avid Motion Graphics Server

Avid supports both Avid Motion Graphics v1.2.1 and Avid Motion Graphics v2.5.1 applications installed on a single Avid Motion Graphics hardware device.

- Avid Motion Graphics v1.2.1 runs Deko Version 6.2.2 as the user interface.
- Avid Motion Graphics v2.5 and later uses the Avid Motion Graphics user interface.

You can run either one, but you cannot run both applications simultaneously. You can also use the DekoPlayer component to make use of Deko files within the Avid Motion Graphics v2.5 or later user interface.

See the *Avid Motion Graphics User's Guide* for more information about DekoPlayer.

The licensing for Avid Motion Graphics is shared by both applications from v1.2 going forward. You are licensed for either Avid Motion Graphics or Avid Motion Graphics Production. If you are licensed for Avid Motion Graphics v2.5 or later, your Avid Motion Graphics v1.2.1 runs the Deko 3000 user interface and functionality. If you are licensed for Avid Motion Graphics Production, your Avid Motion Graphics v1.2.1 runs the Deko 1000 user interface and functionality.

Avid Motion Graphics v1.2.1 does not require the licensing dongle and HASP dongle that were required in Avid Motion Graphics v1.0.

Remove the licensing dongle and HASP prior to upgrading the software.

You may install Avid Motion Graphics v1.2.1 on a computer that already has Avid Motion Graphics v2.5 installed and licensed, or vice versa.

Upgrading from Avid Motion Graphics v1.0 to v1.2 or Later

This topic contains information on how to upgrade your Avid Motion Graphics software from v1.0 to v1.2 or later.

AMG licensing has been improved since version 1.0, and no longer requires licensing dongles or HASP dongles. Prior to upgrading you will need a new software license to enable the same functionality. Contact Avid Sales or Customer Support to obtain the new licenses.

Important: *You must have the AMG system drive image Rev.3 before upgrading your system.*

3. Contact Customer Success and have them open an individual case in Salesforce for each system you are upgrading.

When opening the case, the Customer Service Representative will need the Activation Card System ID.

4. For each system you are upgrading, confirm the Windows image version by looking at the image.txt file. This can be done by navigating to C:\image.txt.

If the image version (shown at the top of the text file) is v1.0 or v2.0, and displays Rev.1 or Rev.2, you must reimage the system.

5. Contact Avid Customer Success for an updated image prior to installing the new AMG software. Prior to re-imaging your system, Avid recommends that you backup the following:
 - AMG Deko Preferences
 - IP Settings
 - Fonts Folder
 - ODBC Settings
 - Clip Import Settings
 - Macro Server Settings
 - 3rd Party Software Configurations and settings such as:
 - Peer Sync
 - War FTP
6. To reimage your system, you need a v3.0 or later Image USB Drive. To obtain the v3.0 Image USB drive, contact Customer Success.

For more information on reimaging, see Chapter 10 “product Recovery” of the *Avid Motion Graphics Setup and Configuration Guide*.

Note: If the site is integrated with a Command / Deko Select solution, you should backup those settings by opening the Configuration menu, and using the Snap utility to capture screen shots of each submenu.

Avid Motion Graphics Server Installation and Configuration Documentation

Important Avid Motion Graphics setup and configuration information is found in Chapter 3 “Software Installation” of the *Avid Motion Graphics Setup and Configuration Guide v2.5* with the installation files, on the installation USB device. This guide can be found online in the Avid Knowledge Base.

Starting the Application after Installing the Software

If you encounter an error when starting the Avid Motion Graphics application for the first time, close the error message and change the display resolution frequency to 60Hz. For further information, contact Avid Customer Success.

New Features

The following new features were added.

New Features for AMG v1.2.1 (Deko 6.2.2)

UDevC00178365. Added Ability to Set the Hardware Vertical Offset Timing from Deko

You can now set the hardware vertical offset timing from Deko version 6.2.2. See Options/Hardware Settings/Output V timing. Previously it was only possible to set the horizontal offset timing.

Software Changes

The following software changes were made.

Software Changes for AMG v1.2.1 (Deko 6.2.2)

UDevC00178883. Clips and Video Input No Longer Displays “Jaggy” Edges” in Video Output

In Deko 3000 and Deko1000 version 6.2.1, but not in versions previous to that, clips and video input were sometimes showing up on video output with jaggy edges (aliasing). You could especially see it in graphic content in the clip or video input. This was happening in all interleaved video standard - that is, everything except the 720P standards. This issue has been fixed.

UDevC00178317. Audio No Longer gets Dropped at the Start of a Clip

In Deko version 6.2.1, audio at the very start of a clip was getting dropped. This issue has been fixed.

UDevC00178352. ipf.exe No Longer Randomly Crashes

The cause of a potential random crash of ipf.exe was discovered, and has been fixed in Deko version 6.2.2.

UDevC00178245. Pause on Reveal Effects No Longer Cause Previous Text to Disappear

In previous releases of Deko3000 and Deko1000 versions 6.0 through 6.2.1, a Pause on a Reveal effect would cause the previous text in video output to disappear when the effect went into pause. This issue has been fixed.

UDevC00179024. Deko Log Now Shows Layer Substitutions Done Through Automation

The Deko log will now show layer substitutions done through automation (e.g. Command) when verbose logging is turned on.

UDevC00178416. Deko Log Entries No Longer Get Cut Off Due to Unicode Characters

Deko log entries were getting cut off when Unicode characters were in the log message. This issue has been fixed.

UDevC00178273. IpF.exe No Longer Crashes When Running Deko Before Activating Your License

In Deko version 6.2.1, if you tried to run Deko before activating your license, there was a crash in ipf.exe. This issue has been fixed.

Software Changes for AMG v1.2

UDevC00162285. HD Output No Longer Stops Playing

In Deko 6.0 and Deko 6.1, connecting an SD input while playing out in HD would cause the HD output to stop playing. That has been fixed.

UDevC00169722. Dragging Clips into ClipEditor Now Includes Clip File Name in Error Message

In previous versions of Deko, when the user dragged a clip (as opposed to double-clicking it) in the ClipEditor, and the load failed, the error message did not include the clip file name. The error message now includes the clip file name.

UDevC00173515. Deko No Longer Renders Arabic Incorrectly When Hamza Character is Typed

The Hamza character in Arabic was causing incorrect rendering of the previous (to the right) character. The previous character would be rendered as a medial character, when it should be rendered as a final character. That has been fixed in this version of DekoSelect.

Note: In order to play out correctly on a Deko, you will need a version of Deko that also contains this fix. That fix will appear in Deko 3000, Deko 1000 and Deko 550 version 5.3.6 and PostDeko version 8.3.6. It will also appear in Deko 3000 and Deko 1000 version 6.1.1.

UDevC00175513. Layer Browser View Resource Leak Fixed

After you opened a Layer Browser view, there was a resource leak that would eventually lead to the error “Required resource was unavailable” and Deko would no longer function and would need to be stopped. That has been fixed.

UDevC00177425. Fixed Crash Due to Graphics or Custom Typefaces on Mapped or Network Drive

There was a potential crash that could occur when graphics or custom typeface paths were on a mapped or network drive - either when shutting down or changing drives. That has been fixed.

UDevC00177740. Background Clips No Longer Disappear During Effect Playback

Under certain circumstances, background clips were disappearing during effect playback in Deko 6.0 and Deko 6.1. This has been fixed.

UDevC00177829. Now Showing Better Error Information in Log When Macro Fails

The macro error information in the Deko log was not always listing the command and parameter that failed, even when it was available. Now it does.

UDevC00177838. File > Save Motion As Entry in Motion View Fixed

In some previous versions, the menu entry for File / Save Motion As had unexpected characters in it. That has been fixed.

UDevC00177841. Clip Status in Clip Editor No Longer Flashes When Value Not Changing

In the Clip Editor, the clip status was constantly flashing, even though its value wasn't changing. That has been fixed.

Software Changes for AMG v1.1**Initialization and Shutdown**

In Avid Motion Graphics v1.0, there were intermittent crashes in ipf.exe when shutting down Deko. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0 there was an intermittent crash of ipf.exe during Deko startup. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0, there was sometimes and audio noise on start up. This is fixed in Avid Motion Graphics v1.1.

Performance

In Avid Motion Graphics v1.0, turning on video input was sometimes causing stuttering on output. This is fixed in Avid Motion Graphics v1.1.

Log messages related to the AMG engine used by Deko can now be found at
c:\programdata\Avid\Support\Logs\AMG

Clips

In Avid Motion Graphics v1.0, when trying to load a clip with an apostrophe in the folder name or clip name, the application would freeze, and then the engine would fail. This is fixed. Now, when loading a clip with an apostrophe in the folder name or clip name, the application does not freeze nor does the engine fail.

In Avid Motion Graphics v1.0, when running in NTSC, a motion on a 480-line clip was displaced by 6 lines, and top of the clip would wrap around to the bottom. This is fixed. Now, when running in NTSC, a motion on a 480-line clip is no longer displaced nor does the top of the clip wrap around to the bottom.

In Avid Motion Graphics v1.0, a motion playing on a clip from Preview might not cause the clip to appear, if there was no play-off action for the clip that was in Program. This is fixed. Now, a motion playing on a clip from Preview causes the clip to appear, as expected even when there is no play-off action for the clip in Program.

In Avid Motion Graphics v1.0, the video output flashed when loading a new clip after having disabled clip output with the "Bgd Clip" button while a clip was playing. This is fixed. Now, video output no longer flashes when loading a new clip after having disabled clip output with the "Bgd Clip" button while a clip is playing.

In Avid Motion Graphics v1.0, when a graphic had more than one clip, after cancelling a motion or effect on it, and playing it again, one of the clips might not play. This is fixed. Now, when a graphic has more than one clip, after cancelling a motion or effect on it, and playing it again, the clips play as expected.

In Avid Motion Graphics v1.0, after playing an effect or motion involving background clips in both Preview and Program, if you played the effect again, sometimes the program clip would stay on the output until the effect completed. This is fixed. Now, after playing an effect or motion involving background clips in both Preview and Program, and if you play the effect again, the program clip no longer stays on the output until the effect is completed.

In Avid Motion Graphics v1.0, when you turned off clip output by toggling the "Bgd Clip" button, if the currently playing clip had audio, you would continue to hear the audio, even though the clip no longer showed. This is fixed. Now, when you turn off clip output by toggling the "Bgd Clip" button, if playing clip has audio, you no longer continue to hear the audio.

In Avid Motion Graphics v1.0, when a clip had a key that was longer (more frames) than the fill and it was set to loop, the key would move out of sync with the clip after each time through the loop. This is fixed. Now, when a clip has a key that is longer (more frames) than the fill and it is set to loop, the key stays in sync with the clip after each time through the loop.

In Avid Motion Graphics v1.0, the audio volume of a clip ramped up and down while it was dissolving in or out. This is changed, since that was not the behavior in previous versions of Deko. Now, the audio volume is at full level as a clip dissolves in, and while it dissolves out, until it becomes invisible.

In Avid Motion Graphics v1.0, after playing a non-looped clip in the Clip Editor, the clip would sometimes not play again until you dragged it back to the beginning of the clip. This is fixed. Now, when you play a non-looped clip in the Clip editor, it plays as expected.

In Avid Motion Graphics v1.0, when playing multiple clips with audio, if there was a time gap of 15 or more minutes between playback of clips with audio, the audio of all subsequent clips was delayed by 2 seconds. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0 when the user sets a Mark In point for a clip, the timecode button would intermittently be off by one frame. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0 after linking a mask to a clip, sometimes the mask would not take effect immediately on video output. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0 clip layers in the Preview video (HDMI) output sometimes did not match the correct clip layers that were being shown on the desktop preview view. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0, the video output feedback while scrubbing a clip was not very responsive. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0, when you played a clip with audio, stopped it, and restarted it, the audio could get out of sync with the video. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0 Make Deko Movie in NTSC was sometimes resulting in a frame-reversed clip. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0, if a sequence contained an event with two clip layers, and the next on contained a background clip, there was a possibility of ending up with too many clips playing, and the background clip playing very slowly. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0, if you played a clip with audio, waited over 20 minutes, and then played a clip again, the audio would be out of sync with the video. This is fixed in Avid Motion Graphics v1.1.

In Avid Motion Graphics v1.0 if you read in a graphic with a clip layer to both Preview and program and did a dissolve effect, the clip layer would go black and then pop back on. This is fixed in Avid Motion Graphics v1.1. Now, it just keeps playing as was intended.

In previous versions of Deko, when the user dragged a clip (as opposed to double-clicking it) in the ClipEditor, and the load failed, the error message did not include the clip file name. This is fixed in Avid Motion Graphics v1.1. The error message now includes the clip file name.

In Avid Motion Graphics v1.0, when a clip layer was being replaced by another clip layer, there was sometimes a flash in the original clip layer. This is fixed in Avid Motion Graphics v1.1.

Motions and Effects

In Avid Motion Graphics v1.0, the preview HDMI output failed to update after certain DVE effects: Folds, Page Turn, Cylinder, Page, Scroll. This is fixed. Now, preview HDMI output updates after those DVE effects.

In previous versions, a very long roll effect could cause deko to run out of memory and cause subsequent problems. That situation is now being detected, and an error message is put out instead of attempting to play the roll.

In AMG 1.0, Audio in Deko motions (.mot files) were playing late by as much as 2 seconds in certain circumstances. This has been fixed in AMG v1.1.

In AMG 1.0 there was a performance issue where frames were sometimes dropped from video input. This has been fixed in AMG v1.1.

In some previous versions of Deko, the Reveal effect was playing back twice as fast as it should have. This has been fixed in AMG v1.1.

III Automation using Unicode

In Avid Motion Graphics v1.0, III automation with "CMD In Unicode" turned on, did not work as expected. Chyron key codes are supposed to be offset by 0xE000 when doing the Unicode protocol. But the Chyron newline key (206,0xCE) was not recognized by the offset value in some circumstances. And the numpad keys (192-201, 0xC0-0xC9) were only being recognized by their original values. This is fixed. Now, the code always recognizes the offset codes when running in III Unicode.

The code now always recognizes the offset codes when running in III Unicode. If you want to use 192-201 and 206 to represent Unicode characters, there are new settings to use so they will not be recognized as Chyron keys. To use these settings, submit the macro command line:

```
@settings:iii_newline_unicode = 1; @settings:iii_numpad_unicode=1
```

If Automation is currently enabled, turn it off and then on again. Select Options > Save Settings Now, you'll be able to use all Unicode characters as expected.

All Other Changes

In AMG 1.0, when running in PAL or 1080i video standards, the Channel/Frame Grab function was producing a jaggy (field-reversed) frame. That has been fixed.

In AMG 1.0, with UAC on, double clicking on .dco files in Windows Explorer would not start Deko because the Deko file types were not being properly registered. This has been fixed in AMG v1.1.

When opening a graphic that refers to a texture that is not found, the Texture File Name was getting changed to blank for all subsequent references to that texture in that graphic. This has been fixed in AMG v1.1.

In AMG 1.0 with UAC on, double clicking on a .dco file in Windows Explorer when Deko is running would not open the .dco file. This has been fixed in AMG v1.1.

Starting in Deko 5.3, Deko would crash if you were running with the Preference for Keyboard/Enhance Keypad, and entered a non-existent graphic through the keyboard number keypad when in the Graphic Browser. This has been fixed in AMG v1.1.

If you installed the FAK (Fast Action Keyboard) driver that was distributed with AMG 1.0, Deko could crash if you tried to change the keyboard in the Style view/Font tab, or if you read in a graphic that was tied to a different keyboard (Such as French or German). Deko has been fixed so that it will not crash in this circumstance. And the FAK installer has been fixed so that it will load foreign keyboards successfully.

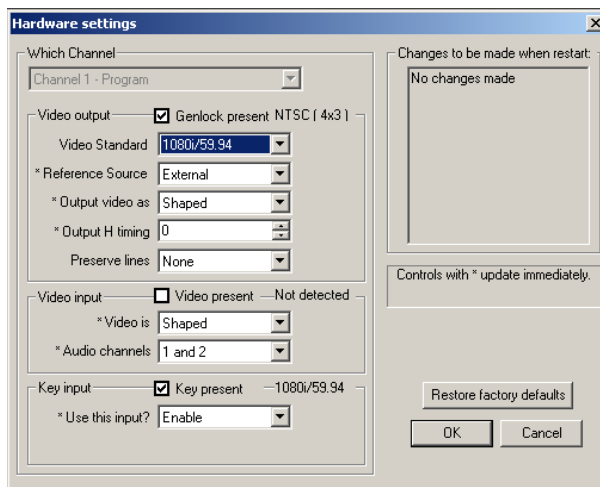
In AMG 1.0, a Frame Grab would sometimes cause the program to hang the first time it was done after changing the video standard. This has been fixed in AMG v1.1.

The menu entries for Color Bars and Show Key Output are no longer in the Edit and Layer menus. They appeared there in error in the 6.0 release. That was preventing Alt E C from going to the Copy menu when in Preview or Program.

Software Changes For Deko v6.0

Reference Source Option

In previous versions, there was no Reference Source option available in the Hardware Settings dialog box. This is changed. Now, in the Hardware Settings dialog box, there is a Reference Source option to designate the source of reference signal.



VideoIn Signal Freezes

In previous versions, if a user disconnected the VideoIn cable while Output was playing the VideoIn just went away. In Deko 6.0, if a user disconnects the VideoIn cable while the output is playing, the VideoIn signal will freeze.

User Interface Does Not Flash

In previous versions, the user interface would flash when the clock was running in a layer. In Deko v6.0, the user interface does not flash.

Visible, Moving Transition Point

In previous versions, when doing a Push or Wipe, you didn't see the transition point moving. This is changed in Deko v6.0. Now, when doing a Push or Wipe, you will see a visible, moving transition point.

Auto-Pause

In previous versions of Deko, when an element should have been off-screen at the end of the play-off actions and if the "clip layer" was not off-screen, Deko did not add an auto pause. This is changed. Now, when an element should be off-screen at the end of the play-off actions and if the "clip layer" is not off-screen Deko adds an auto-pause.

Log Files Pre-pended

In previous versions, the Deko log files were not pre-pended with the Windows user ID. This is changed. Now, Deko log files are pre-pended with the Windows user ID.

All Files are Transcoded

In previous versions, some formats were imported directly. This is changed. Now, all files except .mxf files are transcoded during the import process.

Open and Save Dialog Boxes

In previous versions, Windows XP Open and Save dialog boxes were used. Deko v6.0 uses Windows 7 file Open and Save dialog boxes.

init.mcr file

In previous versions of Deko, the init.mcr file, which launches the Macroserver automatically after starting Avid Motion Graphics, was located in the Install directory. This is changed. Now, the init.mcr file is located in the following directory, which is created the first time you run Deko:
c:\users\public\documents\avid\deko\CommonMacros directory

"Sequence"- "Show Full Pathnames" Option

In previous versions, changes to the "sequence" - " Show Full Pathnames" option were not retained when the user saved settings. This is fixed with Deko v6.0.

Unresponsive Application

In previous versions, the application would intermittently become unresponsive when looping CAP Shader events. This is now fixed.

Frame Grab

In previous versions, Frame Grab was used to grab frames from clips located in the clips database. This is changed. Now, Frame Grab is used only to grab frames from VideoIn.

Known Limitations

This section provides information on known limitations that were not addressed in this release. Any available workaround procedures are also documented, when possible.

Note: For limitations related to compatibility of this release with previous versions/other products, see the section of this document entitled, Compatibility Notes.

New Known Limitations for v1.2

Deko v 6.2

UDevC00177588. Video Input Shows Poorly on Video Output if Connected After Starting Deko

If you are going to be using video input, the cable needs to be connected when you start up Deko. If you connect it after starting up Deko, the video input will not appear correctly on video output.

UDevC00177698. Clip Movement When Loading a Clip into Program and End of Playback

In the clip editor, when you double-click on a clip to load it into Program, you might see some movement in the video output, seeing the second frame or field briefly before seeing the first. Also, when a clip plays all the way to the end, it might briefly go back and forth between two different end frames.

UDevC00177424. Clip Scrub and Play to End Issues

In the Clip Editor, if you play or scrub a clip all the way to its end point, the following happens:

- The Clip Editor button to go back one frame does not work
- The Clip Editor button to go back to the beginning of the clip does not work.

Workaround: Drag the clip back one frame from the end, and then those buttons will work again.

Known Limitations for v1.1

Deko v 6.1

Clip Import

In Clip Import, the MXF File Compression Format Bitrate is now limited to a value that will help assure real time playback.

Output View

There is an Output view available on the desktop that is a copy of exactly what goes out to video output. It is there as a convenience for graphic creation and diagnostics. It is not meant to be used during on-air playout, because it causes an extra processing burden on the video output engine. It can no longer be turned on in the View menu. To turn it on for off-air use, submit the command “view_show opengl” on the command line.

Deko File Open Dialog Box

On the File Open Dialog box, when a file is selected using the drop-down box for recently used files, the fields containing information related to the graphic file (Comments, Video Format, Image Properties) do not update dynamically.

Workaround: If the user needs access to the file information, select the file using the file name menu, which is the pane in the open dialog box that contains the list of file names.

Deko VideoIn Preview

The Avid Motion Graphics Server v1.1 does not support the Deko Preview for VideoIn. Deko VideoIn is now displayed in the Program view.

Files Missing a Component

When you open a Deko file with a missing component, you are prompted to browse for the missing component. After browsing to the folder which contains this missing component, the file isn't highlighted and displayed in the file list screen by default.

Workaround: You may need to use the vertical scroll bar to find the missing component.

Changing Spell Check Language

To change the spell check language in Deko v6.1, the user must run Deko as an Administrator.

Workaround: When prompted, log on as a Deko Administrator to be able to change the spell check language.

Field Markers are Wrong Size

Field Markers are the wrong size after effect (or sequence) playback. Currently, there is no workaround for this issue.

No preview Frame Available for Import

Cannot preview the first or middle or end frame of VBS and M2V files in the import clip window on HD video format. Currently, there is no workaround for this issue.

Key Offset

The key offset functionality in the Clip Edit window isn't supported in Deko v6.1.

Clock Skips during Playback

When playing a clock and showing tenths of seconds, you'll see the clock skip tenths of seconds during playback. Currently, there is no workaround for this issue.

ClipAutoUpdate Automatically Run After Login Option

The Automatically run after login option, does not work unless you run ClipAutoUpdate as an Administrator.

Workaround: Run ClipAutoUpdate as administrator, and then enable the 'Automatically run after login' option.

nVidia Power Settings

In the rare case of a server failure, when the Windows OS restarts, the nVidia power setting may get reset to the incorrect setting, which can cause intermittent stuttering during playback.

Workaround: If the server encounters a failure resulting in a Blue Screen error and restarts, verify the power management mode is set to 'Prefer maximum performance' in the nVidia Control Panel.

Instructions:

1. Right click on desktop
2. Go to nVidia Control Panel
3. In the left column, Manage 3D settings must be selected.
4. On the right side, on the Global Settings tab, ensure the Global presets setting is set to 'Base profile'.
5. Look for 'Power management mode' in the list of settings. This value must be set to Prefer maximum performance.

Note: If the value is set to Adaptive, change it to Prefer maximum performance and click Apply.

Formats Other Than NTSC

In Deko v6.1 all formats other than NTSC must start with the 'Top Field First'.

Video Out White Screen

When doing a power cycle restart of the Deko server using NTSC or PAL SD format, intermittently, the video out will flash a white screen. Currently, there is no workaround for this issue. It autocorrects itself and does not affect playback.

Fill Type and Source Changes

In the 'Fill type' and 'Source' in the clip edit window, Unshaped 0-255 and Shaped 0-255 are not supported in this version. You may specify Unshaped 16-235 or Shaped 16-235.

Video Output Not Cleared After Stopping a Crawl Effect

“Stopping a crawl effect does not clear the video output. Use “Clear Program” if desired.

Supported Audio Bit Rate

This version only supports 16 bit Audio. If a user hears noise or a lack of audio all together, the bit rate used might be incorrect.

Workaround: Ensure the audio used is 16 bit.

iNEWS Command

Pauses

When using Deko v6.1 with iNEWS Command, pauses aren't always honored if the Command Deko Device service is configured for Single channel instead of Dual Program mode in the Avid Service Framework, Service Configuration application.

Workaround: Always set the Command Deko Device service to Dual Program mode in the Avid Service Framework, Service Configuration application.

Playing Back Graphics

When playing back graphics via iNEWS Command, the file name on title bar of motion does not update even though actions change to the new motion. The motion plays correctly; it's just the incorrect label in the title bar

Channel Designation

The Avid Motion Graphics Server is a single channel configuration. If something comes into a sequence with a Channel B designation, it is played on Channel A because this system is only a single channel configuration.

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