Important Information

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

Important: Search the Avid Knowledge Base at www.avid.com/support for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

Revision History

<table>
<thead>
<tr>
<th>Date Revised</th>
<th>Changes Made</th>
</tr>
</thead>
<tbody>
<tr>
<td>October 5, 2016</td>
<td>Removed limitation regarding “UNC (Letterless) Drive Mapping”</td>
</tr>
<tr>
<td>September 29, 2016</td>
<td>MediaCentral</td>
</tr>
</tbody>
</table>

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About MediaCentral | UX Connector for Adobe Premiere Pro CC

Adobe Premiere Pro users can now access the power of the Avid MediaCentral Platform from within Premiere Pro using a dedicated panel, the MediaCentral | UX Connector for Adobe Premiere Pro CC. The panel enables a roundtrip workflow with Avid’s asset management systems by connecting an Adobe Premiere Pro editor to Avid Interplay® | Production and Interplay® | MAM.
Editors working in Adobe Premiere Pro can access production assets and associated metadata across Interplay Production and Interplay MAM systems using MediaCentral UX. They can import and edit Interplay basic and advanced sequences in a variety of Adobe supported formats directly from Avid shared-storage workspaces. Using the MediaCentral | UX Connector for Adobe Premiere Pro CC, Premiere Pro editors can also export the active sequence from Adobe Premiere to Interplay Production or Interplay MAM in the format and resolution of choice.

For more information, see the following topics:

- “Components Overview” on page 3
- “Known Limitations” on page 5
- “Obtaining the MediaCentral | UX Connector for Adobe Premiere Pro CC Installer” on page 7
- “Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)” on page 14
- “Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)” on page 19
- “Configuring the MediaCentral | UX Connector for Adobe Premiere Pro CC” on page 25
- “Working with the MediaCentral | UX Connector for Adobe Premiere Pro CC” on page 31

For the latest information on MediaCentral Platform Services, see the v2.8.x documentation page of the Avid Knowledge Base:


**Components Overview**

The MediaCentral | UX Connector for Adobe Premiere Pro CC v2.8 is used to connect the following products:

- Adobe Premiere Pro CC v10 (Release 2015.4)
- Avid MediaCentral Platform Services (MCS) v2.8

Note the following options:
<table>
<thead>
<tr>
<th>Product</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interplay MAM</td>
<td>To use the Interplay MAM option, you need the following:</td>
</tr>
<tr>
<td></td>
<td>• Interplay MAM v5.7 provides the required process to export sequences from Adobe Premiere to Interplay MAM folders through MediaCentral UX.</td>
</tr>
<tr>
<td></td>
<td>• MediaCentral MAM Connector v2.8 is required to connect Interplay MAM to MCS v2.8.</td>
</tr>
<tr>
<td>Interplay Production</td>
<td>For the format families directly supported by Adobe Premiere, Interplay Production v3.2 through v3.6 can be used. Additional shotlist-only format support may be available, depending on the capabilities and version of Adobe Premiere and Interplay Production. See “Interplay</td>
</tr>
<tr>
<td></td>
<td>The MediaCentral</td>
</tr>
<tr>
<td>Media</td>
<td>Director</td>
</tr>
<tr>
<td>Avid ISIS or NEXIS Client Manager</td>
<td>Needed if assets and sequences that are stored on Avid shared storage are to be used.</td>
</tr>
</tbody>
</table>

For compatibility information, see the “Compatibility Matrix: Interplay Production and MediaCentral” on the Avid Knowledge Base:


For the latest information on Avid ISIS and Avid NEXIS documentation, see the following documentation page of the Avid Knowledge Base:


For the latest information on Media Director documentation, see the Media Director documentation page of the Avid Knowledge Base:

Supported Client OS

Installing the MediaCentral | UX Connector for Adobe Premiere Pro CC is supported on client workstations with the following operating systems:

- Windows 7 64-bit
- Windows 8.1 64-bit
- Windows 10 64-bit
- OS X 10.11 (El Capitan)

Localized User Interface

The MediaCentral | UX Connector for Adobe Premiere Pro CC is available in the following languages:

- Arabic
- English
- French
- German
- Italian
- Japanese
- Korean
- Simplified Chinese
- Spanish
- Turkish

Known Limitations

The MediaCentral | UX Connector for Adobe Premiere Pro CC has the following limitations when working with formats in native Avid format (OP-Atom):

- When connecting to Interplay Production, in-place editing is only possible with the format families listed in “Interplay | Production Compatibility Validation and Limitations” on page 12.

- For in-place editing, the MediaCentral | UX Connector for Adobe Premiere Pro CC passes the Avid asset metadata (AAF) directly to Premiere Pro. The Connector fully supports only simple sequences even though more sequence detail may come across for suitable sequences.
• Access to clips that are being recorded (referred to as growing files, in-progress clips, or EWC) is not supported.

• In version 9.2, Premiere Pro attempts to validate each audio file of the MXF media residing on Avid shared storage. Having large numbers of audio files present in a workspace can slow down the import process considerably. Resolution: Make sure you upgrade to Premiere Pro version 10 (Release 2015.3). In version 10, Adobe has implemented performance improvements that greatly speed up clip import from workspaces containing a large number of media files.

For formats not supported by Premiere in OP-Atom wrappers (for example, XDCAM HD), media is rewrapped to MXF OP-1a and the AAF metadata is converted to an XML shotlist. The following limitations apply:

• AAF information is simplified with a focus on bringing as much media as possible across to Premiere. Depending on the complexity of the original sequence, the “simplified” sequence created by the Convert feature may differ significantly from the source sequence. For example, for sequences with multiple video tracks, all video segments will be grouped on a single video track in the shotlist. Effects and more complex structures will be discarded. At the other end of the spectrum, source sequences that already resemble a shotlist should transfer largely unaltered.

• The shotlist conversion function supports sequences, master clips, and subclips. The clip format generated by Avid Capture is not supported; also any EWC scenario or access to growing source files is not supported.

• The Convert option does not support converting from segmented source clips. Source clips need to have a single piece of media covering the entire span of the clip for OP-1a conversion to be possible. For example, you cannot convert Avid Airspeed segmented recordings or AMA-generated spanning source clips if the time span to convert includes a segment boundary.

• OP-1a conversion is limited to a subset of native Avid formats. Some formats that are supported in Interplay Production (for example, ProRes) cannot be rewrapped to MXF OP-1a, or are not supported in Premiere. Media will be converted partially, using a handle length that can be configured in the Media Director option.

• Conversion to OP-1a (using the Avid Media Director option) is a sequential operation. Multiple Adobe workstations can request conversions in parallel, but an individual conversion process is sequential. While the conversion is in progress, the MediaCentral panel in Premiere Pro will be unavailable, showing the progress dialog. You can, however, continue to work in Premiere while the conversion is in progress.

• Converting from native Avid formats to OP-1a can be a time consuming process. Depending on the media format, conversion can be two through five times faster than real time so a 10-minute master clip will require minutes to convert. Sequences with many cuts and short segments will further increase the time required for conversion. Take this into account when planning your workflows.
When sequences are transferred from Interplay Production workgroups using the Convert option, the sequence parameters are not transferred. Converted sequences are created in Premiere using Premiere’s default settings, such as NTSC DV. Clips that do not match the sequence default format may appear incorrectly framed and show incorrect aspect ratios. To correct this, use Premiere’s Sequence settings menu item to set up the sequence according to the desired working settings, which should usually match your source clip format.

The Convert feature is designed as fallback for short sequences containing media that Premiere cannot import directly. Attempting to convert large and complex sequences can be very time consuming and is not recommended.

The MediaCentral | UX Connector for Adobe Premiere Pro CC does not clean up intermediate results such as exported timelines or Avid sequences converted to OP-1a. Administrators are required to clean up the exchange shares on a regular basis. For assets converted to OP-1a Avid recommends using the Premiere project manager to consolidate and archive the required OP-1a media before deleting.

Obtaining the MediaCentral | UX Connector for Adobe Premiere Pro CC Installer

The MediaCentral | UX Connector for Adobe Premiere Pro CC installer is available from the Avid Download Center. After you have logged into the Download Center, download the following:

- MediaCentral_UX_Connector_for_Adobe_Premiere_Pro_CC_2.8.0_Win.zip (Windows)
- MediaCentral_UX_Connector_for_Adobe_Premiere_Pro_CC_2.8.0_Mac.dmg (Mac OS)

If the MediaCentral | UX Connector for Adobe Premiere Pro CC installer is not available through the Download Center, contact your Avid representative to obtain the necessary software.

Overview: How to Get the MediaCentral | UX Connector for Adobe Premiere Pro CC Running

Getting the MediaCentral | UX Connector for Adobe Premiere Pro CC running includes the following:

1. Installing MediaCentral V2.8 and, optionally, Interplay MAM Connector v2.8.
2. Configuring the Adobe Premiere layout and user accounts in MediaCentral UX.
   See “Configuring Accounts for MediaCentral | UX Connector for Adobe Premiere Pro CC Users” on page 13.
3. (Optional) Installing Media Director v1.5 and creating the Adobe Premiere Default profile.
   See “Enabling Media | Director Based Options” on page 9.
4. Installing a Trusted Certificate on Adobe Premiere workstations.
   See “Installing Trusted Certificates” on page 25.
5. Installing the MediaCentral | UX Connector for Adobe Premiere Pro CC on Adobe Premiere workstations.
   See “Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)” on page 14 and “Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)” on page 19.

6. Configuring Interplay MAM and Media Director Settings on Adobe Premiere workstations.
   See “Configuring the Interplay | MAM and Media | Director Settings” on page 25.

7. Defining Path Mappings on Adobe Premiere workstations (Mac OS only).
   See “Defining Path Mappings (Mac OS Only)” on page 29.

8. (Optional) Installing the Avid ISIS or NEXIS Client Manager on Adobe Premiere workstations.

**Metadata Access**

The MediaCentral | UX Connector for Adobe Premiere Pro CC supports editing in place and requires direct file access. When loading an asset from MediaCentral UX to your Projects panel in Adobe Premiere Pro:

- Interplay MAM Assets are directly loaded from the shared store into your project.
- Interplay MAM sequences are saved as an XML shotlist into your Projects root folder (for example, C:\Users\<Username>\Documents\adobe\Premiere Pro\<version>).
- Interplay Production assets and sequences are loaded using their AAF. The AAF is stored in the Projects root folder (for example, C:\Users\<Username>\Documents\adobe\Premiere Pro\<version>).

Assets and sequences that are stored on the Avid shared storage require you to have the Avid ISIS or NEXIS Client Manager installed to get file access.

**Required Media Exchange Share**

The Export to MediaCentral functionality requires an UNC shared folder which can be accessed by the Adobe Premiere workstations and the Media Director (for Interplay Production) and Interplay MAM server (for Interplay MAM integration). This UNC shared folder is used to exchange media files between workstations and the server. The workstations and the server need read/write permissions on the shared folder.

Avid recommends setting up the file system structure to resemble the exchange mechanism that is used, as shown in the following example:
The MediaCentral | UX Connector for Adobe Premiere Pro CC offers advanced functionality that is available when an Avid Media Director system is installed:

- The MediaCentral | UX Connector for Adobe Premiere Pro CC can use Media Director to create simplified versions of MediaCentral sequences or master clips and compatible media for formats where the original media cannot be used directly in Adobe Premiere Pro. See “Setting Compatibility Options for Interplay | Production Assets During Import” on page 36.

- The MediaCentral | UX Connector for Adobe Premiere Pro CC can send the active Adobe Premiere sequence back to MediaCentral. See “Exporting the Active Sequence from Adobe Premiere to MediaCentral | UX” on page 40.
File Access

The MediaCentral | UX Connector for Adobe Premiere Pro CC requires file access from the Adobe workstation in the following form:

- A network share accessible to every participating Adobe Premiere Pro client system and the Media Director server. This share needs to have sufficient space available for exchanging converted media and metadata based on a project or user based directory structure that the Media Director administrator can define.
- If the Premiere Pro editor and Media Director are not in the domain, the user will need to add network credentials for the Media Director to Windows Credential Manager to ensure the “Convert” feature works properly.
- For direct access to Avid media, any workstation running the MediaCentral | UX Connector for Adobe Premiere Pro CC requires an Avid NEXIS client with UNC network access to the workspaces used by MediaCentral.

Overview: How to Install the Media | Director Option

Perform the following steps to set up the Media Director option for MediaCentral | UX Connector for Adobe Premiere Pro CC:

1. Download the Media Director Profile Installer.
2. Create the Adobe Premiere Default profile.
3. Complete the MediaCentral | UX Connector for Adobe Premiere Pro CC configuration, as described in “Configuring the Interplay | MAM and Media | Director Settings” on page 25.

Downloading and Installing the Media | Director Profile Installer

As a Media Director administrator, download the Media Director Profile Installer that enables you to create the Adobe Premiere Default profile for use with Adobe Premiere Pro.

To download the installer:

1. Open a browser.
2. Type the Media Director host name or IP address.
   The Media | Director web interface opens.
3. Click the Installers link.
4. Click the Media | Director Drop Utility for Windows or MacOS installers link.
5. Click the download link for Media | Director Profile Installer.
6. Download and start the installer.
7. Follow the system prompts to complete the installation.
Creating the Adobe Premiere Default Profile

Before the Media Director option can be used with Adobe Premiere Pro, the Adobe Premiere Default profile must once be created by a Media Director administrator using the Media Director Profile Installer.

To create the Adobe Premiere Default profile:

1. Select Start > All Programs > Avid > Utilities > Media Director Profile Installer.
   The Media Director Profile Installer opens.

2. Type the Media Director host name or IP address in the Media Director Host field.

3. Select Adobe Premiere Default Profile from the Default Profile Type drop-down list.

4. Click Create Default Profile.

5. Click Close to close the Media Director Profile Installer.

The Adobe Premiere Default profile is enabled and can be selected in the Configuration Settings dialog box. See “Configuring the Interplay MAM and Media Director Settings” on page 25. If you want to create additional profiles for use with Adobe Premiere Pro, copy and modify the Adobe Premiere Default profile in the Media Director Drop Utility.
Interplay | Production Compatibility Validation and Limitations

Adobe Premiere can play back and edit the following format families directly into a timeline:

<table>
<thead>
<tr>
<th>Trademark Owner</th>
<th>Format Family</th>
<th>Formats</th>
</tr>
</thead>
<tbody>
<tr>
<td>Panasonic, Sony</td>
<td>DV based, DV-DIF</td>
<td>DV, DVCPRO, DVCPRO HD</td>
</tr>
<tr>
<td>Avid</td>
<td>DNxHD</td>
<td>DNxHD</td>
</tr>
<tr>
<td>Panasonic</td>
<td>AVC-Intra</td>
<td>AVC-I 50, AVC-I 100</td>
</tr>
</tbody>
</table>

When importing clips or sequences from Interplay Production, the MediaCentral | UX Connector for Adobe Premiere Pro CC attempts to check the asset for compatibility with Adobe Premiere. If the format of the selected assets is incompatible with Adobe Premiere or the MediaCentral | UX Connector for Adobe Premiere Pro CC cannot determine the format of the selected asset, users can set compatibility options. See “Setting Compatibility Options for Interplay | Production Assets During Import” on page 36.

**Try Native**

This option directly imports Avid metadata (AAF) to Adobe Premiere Pro. Premiere Pro directly accesses the Avid (OP-Atom) media on Avid NEXIS shared storage. The following limitations apply:

- Only OP-Atom media that is supported by Adobe Premiere can be accessed directly for playback and editing. Other native Avid media formats not supported by Adobe Premiere will not be found during import, and Adobe Premiere opens the Link Media dialog box, allowing you to cancel the import or set the missing media offline.
- Avid metadata is generally preserved to the extent Adobe Premiere has a matching feature. Premiere preserves, for example, track layout, timeline edit locations, and simple effects; Avid effects that have no equivalent in Premiere are replaced by placeholders.
- Note that Premiere will attempt to access the *current resolution* of the selected asset. If an asset cannot be imported natively due to its current resolution, you might be able to use your Avid editor for relinking to a resolution supported in Premiere before exporting the asset.
Convert

This option converts Avid AAF metadata to a simple XML representation that is handed over to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format. The following limitations apply:

- Sequences will be simplified to pure shot lists if the sequence structure allows a direct translation. For more complex sequences, for example those containing multiple video tracks, video segments are arranged on a single video track to ensure that at least the video portions are accessible while sacrificing the original timeline structure. Audio segments remain on their original tracks.

- Media will be rewrapped to MXF OP-1a for any native Avid format supported by Media Director for this operation. Audio is added to the MXF file as PCM tracks. Adobe Premiere supports a broad range of formats in OP-1a containers; for a specific format to be handed over to Adobe Premiere as OP-1a, compatibility on both sides is required.

- For the Convert function, emphasis is on importing as much media as possible in a Premiere compatible format. Sequence integrity is only maintained to the extent possible; for example, multiple video layers will be grouped sequentially on the XML timeline.

- Imports will take some time during which the MediaCentral | UX Connector for Adobe Premiere Pro CC is blocked but users can continue to work in Premiere.

- Not all Avid formats can be imported. Consult the Media Director and Adobe documentation to identify the formats supported by both products.

- Imported XML and MXF files are not automatically managed since Premiere uses them as media sources. Administrators must manage the exchange folder, and it is recommended to use Première’s Project Manager to consolidate projects and the pertinent media to a long term storage location once the project is finished.

Configuring Accounts for MediaCentral | UX Connector for Adobe Premiere Pro CC Users

Before you can use the MediaCentral | UX Connector for Adobe Premiere Pro CC in Adobe Premiere you have to create and configure accounts for all users that are to use the MediaCentral | UX Connector for Adobe Premiere Pro CC in MediaCentral User Management. This includes assigning the Adobe Premiere layout, a corresponding role, group, and users. For more information, see the Avid MediaCentral | UX Administration Guide.

To configure user accounts:

1. Sign in to MediaCentral UX as an administrator and select Users from the Layout selector.

2. Select a role. For your convenience, MediaCentral UX provides an “Adobe Editor” role by default.
- Assign an “Advance” license type to the role.
- Assign the “Adobe Premiere” layout to the role.

3. Create a group.
4. Assign the “Adobe Editor” role to the group.
5. Create or import the users that are to use the MediaCentral | UX Connector for Adobe Premiere Pro CC.
6. Assign the users to the group.

Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)

Perform the following procedures on each computer where you want to use the MediaCentral | UX Connector for Adobe Premiere Pro CC. Note that Adobe Premiere Pro CC must already be installed.

- Installing the MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)
- Updating the MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)
- Uninstalling the MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)

Installing the MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)

Run the MediaCentral | UX Connector for Adobe Premiere Pro CC installer on all required Adobe Premiere Pro workstations, as described in the following procedure.

To install the connector:

1. Unzip and copy the installer to a folder of your choice on your computer (for example, C:\Temp).
2. Double-click the MediaCentral_UX_Connector_for_Adobe_Premiere_Pro_CC_Setup.exe. The Avid MediaCentral | UX Connector for Adobe Premiere Pro CC setup window and then the Welcome window open.
3. Click Next.

The License Agreement window opens.
Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)

4. Select the jurisdiction and “Yes, I accept the terms in the license agreement” and click Next. If you do not accept the license agreement, the installation terminates.

The Ready to Install the Program window opens.

5. Click Install.

A window that displays the installation progress opens. When the installation is complete, the InstallShield Wizard Completed window opens.

6. Click Finish.

The MediaCentral | UX Connector for Adobe Premiere Pro CC is installed to the Adobe installation directory.

Updating the MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)

To update the MediaCentral | UX Connector for Adobe Premiere Pro CC on your computer, proceed as follows.

To update the connector:

1. Unzip and copy the installer to a folder of your choice on your computer (for example, C:\Temp).

2. Double-click the MediaCentral_UX_Connector_for_Adobe_Premiere_Pro_CC_Setup.exe.
The Avid MediaCentral | UX Connector for Adobe Premiere Pro CC setup window and then the “A previous version has been found” message open.

3. Click OK.
   The Welcome window open.

4. Click Next.
   The License Agreement window opens.

5. Select the jurisdiction and “Yes, I accept the terms in the license agreement” and click Next. If you do not accept the license agreement, the installation terminates.
   The Destination Folder window opens.

6. (Optional) Click Change to select a destination folder for the installation.

7. Click Next.
   The Ready to Install the Program window opens.

8. Click Install.
   A window that displays the installation progress opens. When the installation is complete, the InstallShield Wizard Completed window opens.

9. Click Finish.

Uninstalling the MediaCentral | UX Connector for Adobe Premiere Pro CC (Windows)

You have the following options to uninstall the MediaCentral | UX Connector for Adobe Premiere Pro CC:

- When you run the same version of the installer that was used to install the MediaCentral | UX Connector for Adobe Premiere Pro CC, the installer offers a Remove option.
- Remove the MediaCentral | UX Connector for Adobe Premiere Pro CC from the Control Panel.

To uninstall the connector from the control panel:

1. Click Start > Control Panel > Programs and Features.
2. Select Avid MediaCentral | UX Connector for Adobe Premiere Pro CC and then select Uninstall.
3. Click Yes in the Programs and Features prompt that opens.
   The MediaCentral | UX Connector for Adobe Premiere Pro CC is removed from your local workstation.
To uninstall the connector using the installer:

1. Double-click the MediaCentral_UX_Connector_for_Adobe_Premiere_Pro_CC_Setup.exe.
   
   The Avid MediaCentral | UX Connector for Adobe Premiere Pro CC window and then the Welcome window open.

2. Click Next.
   
   The Program Maintenance window opens.

3. Select Remove and click Next.
   
   The Remove the Program window opens.
4. Click Remove.

   The Uninstalling the Avid MediaCentral | UX Connector for Adobe Premiere Pro CC window that displays the uninstallation progress opens. When the uninstallation is complete, the InstallShield Wizard Completed dialog opens.

5. Click Finish.

**Installing MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)**

Perform the following procedures on each computer where you want to use the MediaCentral | UX Connector for Adobe Premiere Pro CC. Note that Adobe Premiere Pro must already be installed.

- Installing the MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)
- Updating the MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)
- Uninstalling the MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)
Installing the MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)

Run the MediaCentral | UX Connector for Adobe Premiere Pro CC installer on all required Adobe Premiere Pro workstations, as described in the following procedure.

**To install the connector:**

1. Copy the installer to a folder of your choice on your computer.
2. Double-click MediaCentral_UX Connector_for_Adobe_Premiere_Pro_Mac.dmg.
   The Avid MediaCentral | UX Connector for Adobe Premiere Pro CC installer opens.
3. Double-click MediaCentral UX Connector.
   The Introduction window opens.
4. Click Continue.

   The License window opens.

   **AVID SOFTWARE LICENSE AGREEMENT**

   This agreement is between Avid Technology, Inc. (together with its affiliates) and you. Please read this agreement carefully. These terms apply to the Avid software, along with the media on which you received it (if any). These terms also apply to any updates, support services, or Internet services for the software, unless other terms accompany those items. If so, those terms apply. The Avid software you have licensed may include locked software that you may choose to license and activate in the future. If you choose to do so, these terms will apply, unless other terms are presented to you when you license and activate the software.

   By using the software, you accept these terms. If you do not accept them, do not use the software. Instead, return it to the reseller for a refund or credit. If you cannot obtain a refund from the reseller, or if you purchased your software license directly from Avid, contact Avid for information about Avid’s refund policies. Please visit www.avid.com/avidlicensing for details.

   If you are uncertain you may have additional licensing duties. Please...
5. Select the language and click Continue.
   The License Agreement box opens.

![License Agreement](image)

6. Click Agree. If you disagree, the installation terminates.
   The Installation Type window opens.

![Installation Type](image)

7. (Optional) Click Change Install Location to select a installation location other than the preset default location.
8. Click Install.
   A password confirmation prompt opens.
9. Type your password and click Install Software.
   During installation, the Installation windows shows information on the installation progress.
   When the installation is complete, the Summary window opens and shows “The installation
   was successful.”

10. Click Close.
    The MediaCentral | UX Connector for Adobe Premiere Pro CC is installed to the Adobe
    installation directory.

**Updating the MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)**

To update the MediaCentral | UX Connector for Adobe Premiere Pro CC on your computer, proceed as follows.

**To update the connector:**

1. Copy the installer to a folder of your choice on your computer.
2. Double-click MediaCentral_UX Connector_for_Adobe_Premiere_Pro_Mac.dmg.
   The Avid MediaCentral | UX Connector for Adobe Premiere Pro CC installer opens.
3. Double-click MediaCentral UX Connector.
   The Introduction window opens.
4. Click Continue.
   The License window opens.
5. Select the language and click Continue.
   The License Agreement box opens.
6. Click Agree. If you disagree, the installation terminates.
   The Destination Select window opens.
7. Select the installation location and click Continue.
   The Installation Type window opens.
8. Click Install.
   A password confirmation prompt opens.
9. Type your password and click Install Software.
   During installation, the Installation windows shows information on the installation progress. When the installation is complete, the Summary window opens and shows “The installation was successful.”
10. Click Close.

**Uninstalling the MediaCentral | UX Connector for Adobe Premiere Pro CC (Mac OS)**

Uninstall the MediaCentral | UX Connector for Adobe Premiere Pro CC, as described in the following procedure.

**To uninstall the connector:**
1. Open the Finder > Applications > Avid_Uninstallers.
2. Double-click MediaCentral | UX Connector for Adobe Premiere Pro CC Uninstaller.
   The Avid MediaCentral Premiere Pro Connector Uninstaller opens.
3. Click Uninstall.

4. Type your password in the Install Helper dialog box that opens and click Install Helper. Uninstallation starts. When uninstallation is finished, the “Uninstallation finished successfully” messages is shown.

5. Click Quit.

Configuring the MediaCentral | UX Connector for Adobe Premiere Pro CC

Perform the following procedures on each computer where you want to use the MediaCentral | UX Connector for Adobe Premiere Pro CC:

- Installing Trusted Certificates
- Configuring the Interplay | MAM and Media | Director Settings
- Understanding the Local Configuration File
- Defining Path Mappings (Mac OS Only)
- Understanding the Log File

Installing Trusted Certificates

MediaCentral Platform Services requires a valid certificate that must be trusted, otherwise the underlying Browser engine blocks any call to that system. Make sure that the certificate of the MediaCentral system is imported locally into the “Trusted Root Certificate Authorities” and “Trusted Publishers” store.

Configuring the Interplay | MAM and Media | Director Settings

You can export the active sequence that is open in Adobe Premiere to MediaCentral. For Interplay Production, Media Director imports the encoded file. For Interplay MAM, a Import Folder is triggered to import the encoded file.

To use the export feature, you must provide settings for Media Director and Interplay MAM connection, such as the preset file and destination folder, in a configuration settings dialog box. The information provided in the Configuration Settings dialog box is written to the local configuration file “MediaCentralPanel.json.”

Note: The default Encoder Preset settings point to the system presets of Adobe Media Encoder v10. If you use Adobe Media Encoder v9, you must adapt the path as shown in the following table.
To configure Interplay MAM and Media Director settings:

1. Click the Open Configuration Settings button on the top-right corner of the MediaCentral UX sign-in screen.
   The Configuration Settings dialog box opens.

   ![Configuration Settings dialog box]

2. Go to the Media | Director Configuration group box and set the following:
   - Host: Type the Media Director host name.
- **Profile**: Select the Media Director profile you want to use on your Adobe Premiere Pro workstation for exporting the active sequence through MediaCentral UX. The profile determines the format and the clip name that will be used when a rendered timeline is sent back through MediaCentral UX as a new master clip. The list shows all Media Director profiles that are configured by your Media Director administrator for use with the MediaCentral | UX Connector for Adobe Premiere Pro CC.

- **Encoder Preset**: Click the Open button. In the Select Encoder Preset dialog box that opens, select the encoder preset file that is to be used for encoding the active sequence from Adobe Premiere. If you want to use a preset other than the default preset, export the preset from Adobe Media Encoder, as described in the following procedure.

- **Destination Folder**: Click the Open button. In the Choose Folder dialog box that opens, select the shared folder into which Adobe Media Encoder will write the encoded files and from which the encoded files will be exported to Interplay Production folders in MediaCentral UX.

3. Go to the Media Asset Manager Configuration group box and set the following:

   - **Encoder Preset**: Click the Open button. In the Select Encoder Preset dialog box that opens, select the encoder preset file that is to be used for encoding the active sequence from Adobe Premiere. If you want to use a preset other than the default preset, export the preset from Adobe Media Encoder, as described in the following procedure.

   - **Destination Folder**: Click the Open button. In the Choose Folder dialog box that opens, select the shared folder into which Adobe Media Encoder will write the encoded files and from which the encoded files will be exported to Interplay MAM folders in MediaCentral UX.

4. Click OK to close the Configuration Settings dialog box and save the settings.

**To export Adobe Media Encoder presets:**

1. Open Adobe Media Encoder.
2. In the Preset Browser, select the preset you want to export.
3. Right-click the preset and select Export Presets.
4. Type a name for the preset file and save the *.epr file to a destination from which it can be opened in the Configuration Settings dialog box.
Understanding the Local Configuration File

The MediaCentral | UX Connector for Adobe Premiere Pro CC creates a local configuration file “MediaCentralPanel.json” that resides in your Adobe Premiere Pro profile folder.

- **Windows:**
  
  ```
  C:\Users\<Username>\Documents\Adobe\Premiere Pro\<version>\Profile-<Username>
  ```

- **Mac OS:**
  
  ```
  /Users/<Username>/Documents/Adobe/Premiere Pro/<version>/Profile-<Username>
  ```

The configuration file provides information on the last used connection and path mappings.

<table>
<thead>
<tr>
<th>Element</th>
<th>Entry</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>userSettings</td>
<td>Configuration information saved per user and host. Currently, the “userSettings” are not evaluated.</td>
<td></td>
</tr>
<tr>
<td>hostName</td>
<td></td>
<td>Name of the host used for signing-in to MediaCentral UX.</td>
</tr>
<tr>
<td>userName</td>
<td></td>
<td>User name used for signing-in to MediaCentral UX.</td>
</tr>
<tr>
<td>mdConfig</td>
<td>currently “null”; placeholder for future enhancement</td>
<td></td>
</tr>
<tr>
<td>mamConfig</td>
<td>currently “null”; placeholder for future enhancement</td>
<td></td>
</tr>
<tr>
<td>pathMap</td>
<td>currently “null”; placeholder for future enhancement</td>
<td></td>
</tr>
<tr>
<td>lastUserName</td>
<td></td>
<td>The last entered user name used for signing-in to MediaCentral UX.</td>
</tr>
<tr>
<td>recentHostNames</td>
<td>The last entered host names (up to 5 entries) that are shown in the Server selection drop-down box on the MediaCentral UX sign-in screen.</td>
<td></td>
</tr>
<tr>
<td>pathMap</td>
<td></td>
<td>Lists the paths that are to be mapped.</td>
</tr>
<tr>
<td></td>
<td>- “from”: Specifies the UNC path to a UNC share</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- “to”: Specifies the local path mapping</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>See “Defining Path Mappings (Mac OS Only)” on page 29.</td>
</tr>
<tr>
<td>mdConfig</td>
<td>hostName</td>
<td>The Media Director host name.</td>
</tr>
<tr>
<td>folder</td>
<td></td>
<td>Destination folder used for exporting sequences from Adobe Premiere to Interplay Production folders in MediaCentral UX.</td>
</tr>
<tr>
<td>profileId</td>
<td></td>
<td>ID of the Media Director profile used for checking in the sequence from Adobe Premiere.</td>
</tr>
<tr>
<td>presetPath</td>
<td></td>
<td>Path to the used Adobe Media Encoder preset file.</td>
</tr>
</tbody>
</table>
Defining Path Mappings (Mac OS Only)

The current version of the MediaCentral | UX Connector for Adobe Premiere Pro CC supports simple path mappings. Path mapping is required on Mac OS workstations to load assets and sequences correctly. Path mappings are stored in the local configuration file that resides in your Adobe Premiere Pro profile folder.

Path mappings must comply with the local mount points.

To create a path mapping:

1. Click the Open Configuration settings button on the top-right corner of the MediaCentral UX sign-in screen.
   The Configuration Settings dialog box opens.

2. Go to the Path Mappings group box and set an “original path=local path” entry in the following form:
   ```
   \<server>\<shared folder>=/Volumes/<shared folder>
   ```
   Set an entry for Interplay MAM and one for ISIS or NEXIS shared storage.
   Example:
   ```
   \kl-nas001\MAMSTORE=/Volumes/MAMSTORE
   \mun-vtl2k\mpi_filebox2=/Volumes/mpi_filebox2
   ```

3. Click OK to close the Configuration Settings dialog box and save the path mapping.
Understanding the Log File

The MediaCentral | UX Connector for Adobe Premiere Pro CC writes messages to a log file “com.avid.central.adobe.log.” A new version is created when the MediaCentral | UX Connector for Adobe Premiere Pro CC is opened, and the previous version is amended with a time stamp in its filename. The filename pattern for rotated log files is the following: com.avid.central.Adobe_<year><month><day>_<hours><minutes><seconds>.log
Example: com.avid.central.adobe_20160314_124413.log

All log files are saved in the “Temp” directory:

- Windows: %TMP%\ (Usually: C:\Users\<Username>\AppData\Local\Temp\)
- Mac OS: $TMPDIR/

Five rotated log files can be saved in the “Temp” directory at the same time. When you open the MediaCentral | UX Connector for Adobe Premiere Pro CC for the sixth time, the earliest log file is replaced.
The following topics provide information about how to work with the MediaCentral | UX Connector for Adobe Premiere Pro CC in Adobe Premiere Pro:

- Opening MediaCentral | UX
- Understanding the MediaCentral | UX Layout
- Importing Assets from MediaCentral | UX
- Setting Compatibility Options for Interplay | Production Assets During Import
- Exporting the Active Sequence from Adobe Premiere to MediaCentral | UX

Opening MediaCentral | UX

Opening MediaCentral UX is a two-step procedure: calling the extension from within Adobe Premiere and signing in to MediaCentral UX. Once opened, the MediaCentral UX sign-in page remembers the last five connected MediaCentral servers and the last used user name and password. For security reasons, auto-sign in is not supported.

To open MediaCentral UX:

1. In Adobe Premiere Pro CC, select Window > Extensions > Avid MediaCentral.

The Avid MediaCentral UX sign-in screen opens.
2. At the sign-in screen, do the following:
   a. Type or select the name of the MediaCentral server.
   b. Type your user name.
   c. Type your password.
   d. Click Sign In, or press Enter or Return (Macintosh).

After a few moments, the MediaCentral UX application opens and displays the Adobe Premiere layout.

To sign out from MediaCentral UX:
- In MediaCentral UX, click Sign Out in the menu bar.

You are signed out and the MediaCentral UX sign-in screen opens.

To close MediaCentral UX:
- Click the Avid MediaCentral panel menu icon and select Close Panel.
Understanding the MediaCentral | UX Layout

MediaCentral UX is installed with a predefined “Adobe Premiere” layout that consists of the following panes.

<table>
<thead>
<tr>
<th>Icon</th>
<th>Pane</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🕒</td>
<td>Assets</td>
<td>A pane that displays assets. These assets can result from a search or from browsing. Assets are displayed in a folder hierarchy, if applicable to the assets displayed.</td>
</tr>
<tr>
<td>🤔</td>
<td>Help</td>
<td>A pane that displays the help system.</td>
</tr>
<tr>
<td>🔄</td>
<td>Launch</td>
<td>A pane from which you navigate to various locations. This pane displays remote file systems, local file systems, and other locations for assets.</td>
</tr>
<tr>
<td>📣</td>
<td>Messages</td>
<td>A pane that allows you to send messages and media links to other MediaCentral UX users.</td>
</tr>
<tr>
<td>📊</td>
<td>Metadata</td>
<td>A pane that displays properties that are associated with a selected asset in the Interplay Production database or Interplay MAM database.</td>
</tr>
<tr>
<td>⌛</td>
<td>Process Dashboard</td>
<td>A pane that lets you monitor processes for a defined context.</td>
</tr>
<tr>
<td>🔍</td>
<td>Progress</td>
<td>A pane in which you can monitor the progress of background processes, such as send to playback and sequence mixdowns.</td>
</tr>
<tr>
<td>🔍</td>
<td>Search</td>
<td>A pane from which you can conduct a search. This pane functions similarly to the Search bar but includes criteria for advanced searches.</td>
</tr>
<tr>
<td>🔄</td>
<td>Tasks</td>
<td>A pane in which you can view and edit user tasks of Interplay MAM processes created by you or user tasks that have been assigned to you by other users.</td>
</tr>
</tbody>
</table>

The Layout selector, located near the upper right corner of the window, might show additional layouts by configuration. Avid recommends using only the Adobe Premiere layout. For more information on layout and panes, see the Avid MediaCentral / UX User’s Guide.
To open a pane:

1. Select the Panes menu.

2. Select the menu option corresponding to the pane you want to open.

   The pane you select opens in the active area.

To close a pane:

- Click the X on the pane’s tab.

Importing Assets from MediaCentral | UX

You can import the following media from MediaCentral UX:

- Interplay MAM assets and sequences
- Interplay Production assets and sequences

For triggering the import, you have the following options:

- Import to Premiere: Imports media natively to Premiere. This option is available for Interplay Production and Interplay MAM media.

  If the format of the selected assets is incompatible with Adobe Premiere, or the MediaCentral | UX Connector for Adobe Premiere Pro CC cannot determine the format of the selected asset, you can set compatibility options (Interplay Production media only). See “Setting Compatibility Options for Interplay | Production Assets During Import” on page 36.

- Import to Premiere (Convert): Converts Avid AAF metadata to a simple XML representation that is handed to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format.

  This option is available only for Interplay Production media. You can monitor the progress of “Convert” import jobs. See “Monitoring And Cancelling Conversion Import Jobs” on page 38.
In Adobe Premiere Pro, a new project is created in the Projects panel. For MAM sequences a new bin is also created in the project.

**To import assets from the Assets pane:**

1. To open folders in the Assets pane, do one of the following:
   - Double-click an item in the Launch pane.
     The contents of the selected database open in the Assets pane.
   - Right-click an item in the Launch pane and select Open in New Assets Tab.
     The new pane is displayed next to a previously opened Assets pane.

2. To open a folder, do one of the following:
   - Double-click the folder in the Assets pane.
   - Click the turn-down arrow to the left of the folder in the Assets pane.

3. Right-click the asset and select Import to Premiere or Import to Premiere (Convert).

In Adobe Premiere, the asset opens in the Projects panel.

**To import assets from the Search pane:**

1. Open the Search pane.

2. Click the Pane Menu button, select Search Type, and then select Federated Search or Indexed Search.

3. Define the search criteria and conduct the search.

4. Right-click an item in the Search Result List and select Import to Premiere or Import to Premiere (Convert).

In Adobe Premiere, the asset opens in the Projects panel.
To import assets from the Messages pane:

1. Open the Messages pane.
2. If you received messages since the last time you logged in to MediaCentral UX, click the notification bar or scroll up.
   New messages are displayed in the message list, with the most recent message at the top.
3. If the message includes a media asset, double-click the head frame in the asset area.
   In MediaCentral UX:
   - The Asset pane updates to the location of the clip in the Interplay Production database and selects the linked clip.
   - The Asset pane updates to the location of the asset reference in the Interplay MAM folder and selects the asset reference. If the asset has no reference in a folder, you must search for the asset in the Search pane.
4. Right-click the asset in the Assets pane and select Import to Premiere or Import to Premiere (Convert).
   In Adobe Premiere, the asset opens in the Projects panel.

To import assets from the Tasks pane:

1. Open the Tasks pane.
2. Select a task in the Task List.
3. Right-click the attached asset in the assets area and select Import to Premiere. You can only open assets from a task; you cannot open file attachments in Adobe Premiere.
   In Adobe Premiere, the asset opens in the Projects panel.

Setting Compatibility Options for Interplay | Production Assets During Import

When importing clips or sequences from Interplay Production, the MediaCentral | UX Connector for Adobe Premiere Pro CC attempts to check the asset for compatibility with Adobe Premiere. If the format of the selected assets is incompatible with Adobe Premiere, or the MediaCentral | UX Connector for Adobe Premiere Pro CC cannot determine the format of the selected asset, you can set compatibility options, as described in the following procedure. For limitations, see “Interplay | Production Compatibility Validation and Limitations” on page 12.
To set compatibility options during import:

1. Import Interplay Production media, as described in “Importing Assets from MediaCentral | UX” on page 34.

If the format of the selected assets is incompatible with Adobe Premiere, or if the MediaCentral | UX Connector for Adobe Premiere Pro CC cannot determine the format of the selected asset, the Unsupported MediaCentral Asset dialog box opens.

2. Do one of the following:
   - Click Skip to cancel the import to Adobe Premiere.
   - Click Convert to convert Avid AAF metadata to a simple XML representation that is handed to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format.
   - Click Try Native to directly import Avid metadata (AAF) to Adobe Premiere Pro. Premiere Pro directly accesses the Avid (OP-Atom) media on Avid NEXIS shared storage. If Adobe Premiere detects not supported native Avid formats during import, the Link Media dialog box opens.

3. (Optional) If the Link Media dialog box opens during the import, do one of the following:
Set the missing media offline.

Cancel the import.

**Monitoring And Cancelling Conversion Import Jobs**

The Progress creating Shotlist and MXF OP-1a Media dialog box is used to monitor import jobs that are triggered by the “Convert” option. If necessary, you can also cancel an individual or all conversion jobs directly from the dialog box. The dialog box shows a list of running, completed, canceled, or failed conversion jobs. The job list persists from one session to another. It is cleared when you close the Avid MediaCentral extension from within Adobe Premiere.

The following illustration shows several examples of what you might encounter when monitoring conversion jobs with the Progress creating Shotlist and MXF OP-1a Media dialog box.
To monitor and cancel conversion jobs:

1. Do one of the following:
   - Click the Pane Menu of any pane and select Progress of Premiere Imports.
   - Right-click in the Launch, Assets, or Search pane and select Progress of Premiere Imports.

   The Progress creating Shotlist and MXF OP-1a Media dialog box opens.

2. To cancel running conversion jobs, do one of the following:
   - To cancel an individual conversion job, click the Cancel button located to the right of the active job.
   - To cancel all conversion jobs, click Cancel All.

   For a cancelled job, the Cancel button is replaced by a warning icon, and an “Import cancelled by user” message is shown.

3. To clear the list, do one of the following:
   - To remove completed conversion jobs from the dialog box, click Clear Complete.
   - To remove failed and cancelled conversion jobs from the dialog box, click Clear Failed.

   The jobs are removed from the Progress of creating Shotlist and MXF OP-1a Media dialog box.
4. To close the dialog box, click the X on the dialog box header.

**Exporting the Active Sequence from Adobe Premiere to MediaCentral | UX**

You can export the active sequence that is open in Adobe Premiere to MediaCentral UX.

**To export an active sequence from Adobe Premiere:**

1. In Adobe Premiere, open or create a sequence.
2. In MediaCentral UX, select the folder in the Assets pane in which you want to export the active sequence from Adobe Premiere.
3. Do one of the following:
   - Click the Pane Menu button of the Assets pane and select Export to MediaCentral.
   - Right-click the folder and select Export to MediaCentral.

Note that the Export to MediaCentral menu item is shown only if you have an active sequence in Adobe Premiere.

The Adobe Media Encoder opens. You can monitor the progress of the encoding job in Media Encoder.

In MediaCentral, when the encoding job is finished, the MediaCentral | UX Connector for Adobe Premiere Pro CC triggers the check in.

- For Interplay MAM, the Import Folder process starts and imports the sequence to MediaCentral. You can open the Progress pane and monitor the Import Folder process.
- For Interplay Production, if the Media Director option is installed, Media Director imports the rendered timeline to MediaCentral UX using the selected Adobe import profile. Once the import is starting, progress reporting is only available from the Media Director process monitor. MediaCentral UX does not display the import progress.

  Note that the format of the clip exported to MediaCentral UX depends on the resolution set in the profile. Your Media Director administrator can define whether the clip or timeline is imported as a specific High Res format, as proxy, or both.

The exported MXF files are not automatically removed after the import to MediaCentral UX has finished. Avid recommends that an administrator periodically clean up the export folder and remove MXF media that has already been imported to MediaCentral.
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