The following have been fixed:

➤ **Bug Number:** MCCET-1067. (Interplay) You might have received a “Media Object Creation Failed An invalid XML character” error when trying to check-in a sequence that included markers that contain copied text from an EDL.

➤ **Bug Number:** MCCET-1657. (Interplay) When performing an Edit While Capture, you might have received a “Core Consistency” error when adding the capturing clip to the sequence and trimming up to the end part of the captured clip. A fix has been incorporated to greatly reduce the occurrence of this error.

➤ **Bug Number:** MCCET-997. In some instances, a drop-frame MXF OP1A AMA file export linked back to Media Composer as non-drop-frame.

➤ **Bug Number:** MCCET-1608. You might have received an “Invalid trim” error message when trying to lift or extract a frame that is in a dissolve just before the edit.

➤ **Bug Number:** MCCET-1716. In some instances, after duplicating sequences which had markers containing illegal characters in the Marker Name and then checking the sequences into Interplay, you might have received a “Media Object Creation Failed An Invalid XML character” error.

➤ **Bug Number:** MCCET-1628. The total duration of items selected in a bin did not provide an accurate duration in the Bin Info window if the items exceeded 24 hours.

➤ **Bug Number:** MCCET-1276. You might have heard popping sounds on audio dissolves.
Bug Number: MCCET-495. When importing some .wav files, the name of the files include a “/” which is an illegal character that is not supported in Interplay. This is because Media Composer uses the values of “Scene/Take” for the file name when importing Broadcast Wave files. An additional Import Setting has been added to the Import Settings dialog. The “Use Broadcast Wave Scene and Take for Clip Names” is defaulted on. If you are importing Broadcast Wave files and you do not want them named using Scene/Take, you must deselect this option in the Import Settings:Audio dialog box.
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