



Avid Editing Application

Revision History

Date	Description
12/01/2016	Added Change for Downloading Sony Plug-ins and Known Limitation .
11/21/2016	Updated Fixed in v8.6.5 .

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Changed in Media Composer v8.6.5

The following has changed in Media Composer v8.6.5:

Change for Downloading Sony Plug-ins

Sony plugins are now developed by the company nablet™. When you access the Avid.com/ama page to access the latest downloads for Sony plugins, you will be directed to the www.nablet.com site. The latest plugins are compatible with Media Composer v8.6.5 and higher.

Avid Artist DNxIO Driver Support

Desktop Video v10.8 is supported with this release of the editing application.

Mac OS Qualification

Mac OS 10.12.1 has been qualified with this release.

Media Composer Generated Folders

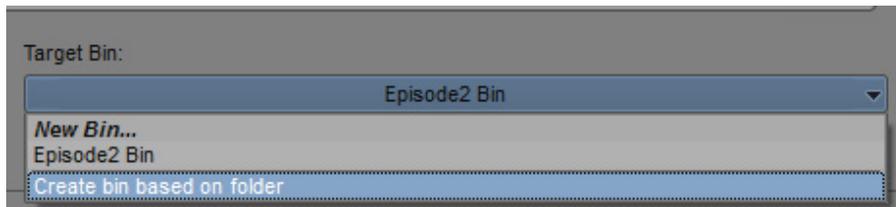
When you access a shared project, Media Composer generates a folder to hold certain system data. These folders were not designed to be customer facing folders, but they appeared in the Bins tab of the Project window for users in a shared project. Therefore, if you had a large number of users working in a shared project, the number of folders you would see in the list was quite long. With this release, these Media Composer generated folders are filtered out so the Bin list in the Project Window is more manageable.

Creating a Bin Based on a Folder

An addition to the Source Browser window allows you to quickly bring media into Media Composer and name one or more bins based on where the files originated from. You do not need to specify a target bin before linking or importing media. Simply click on a folder, select “Create bin based on folder” in the Source Browser window to import or link your media.

To create a bin based on a folder:

1. Select Tools > Source Browser to open the Source Browser window.
2. In the Explore pane, select the folder that contains the media to which you want to link or import.
3. In the Target Bin area, select Create bin based on folder.



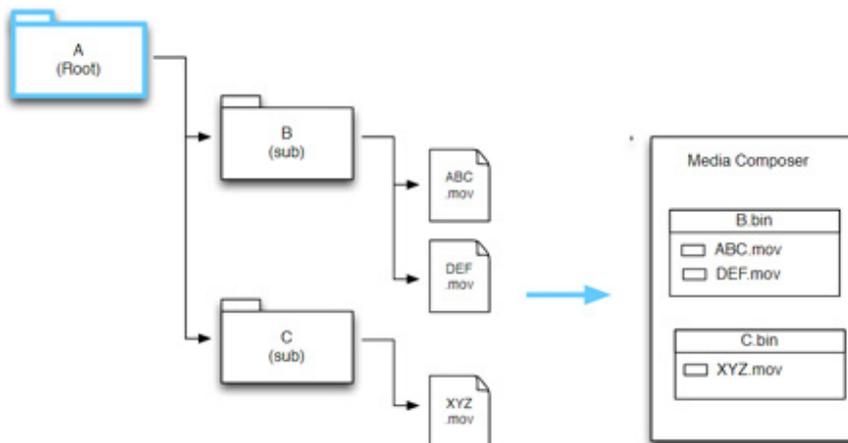
4. Choose Link or Import.

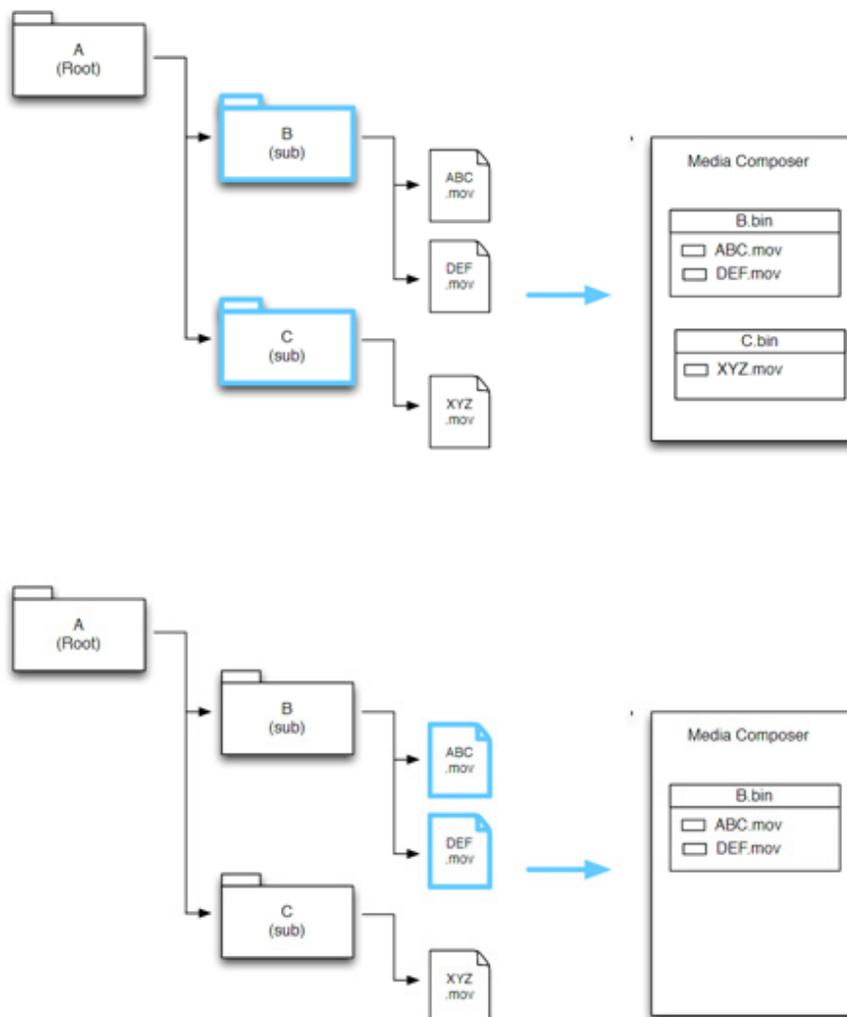
A bin with the same name as the *folder that contains the media* is populated with the imported or linked media.



If you select an individual clip in the Source Browser and choose Create bin based on folder, a bin is created with the name of the folder that contains that individual clip.

See the following examples of how bins are named in Media Composer depending upon the selected folder or files.





Fixed in v8.6.5

The following have been fixed:

- **Bug Number:** MCCET-1102. Media Composer truncated 512 bytes off the first frame when consolidating AMA-linked AVC-Intra media to OP Atom.
- **Bug Number:** MCCET-1533. In some instances, after sending a sequence to playback, on air black was reported.
- **Bug Number:** MCCET-1328. In some instances, when working in the Title Tool, highlighted text did not stay selected.
- **Bug Number:** MCCET-1017. When working in the Title Tool, using the Ctrl+Z, Ctrl+C, Ctrl+V or Ctrl+X did not undo, copy, paste, or cut after switching to a Russian keyboard while in an English locale.

- **Bug Number:** MCCET-1167. When you performed a Ctrl+A to select all, a white box appeared in the Title Tool.
- **Bug Number:** MCCET-1526. You might have received an “AudioStreamReader” error when shuttling backward with the J key.
- **Bug Number:** MCCET-1504. You might have received Exception errors when transcoding OP1a files to another format.
- **Bug Number:** MCCET-560. After performing a Send to Playback with “always transcode” enabled, the original sequence was only linked to the .new transcoded clips.
- **Bug Number:** MCCET-1482. Locators at the same timecode value were lost or hidden from view in some instances.
- **Bug Number:** MCCET-1359. If you deleted a restriction in Media Central, any subsequent restrictions at the same location in the clip did not show up in Media Composer.
- **Bug Number:** MCCET-1501. On some clips when Audio Ducking started in filler, the Ducking levels were not set properly.
- **Bug Number:** MCCET-86. AudioSuite effects did not render on subclips containing perf slipped audio.
- **Bug Number:** MCCET-1472. When working in a Japanese locale, a number of menus were grayed out.
- **Bug Number:** MCCET-1464. If you had a bin with audio effects in a Media Composer v7.x system and you tried to open it in a Media Composer v8.6.2 system, you might have received Exception errors.
- **Bug Number:** MCCET-1442. A batch import would fail with an “Exception: Cannot quick import a mixed resolution QuickTime movie” error if you were performing a batch import on previously imported decomposed master clips.
- **Bug Number:** MCCET-1430. An EDL export in Avid List tool of a stereoscopic 3D clip, displayed as monoscopic and did not show all clips and sources.
- **Bug Number:** MCCET-1452. In some instances, you might have received an “SFPlay Timeout” error when playing back an XDCAM EX .mov file.
- **Bug Number:** MCCET-1495. In some instances, Wav files were imported with incorrect timecode.
- **Bug Number:** MCCET-1205. Sometimes clips did not maintain their correct clip color.
- **Bug Number:** MCCET-1383. Sometimes, markers did not carry over to a subsequence.
- **Bug Number:** MCCET-1477. Sequences playback slowly if they contain clips which had been created through Avid AREMA AMT Service and Agent.

- **Bug Number:** MCCET-37. A Custom color correction template might have been applied into the wrong track.
- **Bug Number:** MCCET-1548. If you checked in a group clip where the audio was longer than the video, the timecode format for the duration was wrong.
- **Bug Number:** MCCET-1449. A motion effect could not be created from AMA linked XDCAM HD50 media at 800% or over variable speed.

Known Limitation

- **Bug Number:** MCDEV-6482. In some instances, when linking media with some third party plugins, the Image size is incorrect in the FrameFlex Source Settings. A fix for this issue will be provided in an updated version of the editing application.

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