

# What's New for Avid® Media Composer® v2018.9

## Revision History

Date	Description
September 17, 2019	Added note to <a href="#">Exporting DPX Files Improvement</a> .

## New in Media Composer v2018.9

The following are new with this release:

### New Features

The following table describes What's New for the current editor release.

Feature	Description	For More Info
Avid Artist DNxID	This release supports the Avid Artist   DNxID device.	See <a href="#">Avid Artist DNxID</a> .
Live Timeline Additions	You can solo, mute, and change audio gain during playback. You can also choose to set certain Edit Marker window behavior during playback.	See <a href="#">Live Timeline Additions</a> .
AMA File Export Change	Export options have been updated.	See <a href="#">AMA File Export Change</a> .
DNxUncompressed	With the introduction of DNxUncompressed, it is now possible to import, render, transcode and mixdown at uncompressed quality.	See <a href="#">DNxUncompressed</a> .
Default Stream Count Limitations in Media Composer	Real-time streams are no longer limited to 12.	See <a href="#">Removing Real-Time Streams Limit</a> .
DPX Export Improvement.	Exporting DPX files is much faster than in previous releases.	See <a href="#">Exporting DPX Files Improvement</a> .
HLG Scope: Display 75% graticule for Graphics white	The HLG scope waveform displays an orange horizontal line to show graphics white at 75%.	See <a href="#">Graphics White Level in Hybrid Log Gamma</a>

### Avid Artist DNxID

Avid Artist | DNxID is a portable professional video I/O device designed to simplify and accelerate your HD, Ultra HD, 2K, and 4K workflow., see [http://avid.force.com/pkb/articles/en\\_US/user\\_guide/Avid-Artist-DNxID-Documentation](http://avid.force.com/pkb/articles/en_US/user_guide/Avid-Artist-DNxID-Documentation).

## Live Timeline Additions

Avid continues to include updates to Live Timeline. Live Timeline allows you to press play on a clip or sequence and perform other tasks while play continues. With this release, we have added more tasks that you can perform while play continues. You can solo, mute, and change audio gain during playback. You can also choose to set certain Edit Marker window behavior during play.

### Solo, Mute, and Change Audio Gain During Playback

You can perform the following during playback:

- When performing playback in the Timeline, the Source window, or the Record window, you can press the Timeline's Solo (S) button to solo the audio or the Mute (M) button to mute the audio as play continues.
- When you are performing playback in the Timeline you can Solo and Mute the audio in the Audio Mixer Tool as play continues.
- When you are performing playback in the Timeline, and you are in Clip mode in the Audio Mixer tool, you can adjust Gain as play continues if an initial gain change has already been applied to the clip.

### Marker Updates

You can perform the following during playback:

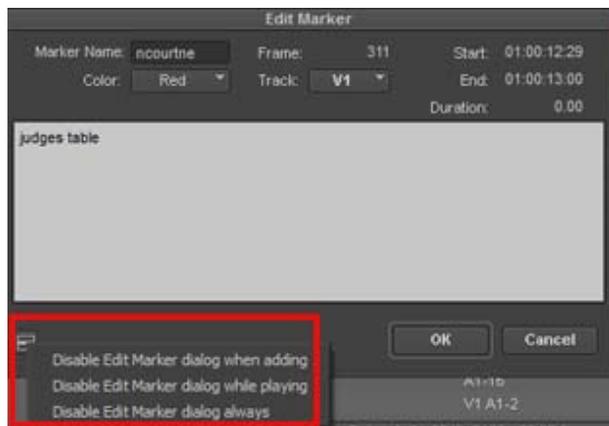
- If you have an Add Marker button mapped to your keyboard, pressing that keyboard button will add a marker as playback continues.
- If you map an Add Marker button to the Tool Palette, pressing the Add Marker button will add a marker as playback continues.



- Using the Add Marker button in the More tab of the Command Palette (when the Command Palette is set to Active Palette) will add a marker as playback continues.

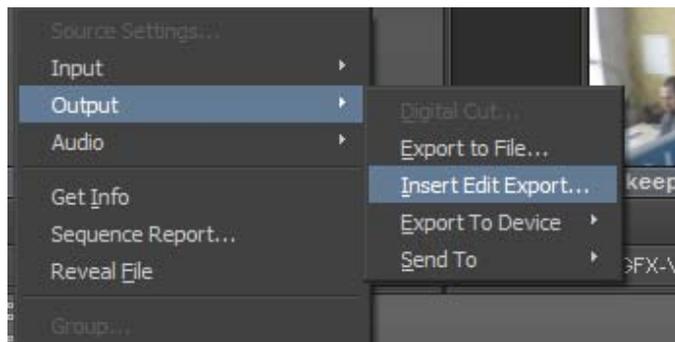
You can also control when the Edit Marker window displays. You can choose from the following by selecting the Fast Menu in the Edit Marker window, or from the Marker Tool's fast menu or context menu:

- Select “Disable Edit Marker when adding” if you do not want the Edit Marker window to open when you are adding markers. This might be helpful if you want to add your markers first and then subsequently add the marker comments.
- Select “Disable Edit Marker Dialog while playing” if you do not want the Edit Marker window to open when you are playing the Timeline. This option, in combination with the previous option, gives you the flexibility to allow opening the Edit Marker window when not playing, but to disallow opening during play.
- Select “Disable Edit Marker dialog always” if you do not want to open the Edit Marker window when adding markers at any time, or when clicking on the marker when it is displayed on video in the source/record monitors. (NOTE: If you do want to turn the Edit Marker window back on, select Markers from the Tool menu, select the Fast menu and ensure the “Disable Edit Marker dialog always” option is not selected.)



## AMA File Export Change

In a previous release, export options were consolidated and most export options were accessible from the Export to File option. The only procedure that required the AMA File Export option was when you were performing an insert edit to an exported sequence. With this release, to perform an insert edit to an exported sequence, select File > Output > Insert Edit Export, or right click the sequence and select Output > Insert Edit Export. See [Performing an Insert Edit to an Exported Sequence](#) for details on performing an insert edit.



## Performing an Insert Edit to an Exported Sequence

You perform a file-based insert edit to an already exported sequence. This is helpful if you only want to replace a portion of a sequence without having to re-render the entire sequence. You can only perform the insert edit on a sequence that has been exported as an OP1a MXF using the Avid Media Processor Plug-in.

Insert Edit for Exported Sequences is supported for the following:

- DNxHR - (all supported projects)
- DNxHD - (all supported projects)
- AVC Intra 100
  - 720 (23.98p, 25p, 29.97p, 50p, 59.94p)
  - 1080 (23.98p, 25p, 29.97p, 50i, 59.94i)
- XAVC Intra 100
  - 1080 (23.98p, 25p, 29.97p, 50i, 59.94i)
- XAVC 4K Intra CBG Class 300 and XAVC 4K Intra CBG Class 480
  - UHD 3840x2160 (23.98p, 25p, 29.97p, 50p, 59.94p)
  - 4K 4096x2160 (23.98p, 24p, 25p, 29.97p, 50p, 59.94p)

### To perform an insert edit to an exported sequence:

1. Select your sequence and export it using the Avid Media Processor plug-in. (The sequence is exported as a .mxf file.)
2. Click OK.
3. Load the sequence in the Timeline.
4. Make your changes.
5. Place a mark In/Out and/or spanned markers around the sections to be replaced.
6. Select File > Output > Insert Edit Export.
  - You are prompted to locate the .mxf file.
  - If it can be found, the default file name will be the file most recently exported of the sequence.
7. Select the MXF file.
8. Click the Options button to reveal the file's details. You can also choose from the following track options:
  - ▶ Use Selected Tracks - to export the tracks that are enabled in the Timeline
  - ▶ Include Inactive Audio Tracks - to export inactive audio tracks
9. Click Export.
10. If prompted, select In and Out marks, or spanned markers.
11. If prompted, select between direct out audio and mixed audio.



*Media Composer will attempt to determine if the original export was done in direct out or by an audio mix, by comparing the tracks layout in the sequence to those in the existing file. In some cases, it is unable to tell the difference. For example, if there are six mono tracks in the sequence, and six channels in the MXF file, Media Composer won't know if the original mix was done in 5.1 surround or as six channel direct out, and in this case you will have to choose a selection when prompted.*

The requested portion of the sequence will be replaced.

## DNxUncompressed

With the introduction of DNxUncompressed, it is now possible to import, render, transcode and mixdown at uncompressed quality. This allows you to generate media that preserves the full quality of the Timeline (currently the Timeline is 16 bits maximum). DNxUncompressed is available at any raster dimensions (HD, 2K, UHD etc.)

The new options are:

- For YCbCr projects: DNxUncompressed YCbCr 4:2:2 32-bit float MXF
- For RGB projects: DNxUncompressed RGB 32-bit float MXF

 *At this time, DNxUncompressed is not available for export operations, including AAF (embedded), QuickTime (same as source, reference, custom), XDCAM Export, Send To Playback, or AMA File export.*

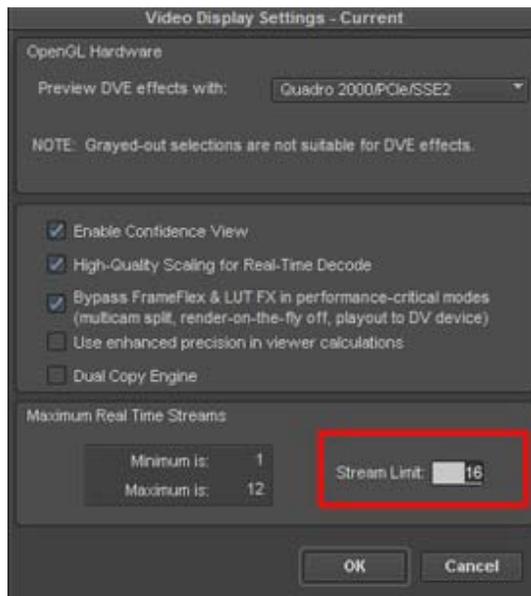
For exporting a project at highest quality possible, we recommend using DPX at 16 bits.

 *DNxUncompressed is not currently supported in an Interplay environment.*

## Removing Real-Time Streams Limit

Previous versions of the editing application had a limit of 12 streams real-time playback. This remains the default but you are no longer limited to 12 streams. Note that processor speed, system memory, and disk speed all affect system performance.

 *To make use of more streams you might need to increase the Video Memory in the Media Cache settings. See “Setting Video Memory” in the Help.*



## Exporting DPX Files Improvement

With this release, exporting DPX files is faster than with previous releases.

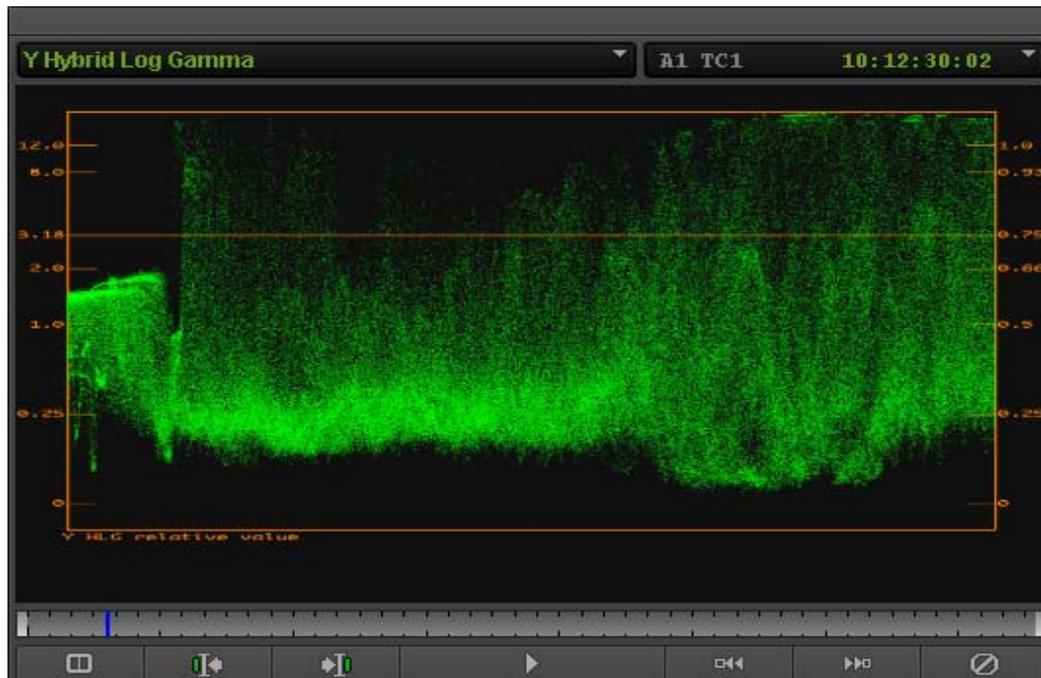


*DPX export is limited to the physical write capability of the output device. To see any improvement, you must have fast storage.*

## Graphics White Level in Hybrid Log Gamma

HLG BT.2100 defines graphics white as being 75% of code values. 75% is the common mapping of the SDR signal as well as “graphics white” for HLG.

With this release, when you open Y Hybrid log gamma scopes, the waveform displays an orange horizontal line at 75% of Hybrid Log Gamma level.



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