



Avid MediaCentral | Cloud UX

ReadMe Version 2022.3.29

Important Information

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

For more information and documentation on Avid MediaCentral Cloud UX, visit the Avid Knowledge Base at: http://avid.force.com/pkb/articles/en_US/user_guide/MediaCentral-CloudUX-Documentation

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Installation and Prerequisites

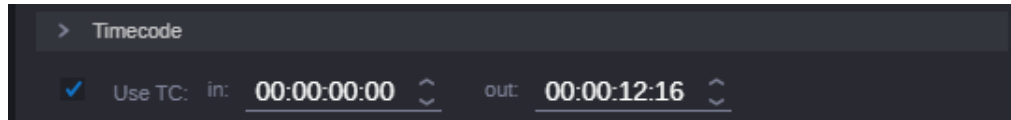
Avid MediaCentral Cloud UX v2022.3.29 is a cumulative patch release that includes new features or fixes for issues found in the product following the initial software release. This feature-pack-only release requires a prior installation of MediaCentral Cloud UX v2022.3.1, or a later 2022.3.x patch.

For details on the specific issues fixed in this release, see [“Fixed in Version 2022.3.29”](#) on page 12.

New Features in MediaCentral Cloud UX 2022.3.20

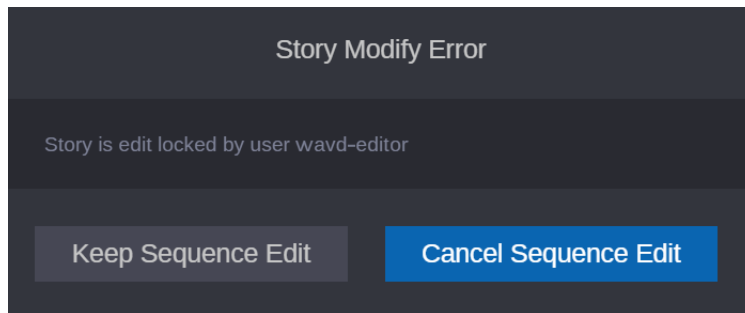
When you deselect the “Enable TC Data” option in the Configuration Settings app > Integrations > Graphics Management, you are instructing the system to create untimed graphics by default.

This release introduces a change to the user interface. When you deselect the “Enable TC Data” option, the Timecode panel (as illustrated below) is removed from the Asset Editor’s Graphics tab as that feature does not apply to untimed graphics.



New Features in MediaCentral Cloud UX 2022.3.19

This release restores the workflow that applies to altering sequences that are associated with locked Newsroom Management stories. When a user who is not the owner of the lock loads and makes a change to a Newsroom-locked sequence, the system displays the following dialog box.



At this point, you can take one of two actions:

- ▶ Click the Cancel Sequence Edit button.

The edit is reverted and no changes are saved. The link between the sequence and the story are maintained.

- ▶ Click the Keep Sequence Edit button.

The edit is applied and the sequence is unlinked from the associated story automatically. In this case a “Sequence and story no longer synchronized” message appears in the upper-right corner of the Sequence Timeline.

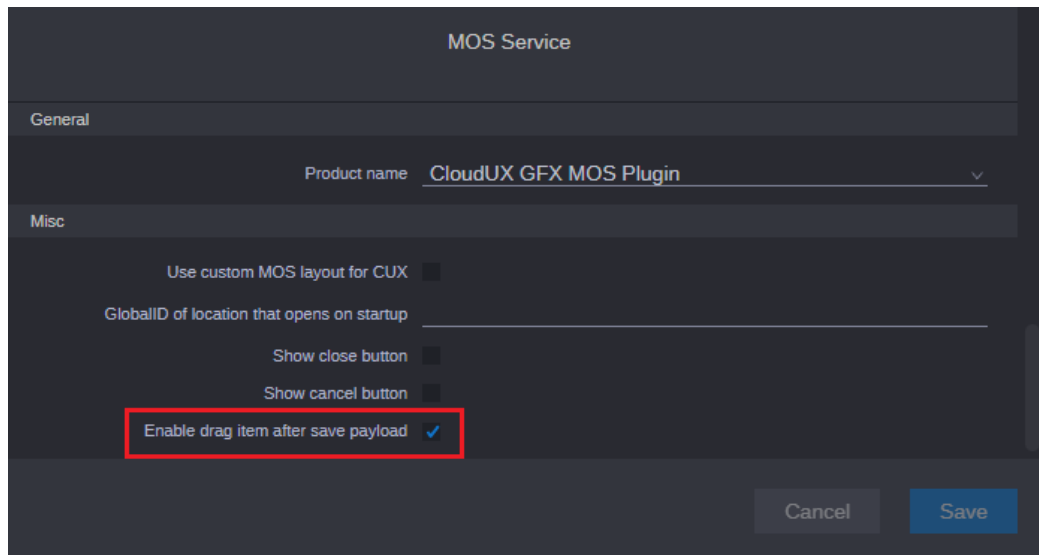
This action also resets the Undo / Redo history which prevents you from undoing the previous edit.

If the choice to Keep Sequence Edit was in error, you can reload the sequence and choose “Don’t Save” when prompted to revert the previous edit. In this case the original version of the sequence remains synchronized with the Newsroom Management story.

New Features in MediaCentral Cloud UX 2022.3.14

MOS Panel Save Options

The Avid MediaCentral | MOS Panel for Graphics now includes a new option that allows you to alter how and when changes are made to MOS objects in the plugin.



In prior versions of the MOS Panel, the Insert button allowed to add the currently opened Maestro | News page to the selected story. When the “Enable drag item after save payload” option is activated, it offers an additional way of inserting objects:

- When creating a new item, two buttons appear at the bottom of the panel: **Drag & Drop** and **Save**. Only after clicking the Save button, the Drag & Drop icon becomes active, and the newly created object can be inserted into an NRCS story.



- When editing an existing Maestro page, all changes need to be saved first to activate the Drag & Drop button. If the “Item Save on Edit” option is enabled in the CloudUX GFX MOS Service settings, an Update button (instead of Save) appears in the panel, which needs to be pressed to activate the Drag & Drop functionality.

For more information on specific workflows, see the *Avid MediaCentral | MOS Panel for Graphics* documentation.

New Features in MediaCentral Cloud UX 2022.3.13

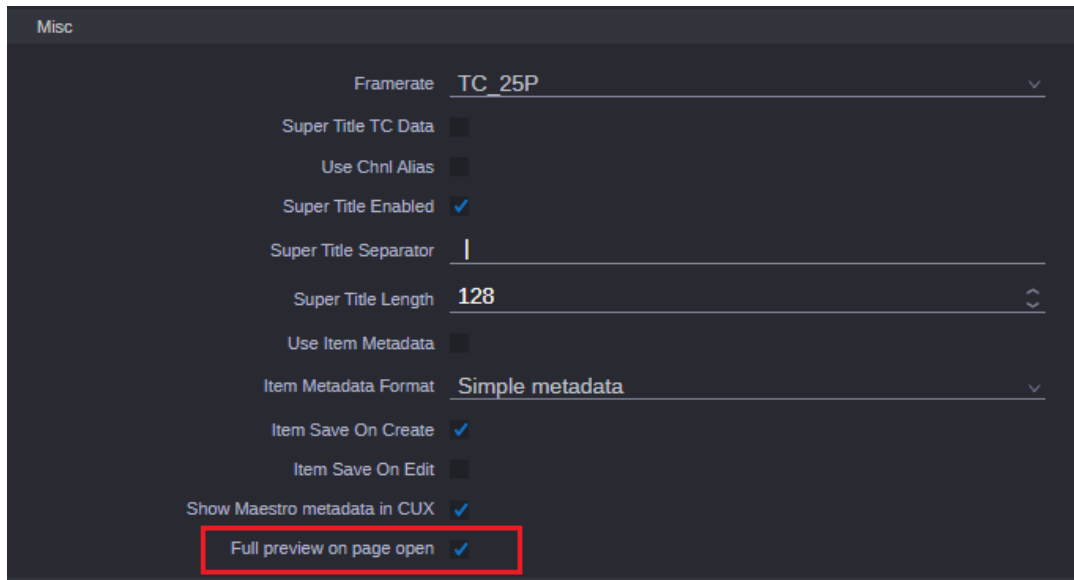
Originally introduced in MediaCentral Cloud UX 2021.11.3, the Avid Maestro Preview Frame feature can now be controlled through a toggle in the Configuration Settings app. This setting determines how the preview is rendered.



If you do not see this option, verify that the *MaestroMOSService.exe* is Running in the *Maestro Monitor* app.

To reconfigure the Preview setting:

1. Sign into the MediaCentral Cloud UX Administrator page and select the Configuration Settings app.
2. Select Integrations > Graphics Management from the app's sidebar.
3. Enable or disable the Full Preview on Page Open check box.



You can refer to the following table for information on how this toggle effects the preview.

Setting	Operation	Result
Full Preview Enabled	Open Asset	Animated preview
	Trigger Full Preview	Animated preview
	Change Asset Data	Single image preview
Full Preview Disabled	Open Asset	Single image preview
	Trigger Full Preview	Animated preview
	Change Asset Data	Single image preview

For more information on these settings, see the *Avid MediaCentral | MOS Panel for Graphics* documentation.

4. Click the Save button in the Configuration Settings app to save your changes.
5. If you update this setting, you must do the following:
 - Sign out of MediaCentral Cloud UX.
 - Restart the Maestro | News Services to enable the configuration change.
 - Ensure that *MaestroMOSService.exe* is Running in the *Maestro Monitor* app.

New Features in MediaCentral Cloud UX 2022.3.12

User Interface Localization

This release adds localization for additional areas of the user interface. Users can display the UI in the following languages: Arabic, English, Estonian, French, German, Italian, Japanese, Korean, Portuguese, Russian, Simplified Chinese, Spanish, and Turkish.

New Features in MediaCentral Cloud UX 2022.3.9

This release of MediaCentral Cloud UX introduces the ability to apply a subscription license to your server without a direct internet connection. This offline method of activation is similar to the process of activating a perpetual license.

This release introduces changes to both the online and offline activation processes. Refer to the following sections to apply licenses in v2022.3.9 and later.

Activating a Subscription License Online

If your MediaCentral Cloud UX server can connect to the internet, you can complete the following process to activate a subscription license. For offline subscription and perpetual licensing, see [“Activating a License Offline” on page 7](#).

To activate the license:

1. Prior to entering your subscription license, you must verify that your MediaCentral Cloud UX server(s) can connect to the Avid Licensing services.
 - a. Use a terminal application to log in to your single-server or primary master node as the *root* user.
 - b. Enter the following command to verify that your server can access <https://api.avid.com>:

```
curl https://api.avid.com/cloudux/License/Activate
```

The system should respond with the following message:

```
{"Message": "The requested resource does not support http method 'GET'."}
```

If you see any other message (e.g. could not resolve host name, could not connect, etc.), you must work with your IT department to enable the connection.



This is an API endpoint, not a human-readable web site.

- c. If your system is configured in a cluster with multiple servers, repeat the **curl** command from each individual server.
2. Open a new tab in your browser and proceed to <https://my.avid.com/>.

If you do not already have an account, you must create one now so that you can access the software registration tools that are located behind this login.
3. After you sign in to my.avid.com, click the Register Software With Code button.
4. Enter your software redemption code and click the Register Product button.

This process provides you with your System ID and Entitlement ID. Take note of both.

5. Returning to the MediaCentral Cloud UX License app, enter your System ID into the provided field, and click the Submit button to generate a Device ID for your system.
 - ▶ If you enter a valid System ID, the Device ID field is populated with a unique 25 digit identifier for your MediaCentral Cloud UX server or cluster.
 - ▶ If you enter an incorrect System ID, you receive an error. In this case you must correct and resubmit your System ID.
6. Enter your Entitlement ID in the provided field.
7. Click the Online / Offline toggle button so that the Online option is highlighted in blue.
8. Click the Activate button at the bottom of the app.
 - ▶ If successful, your license is imported into MediaCentral Cloud UX and the Results panel is updated to reflect the new license. This process can take a few minutes to complete, so be patient.
 - ▶ If the activation process fails, the system alerts you with an error message.
Click anywhere outside of the pop-up window to dismiss the message.
9. Proceed to the User Management app to import user groups, assign client licenses to those groups, and configure group entitlements (if applicable).

Activating a License Offline

If your system does not have an internet connection, you can complete the following process to activate a subscription or a perpetual license offline.

To activate the license:

1. Before you can activate your license, you must first complete the following steps to generate a license file using the Avid Software License Activation website.
 - a. Enter the following link into your browser's address bar:
<https://my.avid.com/products/indirectactivation>
 - b. Enter the required information on the Software Activation page.



Your Entitlement ID (Activation ID) and System ID are provided to you by Avid.

- c. Click the Submit button.
 - d. Click the Download button and save the license file to your local workstation.
2. Returning to the MediaCentral Cloud UX License app, enter your System ID into the provided field, and click the Submit button to generate a Device ID for your system.
 - ▶ If you enter a valid System ID, the Device ID field is populated with a unique 25 digit identifier for your MediaCentral Cloud UX server or cluster.
 - ▶ If you enter an incorrect System ID, you receive an error. In this case you must correct and resubmit your System ID.
3. Enter your Entitlement ID in the provided field.
4. Click the Online / Offline toggle button so that the Offline option is highlighted in blue.
5. Click the Browse button.
6. Navigate to the `license.json` file, and click the Open button to import the license to MediaCentral Cloud UX.

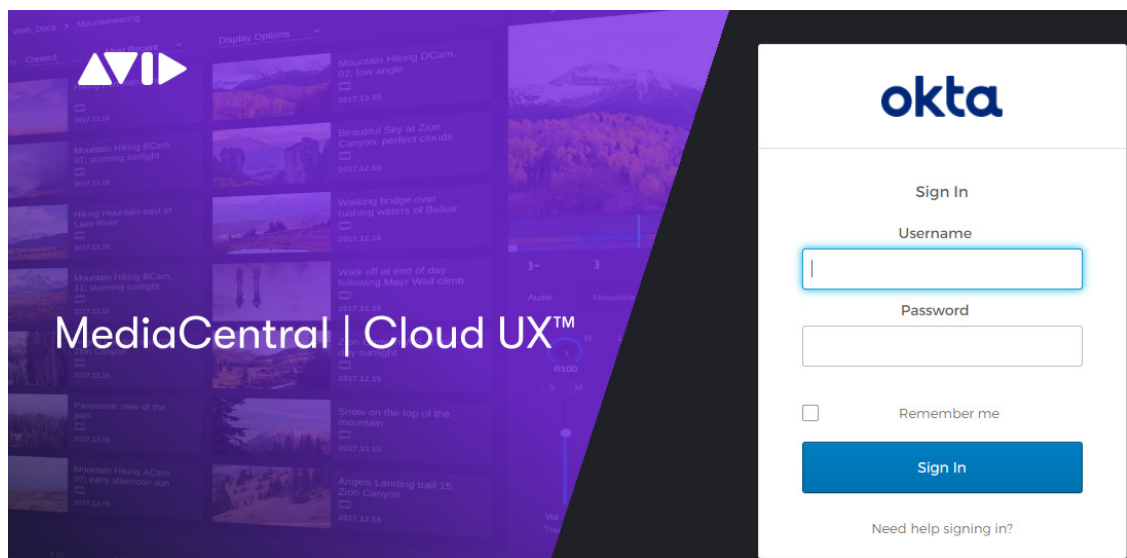
7. Click the Activate button to complete the process.
 - ▶ If successful, your license is imported into MediaCentral Cloud UX and the Results panel is updated to reflect the new license. This process can take a few minutes to complete, so be patient.
 - ▶ If the activation process fails, the system alerts you with an error message.
 - ▶ If you had already licensed your system with a subscription-based license and you are converting to a perpetual license, the system displays a dialog that asks you to confirm the activation of the new license.

Click anywhere outside of the pop-up window to dismiss the message.
8. Proceed to the User Management app to import user groups, assign client licenses to those groups, and configure group entitlements (if applicable).

New Features in MediaCentral Cloud UX 2022.3.5

MediaCentral | Panel for Adobe Premiere Pro

MediaCentral Cloud UX systems that are configured to use Okta as an authentication provider can now use Okta to sign in through the MediaCentral Panel for Adobe Premiere Pro. The following illustration shows the Okta Sign-In window as displayed in the Panel.



To enable this workflow, you must complete the following (in any order):

- ▶ Upgrade your MediaCentral Cloud UX system to v2022.3.5 or later.
- ▶ Upgrade the MediaCentral Panel for Adobe Premiere Pro to v2022.3.5 or later.
- ▶ Enable the Okta configuration on your MediaCentral Cloud UX system.

If your system is already configured to use Okta as an Authentication Provider, you are not required to make any changes to the MediaCentral Cloud UX configuration to enable integration between Okta and the MediaCentral Panel for Adobe Premiere Pro.

For more information on configuring Okta and MediaCentral Cloud UX, see “Configuring an Authentication Provider” in the *Avid MediaCentral | Cloud UX Installation Guide*.

- ▶ Configure the following options in your Okta implementation:
 - In addition to any other settings that you might have already configured, you must verify that you have the “Implicit” grant type enabled for your Avid app. This option is required to enable the Okta Sign In Widget in the MediaCentral Panel.
For detailed information, see <https://developer.okta.com/docs/guides/implement-grant-type/implicit/main/#set-up-your-app>.
 - Add the MediaCentral Cloud UX system’s URL as a Trusted Origin in the Okta configuration. If you are running a clustered configuration, you must use the cluster’s URL.
For example: <https://wavd-mcux.wavd.com>
When adding the origin, you must select both the Cross-Origin Resource Sharing (CORS) and Redirect options.
At the time of this document’s publication, you can find these settings in the Okta Admin Console under: Security > API > Trusted Origins > CORS. This information is subject to change without notice. Consult Okta’s documentation for the latest information. For more information about CORS, see <https://support.okta.com/help/s/article/50360933-Cross-Origin-Resource-Sharing>

New Features in MediaCentral Cloud UX 2022.3.4

Configuration Settings App

The Production Management module settings have been updated to include two new options related to the sequence’s Video ID field. The following illustration shows these new configuration options.

Production Management

Host Name: **wavd-mcux.wavd.com**

User Name: **wavdadmin**

Password: ●●●●

Workgroup: **WAVD-WG**

Lookup Server:

Enable Dynamic Relink:

MCDS URL: **https://wavd-gps:8443**

Location Script Sequence: **/Projects/iNewsSequences**

Queue:

Date:

Story:

VideoID Character Limit: **31** ▾

Allow '(' and ')' in VideoID:

Cancel Save

Video ID Character Limit

In some cases a Send to Playback request might fail if the Video ID that is associated with the sequence includes more characters than allowed by the destination device. This setting allows you to restrict (or extend) the character limit of the Video ID so that you do not encounter that situation.

This value applies to sequences that are sent to playback through MediaCentral Cloud UX. If your Video ID is already longer than this value, the field will be flagged — blocking the STP process.

You can configure this field for a minimum of 1 character or a maximum of 10,000 characters. MediaCentral Cloud UX imposes a default limit of 31 characters for the Video ID. Unless you have reason to do so, Avid suggests that you do not alter the default character limit.

Allowing Parentheses in the Video ID

The “Allow (and) in Video ID” check box enables you to include the open and/or closed parentheses characters () in the Video ID field. Parentheses, dash (or hyphen), and underscore are the only special characters allowed in the Video ID field. If for example you attempt to add an asterisk, the system will flag the ID as invalid.

New Features in MediaCentral Cloud UX 2022.3.3

Integration with Okta

MediaCentral Cloud UX synchronizes with your authentication provider automatically. v2022.3.0 configured the Okta synchronization rate to 24 hours to ensure that the system did not exceed the Okta API quota. Avid is using this release to reduce the sync interval to once an hour. This value is hard-coded and not field-configurable.

Updating the MediaCentral Cloud UX System

The steps required to install this patch on single-server configurations or clustered configurations are similar. Any variations for clustered systems are noted in the following process by a “cluster-only” identifier. If you are familiar with the process to install a new MediaCentral Cloud UX server, the following steps should look very familiar to you. As such, you can reference the *Avid MediaCentral / Cloud UX Installation Guide* for additional information on many of the topics referenced below.

The first three nodes in a MediaCentral Cloud UX cluster are considered master nodes. When you initially installed and configured the cluster, you were asked to define a “primary” master node. When installing the patch on a cluster, you must execute all commands from the primary master node.

The following upgrade process applies to both single and multi-site environments. There are no specific or custom steps required for a multi-zone configuration.

To install the MediaCentral Cloud UX patch:

1. Use a terminal application to log in to your single-server or primary master node as the *root* user.
2. (cluster only) Identify your “primary” master node.

The primary master node is the only node in the cluster that includes the system configuration files at: `/etc/avid/config/`. Select a node in your cluster and enter the following command to determine if the system configuration files are present on this node:

```
ls /etc/avid/config
```

If you are accessing your primary master node, the command should list the configuration files that were used to deploy your original installation. For example, you might see:

```
auth.yaml cert.yaml site-key.yaml
```

If the system reports that none of these files exist on your current server, repeat the above command on each cluster node until you identify the primary master node.



*While highly unlikely, it is possible that the configuration files listed above might exist on another cluster master node. The only reason this might occur is if someone attempted the original installation from multiple nodes — most likely in a lab environment or a troubleshooting scenario. If you discover that multiple nodes include the configuration files, you must examine the contents of the files to determine which files were used in the original deployment. If the files are **identical** on each master node, either node can be used to complete the upgrade process.*

3. Enter the following command to unmount anything from the `/features` directory:

```
umount /features
```

4. Mount the Feature Packs ISO (`mediacentral_feature_packs_<version>.iso`) to the `/features` directory on your single server or primary master node.

The command to complete this task varies based on how you connected the ISO to your server. If, for example, you copied the ISO file directly to the server, you would use the following command to mount the ISO on the system:

```
mount -o ro /<path>/mediacentral_feature_packs_<version>.iso /features
```

For information on alternative methods to mount an ISO to a Linux directory, see “Mounting an ISO Image” in the *Avid MediaCentral | Cloud UX Installation Guide*.

5. Use the following command to deploy the updated features included in this release:

```
avidctl platform deploy -i
```

The script checks the `/etc/avid/config/` directory on the local node to verify the existence of the system configuration files. If the script finds the configuration files, it reports the status of each file [OK]. If the script cannot find the files, it alerts you to the situation and provides you with an opportunity to abort the installation and resolve the issue.



If you are missing the configuration files, you are most likely installing a cluster and you are attempting to complete the feature pack installation on a non-primary master node.

6. The script asks if you want to import features from the Feature Pack ISO.
 - a. Enter **Y** (or **y**) to import the updated feature packs from the ISO.
 - b. At the Path to Feature Packs prompt, press Enter to accept the default path of `/features/feature-packs/`.



You would only enter N (no) at this prompt if you wanted to use this script to redeploy the feature packs for the same version of software that you are already running. You must answer yes when performing a software upgrade.

7. Next, you must determine which feature packs should be upgraded, installed, or removed.

The script prompts you with a series of yes or no questions. Each prompt is associated with a default value which is identified as a capital Y for *yes* or N for *no*. If the script determines that the feature pack is already installed, the default value is Y. If the feature pack is not installed, the default value is N. Do one of the following:

- ▶ Press the Enter key to accept the default value.
- ▶ Press **y** (or **Y**) to install the feature pack.
- ▶ Press **n** (or **N**) to skip or uninstall this feature pack.

If your existing installation includes a feature pack that you no longer want to use, you can enter **n** at the prompt to remove the feature pack from your existing installation.

The feature pack installation process begins. Be patient as this process can take some time.

8. After the installation is complete, you can use the following command to verify that the required feature packs have been installed:

```
helm ls
```

While some components such as “mon” (platform-monitoring) might be associated with a different version number, **2022.3.29-v0001-Gb5437a3** should read as the App Version for all upgraded components.

9. (optional) To maximize system security, the upgrade process automatically disables the Kubernetes dashboard. If needed, you can re-enable the dashboard using the following command:

```
avidctl extra kube-dashboard deploy
```

When you are not using the Kubernetes Dashboard, Avid recommends that you disable the tool:

```
avidctl extra kube-dashboard remove
```

For more information, see “Deploying the Kubernetes Dashboard” in the *Avid MediaCentral | Cloud UX Installation Guide*.

Limitations and Defects Found in Version 2022.3.5

- ▶ **Bug Number:** None. When using Okta as an authentication provider in the MediaCentral | Panel for Adobe Premiere Pro, you are unable to access the Avid NEXIS system through the Browse app.

Workaround: If your workflow requires you to access the Avid NEXIS system via the panel, use an alternate authentication method such as Active Directory.

Fixed in Version 2022.3.29

- ▶ **Bug Number:** MA-7023. The sequence icon does not appear for any user (other than the user that created it) unless the other user takes an action to refresh the user interface — such as selecting the story, reloading the browser tab, signing out (and back in) to MediaCentral Cloud UX, or other.

Fixed in Version 2022.3.28

- **Bug Number:** MA-7027. After upgrading to 2022.3.27, you are unable to open Sequences from the Rundown app. The action results in the following error message: “The sequence associated with this story is currently unavailable. If this condition persists, consider unassociating the sequence from the story.”

This issue applies only to Sequences that were created after the upgrade to 2022.3.27 and does not apply to News sequences.

Fixed in Version 2022.3.27

- **Bug Number:** MA-6972. Creating a story sequence and afterwards quickly changing to editing another story could result in story lock error messages to occur.
- **Bug Number:** PLAD-882. When importing a sequence that includes either Asset Management media or assets created through Cambria into Adobe Premiere Pro, any audio tracks that includes media from these sources is incorrectly mapped to the A1 track.

Fixed in Version 2022.3.26

- **Bug Number:** MA-6913, MA-6914. During peak broadcasting times or show preparation, Rundown app users sometimes experience slow queue loads, rundowns failings to load all stories, or rundowns appearing empty for very large queues (900-1000 stories). This sometimes requires a page refresh in the Browser to resolve the issue.
- **Bug Number:** MA-6916. If a story was modified on an iNEWS Workstation in a rundown queue that was already partially loaded in the Rundown App, then the Rundown App might not reflect those changes after queue loading was resumed.
- **Bug Number:** NEO-3145. If you make multiple adjustment to a timed graphic in the Sequence Timeline (such as altering the position or length of the graphic), the sequence might eventually disappear from the Sequence Timeline. When this happens, the Media Viewer displays a “Clip Load failed 1102, connection failed to server” error
- **Bug Number:** NEO-3149. When editing a dual mono audio asset into the timeline, the A1 channel is used for both A1 and A2. This issue only occurs when using either keyboard shortcut commands, or the Asset Editor’s buttons.

Fixed in Version 2022.3.25

- **Bug Number:** MA-6833, MA-6851, MA-6853, MA-6902. If you use Ctrl + drag and drop to create a copy of a story text in the Rundown app that includes production cues, the duplicate might be created with cues that have identical anchors IDs instead of unique IDs.
- **Bug Number:** MA-6896, MA-6897. Copying and pasting production cues or MOS objects with production cues into a segment of another story causes the story to become corrupted and a story lock error message to occur.

Fixed in Version 2022.3.24

- **Bug Number:** PLAD-874. If a custom panning is applied, then during playback the audio panning shifts into wrong directions and is completely off after the audio dissolve.
- **Bug Number:** PLAD-870. The Publisher app might create content with the wrong aspect ratio (4:3 instead of 16:9) for media created by some systems, such as Glookast.

Fixed in Version 2022.3.23

- **Bug Number:** JP-8986. Google Chrome v120 and later alters some of the button iconography in MediaCentral Cloud UX. This issue is most obvious when looking at the Fast Bar.

Fixed in Version 2022.3.22

- **Bug Number:** NEO-2878. After editing a MediaCentral Cloud UX sequence in Media Composer (converting it into an uneditable complex sequence in the process), the sequence is not correctly flagged as Locked. This allows the user to open and re-edit the sequence in MediaCentral Cloud UX. Users are allowed to save changes which can result in errors or unexpected edits.

This issue only occurs if the MediaCentral Cloud UX user keeps their session open and active as the Media Composer work is completed, checked back into the system, and reloaded into the Asset Editor.

Fixed in Version 2022.3.21

- **Bug Number:** PLAD-864. If you lower the audio level of a Sequence segment below -60db, the system resets the audio level to 0db on the next load of the Sequence.

Fixed in Version 2022.3.20

- **Bug Number:** JP-8260. When logging into MediaCentral Cloud UX through FastServe Payout (Commander > Send To Playback > Login to CloudUX), the action does not route to the correct MediaCentral Cloud UX URL. As a result, you are blocked from signing into the system.
- **Bug Number:** MAESTRO-7154. MediaCentral Cloud UX ignores the “Enable TC Data” option in the Configuration Settings app > Integrations > Graphics Management. This results in the inability to create an untimed graphic.

Prior to this fix, users could open and re-save the graphic to convert it to be untimed.

This fix also enables an optimization to the user interface. For more information, see [“New Features in MediaCentral Cloud UX 2022.3.20” on page 3](#).

- **Bug Number:** NEO-2641. Asset Management shotlists that include a large number of edits might not load correctly, resulting in an “Clip load failed: 1102 Timeline cannot be loaded” error.

- **Bug Number:** NEO-2775. Playback of a transition effect between two assets in the Sequence Timeline might result in poor playback performance, or a full stop.
- **Bug Number:** NEO-2812. When creating a Sequence through the Rundown app, the Sequence Timeline controls (including Save) might become disabled.

Fixed in Version 2022.3.19

- **Bug Number:** MX-9427. When you use the Asset Editor to customize a Maestro News asset, the system saves the customizations automatically. However if you load a different asset and then come back to the original asset without explicitly saving the changes, the system continues to indicate that the asset has “Unsaved changes”.
- **Bug Number:** NEO-2678. If you move a segment on the timeline of a story sequence (a sequence connected to a Rundown app story), the player does not update properly. This results in the Media Viewer displaying the media from the original segment when you are parked on the new segment.

This issue appears only after upgrading from 2022.3.16 to 2022.3.18.
- **Bug Number:** NEO-2680. You might not be able to play portions of a story sequence after creating new timing blocks and moving assets to those blocks.
- **Bug Number:** NEO-2681. After swapping the position of a video segment on the timeline with another, you the Trim Top function trims the original clip and not the new clip.
- **Bug Number:** NEO-2685. Users who are not the “owner” of the Edit Lock are allowed to perform certain actions on story-linked sequences such as trimming, split edits, adding dissolves, or other.

Fixed in Version 2022.3.18

- **Bug Number:** AWM-185. If not stopped and restarted daily, the tunnel will cease to work. Although the tunnel seems to be started, it might not work. To determine that the tunnel does not work, navigate to the Administrator Page > Publisher configuration. You will get an error message “The account does not exist anymore”.
- **Bug Number:** MAESTRO-7121. After upgrading to MediaCentral Cloud UX v2022.3.17, the sequence name is not displayed at the bottom of the MediaCentral | Panel for AP ENPS user interface. This same issue also results in the unavailability of the panel’s Insert and Duplicate buttons.
- **Bug Number:** MX-9012. In the edit window of an Asset Management multi-value legal list attribute, the data base name is shown instead of the localized label.
- **Bug Number:** NEO-2483. While it is understood that some complex, edit-dense, or long sequences might need additional processing to be completely playable in MediaCentral Cloud UX, this fix introduces some optimizations for the playback of sequences with a large number of segments.
- **Bug Number:** NEO-2547. Some versions of Google Chrome might prevent users from making adjustments to the audio using the Asset Editor's Panning knobs.

- **Bug Number:** NEO-2585. Users are allowed to insert a graphic item into the timeline for a Newsroom story sequence, even if the story body is locked by another user. This results in the inability to save the sequence.
- **Bug Number:** NEO-2622. After upgrading to MediaCentral Cloud UX v2022.3.15 or later, sites might not be able to play remote MediaCentral Asset Management assets. If this occurs, the Media Viewer displays a “Clip load failed: 400 Failed to load clip info for segment” error.
- **Bug Number:** RCTR-2492. After upgrading to MediaCentral Cloud UX v2022.3.17, the Search app does not display the connected MediaCentral modules, or the assets associated with those modules.

Fixed in Version 2022.3.17

- **Bug Number:** MAM-19363. When typing the opening square bracket “ [” character for the input mapping of a multi-value compound row, the Process Modeler UI is cleared and only the toolbar is shown.
- **Bug Number:** MX-9361. In the Panel for Adobe Premiere Pro, the Player is unable to playback video in the Asset Management Search results.
- **Bug Number:** MX-9375. In the Panel for Adobe Premiere Pro, Adobe the Metadata tab is showing “Asset not loaded” for Production Management assets when double-clicking the Search results.
- **Bug Number:** RCTR-2475. There is a missing Mongo index on the PhoneticId that is causing inefficient processing of Phonetic notifications.
- **Bug Number:** RCTR-2478. Performing a fast Phonetic Search (LSS) can cause the system to crash.

Fixed in Version 2022.3.16

- **Bug Number:** NEO-2264. The Asset Management Desktop player might block playback if your Asset Management locale is set to a language that is not available in MediaCentral Cloud UX.
- **Bug Number:** NEO-2340. The MediaCentral Cloud UX Media Viewer can show a Media Offline message around the final 10 seconds of Asset Management videos for some low latency proxy MXF media.
- **Bug Number:** NEO-2393. When using the segment source selector to map the same audio source to two different tracks (for example A1 to A1, and A2 to A1), you might hear clicks or pops in the audio during playback. This issue is only present if the source audio is compressed (low-res).
- **Bug Number:** NEO-2429. The Preview Frame for Maestro graphic assets might not appear correctly in the Asset Editor if the selected frame is located near the end of the animation.
- **Bug Number:** PLAD-836. After enabling the Current Video Resolution option from the Display Options menu, the Browse app does not display any video resolution information for sequences.

As sequences might contain multiple assets at different resolutions, this fix pulls the video resolution data from the first video asset in the sequence. Users should note that this data might not be available on all sequences due to source and other complexities.

Fixed in Version 2022.3.15

- **Bug Number:** NEO-2154 . When you enable the Show Media Status feature in the Sequence Timeline, voiceovers recorded through MediaCentral Cloud UX show as offline when the asset is actually fully online and available.
- **Bug Number:** NEO-2330. The Match Frame feature is disabled for locked (complex) sequences that originated in Media Composer.
- **Bug Number:** NEO-2205. Output levels of a Voice Over recorded in MediaCentral Cloud UX from the Left Channel of a Stereo source are displayed incorrectly.
- **Bug Number:** NEO-2420. You cannot download an image from the Asset Editor's Media Viewer for Asset Management EDLs or unsaved Production Management sequences that are loaded into the Record monitor.
- **Bug Number:** PLAD-838. After upgrading to MediaCentral Cloud UX v2022.3.14, importing assets to Adobe Premiere through the Avid MediaCentral Panel for 3rd Party Creative Tools results in the following error: This asset cannot be imported to Adobe Premiere Pro. Detail: AAF request Failed. Status: 404.

Fixed in Version 2022.3.14

- **Bug Number:** ICS-10177. Newly created Avid license.json files include a Signature string that cannot be understood by older versions of MediaCentral Cloud UX. Attempts to import the license result in a failure with the following message: “Signature verification failed, as signature does not match.”
- **Bug Number:** IPI-3309, AL-1920. There is an issue where the Source Monitor displays black frames, starting at certain frame locations, that do not update. Even if the growing file is closed (and ingest is finished) and the player is reloaded, the frames are still black. After the project is closed and re-opened, all the frames are correctly displayed.
- **Bug Number:** MAESTRO-6948. In the Graphics tab, the default Search Directory path for the Image Selector control is not saved for GMAM assets. When clicking on an Image Selector control, the location saved as the SearchDirectory path in the template does not appear.
- **Bug Number:** MX-9252. In the Tasks app, the error message about subscription to task notifications appears without a proper number of retries.

Fixed in Version 2022.3.13

- **Bug Number:** NEO-2161. Image assets imported through Media Composer at XDCAM HD 50Mbps (1080i/50) display as Media Offline in the Asset Editor.

- **Bug Number:** NEO-2207. Assets whose audio is fully online in MediaCentral Cloud UX and in Media Composer might play as only partially online after being published through the Publisher app.

Fixed in Version 2022.3.12

- **Bug Number:** MAM-18938. ActionMenuItems that are configured with different RestrictedObjectClasses only show up in the Actions menu correctly on the second attempt.
- **Bug Number:** NEO-2097. Asset Management audio-only media files might fail to play back after being loaded into the Asset Editor.
- **Bug Number:** NEO-2094. In some cases it might be possible to add an empty single frame edit into a sequence by using keyboard commands (I & O) to add IN and OUT marks to the Sequence Timeline followed by the V key to perform an insert edit. When attempting to save the sequence, users receive a “createSequence: Error parsing input XML file” error.
- **Bug Number:** NEO-2148, NEO-2208. Changes in Chromium introduced an incompatibility issue that resulted in the inability to play assets through the Avid MediaCentral | Panel for Adobe Premiere Pro.
- **Bug Number:** NEO-1672. If you add a Sequence to a story in the Rundown app, add assets and then save that Sequence, attempting to open that Sequence using the Rundown app's Open Sequence button might cause an endless “Open sequence” message to appear on screen.
- **Bug Number:** NEO-1976. After loading and playing the most recent media from an EWC (Edit While Capture) asset, the load time of subsequence assets is slower than expected.

Fixed in Version 2022.3.11

- **Bug Number:** MAM-18900. Due to a thread leak in the avid-mam-actions pod, playback in the MediaCentral Cloud UX Asset Editor intermittently is not working properly.

Fixed in Version 2022.3.10

- **Bug Number:** JP-8332. When you install the Traco feature pack (www.tracoapps.com), the Asset Editor does not display all of the expected tabs.
- **Bug Number:** MA-6375. Users will no longer receive a “TypeError” after dragging a story from search results in a docked Search app and dropping it into a queue in the Rundown App.
- **Bug Number:** MA-6376. Previously, a user without proper privileges on a story was still able to float that story. Now, the system disables the Float button in the Rundown App's toolbar if the privileges are not present.

This fix requires MediaCentral Newsroom Management v2022.3.2.

- **Bug Number:** MA-6404. Previously, a user without proper privileges on a story did not get any feedback that creating a sequence on that story failed. Now, the system displays an error message in the Rundown App if the user privileges are not present.
- **Bug Number:** NEO-2045. If you record multiple consecutive voice-overs, a recording might randomly, but eventually fail to save to the timeline — resulting in the loss of the VO media.
- **Bug Number:** NEO-2062. If you record a voice-over overlapping another one in a Sequence, the second voice-over gets placed underneath the first and does not overwrite the original voice-over.
- **Bug Number:** NEO-2093. Some complex sequences might fail to load or might load slower than in prior MediaCentral Cloud UX releases.

Fixed in Version 2022.3.9

- **Bug Number:** MX-9106. In the Tasks app, fields of type “string” do not allow entering multiple lines of text.

Fixed in Version 2022.3.8

- **Bug Number:** JP-8213. After installing Avid MediaCentral Cloud UX v2022.3.5, 2022.3.6, or 2022.3.7, users of the MediaCentral | Panel for Adobe Premiere Pro might lose access to some functionality within the MediaCentral Cloud UX panel and users might eventually be logged out of the panel while working in the application.
- **Bug Number:** MA-6298. If you delete a story from a Newsroom Management queue, and then you click the “Open associated story” button in the Sequence Timeline for a sequence that was previously associated with that story, the Rundown app points to the first story in the queue instead of displaying a “Story doesn't exist” error as expected.
- **Bug Number:** NEO-1876. When viewing a progressive media asset with a graphic overlay (Asset Editor > Graphics tab), the graphic might appear incorrectly interlaced in the Asset Editor.
- **Bug Number:** NEO-1978. An issue in the player’s global frame holder caused heavy pixelization on some assets during playback.
- **Bug Number:** PLAD-803. If the avid-local-job-proxy service is unavailable at any remote site in a Multi-Site configuration, the avid-local-job-proxy service on the local site might crash. If this occurs, the Process app might not display updates for any Deliver-to-Me jobs initiated from the local site. If the remote service stays offline for an extended period of time, the service crash and restart cycle might create resource issues on the local site over time.
- **Bug Number:** RCTR-2276, JP-8210. When downloading Search app results as a .CSV file, the resulting file might be incomplete if one or more assets includes a hashtag (#) character in the name.

Fixed in Version 2022.3.7

- **Bug Number:** NEO-2000. In some versions of Asset Management Desktop, some assets are not loaded in the player and load with erroneous messages.

Fixed in Version 2022.3.6

- **Bug Number:** ASSETS-3649. If an essence of the asset contains a comma in the file name, downloading the essence via asset/mam/download causes an `ERR_RESPONSE_HEADERS_MULTIPLE_CONTENT_DISPOSITION` error in Chrome.
- **Bug Number:** NEO-1894. When using the Overwrite Edit keyboard shortcut (B), the Asset Editor allows an illegal edit of a locked / complex sequences (as a source) into a new MediaCentral Cloud UX Sequence. When the editor saves this new sequence, segments from the original sequence might be lost in the process. After installing this update, the system blocks the illegal edit and displays a message to inform you that the action is not allowed.

Fixed in Version 2022.3.5

- **Bug Number:** AL-1277. The customizable Video ID limit setting introduced in v2022.3.4 is not properly applied for assets with an existing Video ID.

Fixed in Version 2022.3.4

- **Bug Number:** RCTR-2223. When executing a search that includes a tokenized value (for example the dash characters in AVID-London-2022), the asset counts in the Search Sidebar do not reflect the correct number of assets that are shown in the Results area of the app.
- **Bug Number:** RCTR-2235. When adding a term to a pill in the Search app that contains a dash “ - ”, and a wildcard (for example AVID-London-2022), the term is not tokenized correctly. In this case the search might not return the expected results.
- **Bug Number:** MA-6295. Previously, attempts to copy a story within a queue that had the Update trait would fail without any proper explanatory message. Now, the Rundown App displays the following message: “Story duplication is not possible in an Update queue.”

Fixed in Version 2022.3.3

This release includes improvements for some back-end systems that enhance the overall performance of the product.

- **Bug Number:** ICS-9890. When configuring User Mapping in the Multi-Site Settings app, the system does not create a valid user map if you manually type the user name and your value is not a case-sensitive match.

For example, if you type “avidadmin” and the user was created as AVIDadmin, the user map would not match. This release relaxes those restrictions so that a case sensitive match is no longer required.

Fixed in Version 2022.3.2

- **Bug Number:** MA-6268. If you edit a field in the Rundown app's Queue grid and click to an area outside of the grid, the focus remains on the previous cell and not on the newly selected element or area of the user interface.
- **Bug Number:** MTTO-3776. In some rare cases, a certain combination of system users and jobs in the Process app might cause the MongoDB database to consume higher than normal CPU resources.
- **Bug Number:** NEO-1703. When scrubbing an area of the Sequence Timeline that includes a timed graphic element, the Asset Editor might display some temporary interlaced artifacting for the area of the sequence that includes the graphic.
- **Bug Number:** NEO-1734. When editing timed graphics in the Sequence Timeline, the sequence might suddenly unload from the Asset Editor.
- **Bug Number:** NEO-1738. The Asset Editor might display a single gray frame when loading an asset for which the media is partially offline.
- **Bug Number:** NEO-1822. When recording a voiceover in a consistent tone or constant noise, the VU meter in the Audio tab of the Asset Editor might incorrectly display a drop in the recorded audio levels. The resulting audio asset is recorded with these lower levels.

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