Avid Editing Application

ReadMe for Media Composer® v2020.12.5

Revision History

Date	Description
March 16, 2022	Added MCCET-4403 to the fixed bug list.

Fixed in Media Composer v2020.12.5

The following have been fixed:

➤ **Bug Number:** MCCET-4403. You might have experienced inconsistent behavior when switching the "If no match found" Dynamic Relink setting between Highest Resolution and Offline.

➤ **Bug Number:** MCCET-4267. Wrong media was displayed if you disabled tracks, performed a render and then enabled tracks.

➤ **Bug Number:** MCCET-3840. Scrubbing a sequence containing a SubCap effect might have crashed to a Breakpad window.

➤ **Bug Number:** MCCET-4359. You might have received a "MultiframeCombiner" error while trimming nested clips.

➤ **Bug Number:** MCCET-4321. Checking out an ProRes 4444 with alpha from Interplay displayed as unsupported and would crash when you tried to play the clip.

➤ **Bug Number:** MCCET-4219. Timecode Burn-in did not display correctly if the macOS font was set to default.

➤ **Bug Number:** MCCET-4397. When performing an import, Matte Keys were offline if Dynamic Relink was enabled.

➤ **Bug Number:** MCCET-4384. You might have received a "CORE_CONSISTENCY_CHECK_FAILURE" error when linking some Tiff images using the UME plug-in.

➤ **Bug Number:** MCCET-4369. Audio from imported camera masters went offline after being brought in from Interplay.

➤ **Bug Number:** MCCET-4002, MCCET-4408. With Dynamic Relink enabled, performing a batch import of .wav files (AAF from Prunus) did not import properly.

➤ **Bug Number:** MCCET-3500. In some instances, portions of imported TIFF files might not display properly.

➤ **Bug Number:** MCCET-4380. A sequence containing XDCAM HD 50 clips displayed yellow if Multirez was activated with Dynamic Relink Target setting set to XDCAM HD 50.

➤ **Bug Number:** MCCET-4404. In the Dynamic Relink Settings, switching the "If no match is found" option between "Use Highest Rez" and "'Offline" toggled the media offline and back to online.

➤ **Bug Number:** MCCET-4318. Subclips generated from ALE broke the masterclip metadata links if you type in the Comments column.

➤ **Bug Number:** MCCET-4193. Trimming subclips from MediaCentral | Cloud UX might have resulted in redraw issues in the Media Composer Timeline.

➤ **Bug Number:** MCCET-4362. A restored sequence might have displayed as offline in an Interplay environment.

➤ **Bug Number:** MCCET-4335. In some instances, you could not link P2 folders containing Prunus AAF.

➤ **Bug Number:** MCCET-4331. Media Composer crashed to a white screen if you enabled MultiRez with Dynamic Relink setting set to "Linked Media".

➤ **Bug Number:** MCCET-3375. Transcoding linked 50fps h264 MOV clips to 50i might have resulted in the wrong Start Timecode.

➤ **Bug Number:** MCCET-4208. You might have received a "DISK_FILE_NOT_FOUND" error (not Media Offline) in Media Composer when media was deleted from Access.

➤ **Bug Number:** MCCET-4105. Bin tabs did not clearly show which bin was currently open.

➤ **Bug Number:** MCCET-4329. In some instances, a caption file (.scc) had a different duration in HD vs UHD.

➤ **Bug Number:** MCCET-4275. Opening large sequences containing SubCap effects crashed Media Composer.

➤ **Bug Number:** MCCET-4169. You may not have received a warning message when exporting XDCAM HD 50 (RDD9) exceeding 8 audio tracks.

➤ **Bug Number:** MCCET-4011. You were unable to link to ProRes 422HQ QT movie with UME plug-in, but could link with QuickTime plug-in.

➤ **Bug Number:** MCCET-3861. You could not successfully link or import ProRes HQ files recorded with Odyssey™ by Convergent Design.

➤ **Bug Number:** MCCET-4203. Apple ProRes 422 clips with 16bit PCM audio could not be linked using the UME plug-in.

➤ **Bug Number:** MCCET-3997. Window position was not saved in Workspaces.

➤ **Bug Number:** MCCET-4138. Right-clicking on the Name column to sort alphabetically did not work on the first sort. You had to right-click twice.

➤ **Bug Number:** MCCET-4195. Capitalized names were sorted first regardless of alphabetical order in the Project window.

➤ **Bug Number:** MCCET-4240. In some instances, Telestream Live Capture was offline for V1, A1.

➤ **Bug Number:** MCCET-4224. In some instances, the Source Browser was not maximized enough to display the Link and Import buttons.

➤ **Bug Number:** MCCET-4005. If waveforms were enabled, six hour captures of "In progress" (EWC) clips were extremely slow.

➤ **Bug Number:** MCCET-4277. You might have seen a "bad public movie atom" error when trying to open an exported MOV or EDIUS file in QuickTime Player.

➤ **Bug Number:** MCCET-4218. In some instances, QuickTime with alpha MOV files appear offline after import.

➤ **Bug Number:** MCCET-4226. After performing a transcode and checkout, png files might have been offline.

➤ **Bug Number:** MCCET-3119. Some Avid Titler+ font names may have displayed as "Invalidate label encoding" in the Effect Editor window.

➤ **Bug Number:** MCCET-4187. Segment buttons from (Command Palette - Edit) did not work the same as the Segment buttons from (Command Palette - Smart Tools).

➤ **Bug Number:** MCCET-4202. You may have received a "writing properties to asset manager" error when checking in a Matte key clip.

➤ **Bug Number:** MCCET-3948. You could not link QuickTime DNxHD 120.mov on macOS v10.15.x (Catalina) and v11.x (Big Sur).

➤ **Bug Number:** MCCET-4238. Media Composer crashed with an "Exception: Structured Exception" error when trying to transcode or consolidate certain clips.

➤ **Bug Number:** MCCET-4068. If the brightness in the Interface Settings was set to one of the two brighter settings, values in the Quick Transition window were cut off.

➤ **Bug Number:** MCCET-3993. Setting Dynamic Relink to "Show Mismatches" was not working with mixed proxy media.

➤ **Bug Number:** MCCET-4183. In some instances, the User Interface would appear to freeze or hang if you were working with a large project with many bins.

➤ **Bug Number:** MCCET-4145. After adjusting Color Correction and adding a Paint effect, Media Composer added multiple Color Correction effects in the Effects Editor.

➤ **Bug Number:** MCCET-4285. When a Delete Window was positioned over a bin, if you canceled a deletion, the spinning wait cursor did not stop spinning unless you moved the mouse to another position.

➤ **Bug Number:** MCCET-4177. In some instances, media was offline in the Timeline on some of the clips and adjusting Dynamic Relink would not bring it online.

➤ **Bug Number:** MCCET-4188. (Production Management) XDCAM HD media was offline after checkout and you could not get the media online.

➤ **Bug Number:** MCCET-3903. You might have received a "PMM_MISMATCH_UNKNOWN_ATTR" error when trying to capture from SD DV through 1394 (firewire).

➤ **Bug Number:** MCCET-4264. You might have seen a Waveform Engine crash when opening a bin, closing a bin, loading a sequence, or clearing a sequence.

➤ **Bug Number:** MCCET-4305. Using Quick Find in the Timeline might have crashed Media Composer.

➤ **Bug Number:** MCCET-4225. If Dynamic Relink was enabled, imported .wav files were offline.

➤ **Bug Number:** MCCET-4182. In some instances, 3D CLF LUTs did not always get applied in Media Composer.

➤ **Bug Number:** MCCET-4152. Dragging multiple bins into a folder took longer then normal.

➤ **Bug Number:** MCCET-4292. You might have seen redraw issues in the Source monitor when viewing 4 and 9 way MultiCam with NDI enabled.

➤ **Bug Number:** MCCET-3972. Performing a Long-GOP Send to Playback to FastServe failed if a local Transfer Engine was running.

➤ **Bug Number:** MCCET-4266. In some instances, after performing a Send To Playback, the Data track was stripped from the .transfer sequence.

➤ **Bug Number:** MCCET-4314. You might have seen video glitches if "prefer largest raster, then prefer highest bandwidth" was enabled in Dynamic Relink.

➤ **Bug Number:** MCCET-4164. (macOS) Avid Titler+ English alphabet characters were left behind once you selected Chinese Pinyin characters.

➤ **Bug Number:** MCCET-4228. When changing Dynamic Relink settings, a portion of the original master clip might be offline in the area of consolidated media.

➤ **Bug Number:** MCCET-4231. In some instances, XDCAM media that includes an alpha channel appeared as Media Offline.

➤ **Bug Number:** MCCET-4154. The Digital Cut Tool size expanded after switching between workspaces multiple times.

➤ **Bug Number:** MCCET-4290. Bin thumbnails do not always reflect the monitored track in a sequence.

➤ **Bug Number:** MCCET-4269. Some effects would not render if a clip with "Adaptive Deinterlace Source" enabled had been applied.

➤ **Bug Number:** MCCET-3876. MOV media with lossless audio (ALAC) did not link with the UME plug-in.

➤ **Bug Number:** MCCET-3838. You could not save AudioSuite and Track Effects Plug-in Settings in macOS Catalina (v10.15.x) and Big Sur (v11.x).

➤ **Bug Number:** MCCET-4234. If Dynamic Relink was set to Highest Quality or Minimal Bandwidth, you could not always successfully switch between AVC-Intra 100 and Proxy media.

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