



# Avid® Editing Application

## ReadMe for Media Composer® v2022.4

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### Revision History

| Date           | Description                             |
|----------------|---|
| July 19, 2022  | Added Fixes for Media Composer v2022.4. |
| April 25, 2022 | Added Fix for Media Composer v2022.4.   |
| April 21, 2022 | Release of Media Composer v2022.4.      |

**IMPORTANT: Avid periodically makes software updates available for download on Avid.com at the following location: [www.avid.com/us/support/downloads](http://www.avid.com/us/support/downloads). Please check the above site regularly for information on available downloads for your product.**

### Important Information

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

**Important:** Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes compatibility issues with previous releases, software installation instructions, hardware and software requirements, and summary information on system and memory requirements. This document also lists hardware and software limitations.






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# Symbols and Conventions

Avid documentation uses the following symbols and conventions:

| Symbol or Convention  | Meaning or Action   |
|---|---|
|  | A note provides important related information, reminders, recommendations, and strong suggestions.  |
|  | A caution means that a specific action you take could cause harm to your computer or cause you to lose data.  |
|  | A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.  |
|  | A user tip provides a helpful hint that can aid users in getting the most from their system.  |
|  | A shortcut shows the user keyboard or mouse shortcuts for a procedure or command.   |
| >   | This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.                                    |
| ▶   | This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.   |
| (Windows), (Windows only), (macOS), or (macOS only)                               | This text indicates that the information applies only to the specified operating system, either Windows or macOS.   |
| <b>Bold font</b>  | Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.   |
| <i>Italic font</i>  | Italic font is used to emphasize certain words and to indicate variables.   |
| <b>Courier Bold font</b>  | Courier Bold font identifies text that you type.  |
| Ctrl+key or mouse action  | Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.  |
| (pipe character)  | The pipe character is used in some Avid product names, such as MediaCentral   Production Management. In this document, the pipe is used in product names when they are in headings or at their first use in text. |

## If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available after the documentation was published. Also check online for the most up-to-date ReadMe because the online version is updated whenever new information becomes available. To view the online ReadMe, select ReadMe from the Help menu, or visit the Knowledge Base at <http://www.avid.com/readme>.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues. In addition to the printed documentation supplied with your editing application, the documentation is supplied in PDF format when you install the application. Topics that you print from the Help have limited page layout and formatting features. If you want to print a higher quality version of Help information, Avid recommends that you print all or part of the PDF version of the appropriate Avid manual included in the Online Library for your editing application. To access the Online Library, select Help > Online Library from within your Avid editing application.
4. Visit Avid Online Support at [www.avid.com/onlineSupport/](http://www.avid.com/onlineSupport/). Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

## Media Composer Notes



**(macOS Only) macOS Catalina does not support 32 bit applications. The legacy Title Tool, Marquee Title Tool and QuickTime legacy codecs are no longer installed when you install Media Composer. If you are installing Media Composer on a system with a pre-Catalina OS, a separate installer is provided that allows you to choose to install the Title Tool, Marquee, and QuickTime legacy codecs. Only install legacy codecs if QuickTime is installed on your system. The installer is Media Composer Legacy Components 2021.12.1 Mac. You can get the installer from MyAvid, Link, or the download center.**



**MCDEV-11537 If you intend to use full-frame stereoscopic with an Avid Artist DNxIQ, you may want to remain with Media Composer v2018.12.x until the issues with Stereoscopic support are resolved in a future version.**

- (MCCET- 2541) When working with Avid Artist DNxIO or Avid Artist DNxIQ, you should disable the Line In recording input (BlackMagic Audio in the Windows OS).
- Avid recommends that you **do not** install Desktop Video software version 10.10.1 on Media Composer versions prior to v2018.5.1.

- **Avid Artist DNxIO and Avid Artist DNxIQ:** If you are using Avid Artist DNxIO, Avid Artist DNxIQ, or a BlackMagic Designs video device, please update to Desktop Video software version v11.0 or higher. If you are using Avid Artist DNxIV and Avid Artist DNxIP please update to AJA software v15.2 or later.
- **Qualified Operating Systems:** For information on qualified operating systems, see [Qualified Hardware and Operating Systems](#).
- **Dongle Info (macOS Only):** The Dongle Sentinel driver installer is no longer automatically installed when you install the editing application. The driver is now located in the Avid\_Uilities folder (/Applications/Utilities/Avid\_Uilities/Sentinel\_Driver). If you have a dongle, manually install the driver from this location.



**When installing the Sentinel Driver, check your System Preferences and select “Security and Privacy.” You may need to choose to Allow the driver to be accessed.**

- Media Composer now includes a **dnxmov2mxf** executable in the \Program Files\Avid\Avid Media Composer\SupportingFiles\Utilities folder. This executable allows you to manually convert MOV files with DNX essence with separately stored alpha to an MXF OP1a file with DNX essence and embedded alpha.  
The tool is available for Windows, osX and Linux. To run on Windows, Visual C++ Redistributable for Visual Studio 2015 or Visual C++ Redistributable for Visual Studio 2017 is required.  
Run the command from a command prompt on Windows or from terminal on macOS.  
DNXMOV2MXF usage is:  
dnxmov2mxf path\_to\_mov [path\_to\_mxf]

## Notes on Working with SRT

For details on working with SRT, search for “Open IO Support for SRT” in the Help.

## Decoded Output

- Due to the compressed streaming nature of SRT, and the variety of SRT decoding applications and devices available, the decoded output may not be in sync with the Media Composer desktop. Depending on the decoder being used, the output may be up to several seconds out of sync. Adjusting the buffering settings in the decoder as well as the SRT latency setting can help to improve the delay depending on your network's quality of service.

## SRT Quality Bitrates

- The default quality settings for a 1080p/29.97 project are 5-15 Mbits/sec for low, 10-30Mbps for medium and 30-80 Mbps for high. Bitrates will vary, and might exceed the average values, based on the media being sent over SRT. Bitrates are scaled based on the frame rate and raster size, and may vary in the actual bitstream based on how efficiently the codec can compress the frames.
- Only 8b quality is supported with SRT. Media Composer will automatically set the I/O to 8b quality if Media Composer is set to draft or 10b.

## Projects and Media Support:

- 2K/UHD/4K projects will be downconverted to HD formats at the same frame rate. For example, if you are working on a UHD 4k 23.976 projects, it will be converted to an HD 23.976p project.
- Interlaced formats are not natively supported, but will be converted to progressive format at the equivalent frame rate.
- SRT will mix multi-channel audio to stereo audio.
- RGB is not natively supported and will be converted to YUV.



*The SRT plug-in is supported with Media Composer | Enterprise and Media Composer | Ultimate licenses only.*



*Currently, audio scrubbing is disabled when broadcasting SRT or with NDI.*

## Security Guidelines

As system and network security attacks become increasingly more inventive and persistent, Avid has adopted a new security strategy to help you, our customer and partner, better protect your assets and intellectual property. As you might know, Avid has traditionally recommended Symantec Endpoint Protection as the preferred and qualified solution for much of the Avid product line. As of Q3, 2020, Avid introduced a more flexible strategy that provides general guidelines for protecting your Avid systems. This new policy allows you to choose the best security solution for your organization, while still following Avid best practices. Avid Media

Composer allows you to install an endpoint detection and response solution on your system. While Avid does not support any specific solution, you can find general guidelines and information related to CrowdStrike Falcon on the following Avid Knowledge Base page:

[https://avid.secure.force.com/pkb/articles/en\\_US/troubleshooting/en239659](https://avid.secure.force.com/pkb/articles/en_US/troubleshooting/en239659)

## Changed in Media Composer v2022.4

With the latest macOS installer, the Avid Media Composer application icon is no longer automatically added to the dock. Refer to your macOS documentation for instructions on adding an application icon to the dock.

## Fixed in Media Composer v2022.4

The following have been fixed:

- **Bug Number:** MCCET-4303. In some instances, when launching Media Composer, the "Avid Media Composer Activation" window appeared, even though Avid Link showed that Media Composer was successfully activated.
- **Bug Number:** MCCET-4160. Media Composer perpetual floating licenses were deactivated after any MC Option was activated.
- **Bug Number:** MCCET-4570. (MediaCentral | Production Management) Playback would fail when sending MXF (OP1A) files to a local disc using the Transfer Engine.
- **Bug Number:** MCCET-4575. Media Composer Definitions created for a group using the Media Composer | Enterprise Admin Tool were not saved or written properly for users.
- **Bug Number:** MCCET-4303. In some instances, when launching Media Composer, the "Avid Media Composer Activation" window appeared, even though Avid Link showed that Media Composer was successfully activated.
- **Bug Number:** MCCET-4160. Media Composer perpetual floating licenses were deactivated after any Media Composer option was activated.
- **Bug Number:** MCCET-4519. In some circumstances you might have received an error when using Color Correction with dupe detection enabled.
- **Bug Number:** MCCET-4465. In some cases Media Composer options would not be seen in Media Composer when Media Composer used Cloud Licensing.

- **Bug Number:** MCCET-4242. When working with some AudioSuite plug-ins, rendering stereo audio was slow in a Production Management/Avid NEXIS environment.
- **Bug Number:** MCCET-4378. (NDI) In some instances, the Media Composer monitor was either behind or ahead of the NDI stream.
- **Bug Number:** MCCET-4442. JKL playback did not work properly when switching workspaces with Calculator tool open.
- **Bug Number:** MCCET-4265. A sequence containing grouped XDCAM 50 clips with FrameFlex did not retain FrameFlex after performing a mixdown.
- **Bug Number:** MCCET-4527. Exporting BXF files caused a crash.
- **Bug Number:** MCCET-4562. In some instances, LTC signals did not parse correctly in Read Audio Timecode.
- **Bug Number:** MCCET-4402. With Gang enabled, selecting all Timeline Clip Notes resulted in a hang.
- **Bug Number:** MCCET-4596. When in Bin Frame View, moving clips by lassoing them did not work properly.
- **Bug Number:** MCCET-4485. Insert Export was not working properly.
- **Bug Number:** MCCET-4489. Using keyboard shortcuts to move clips up and down did not activate video tracks.
- **Bug Number:** MCCET-4513. (Production Management) In some instances, you might have experienced a significant slowdown when performing an Edit While Capture.
- **Bug Number:** MCCET-4436. If Dynamic Relink was enabled, an imported audio file might have appeared offline.
- **Bug Number:** MCCET-4481. (Production Management) Clips with the Restrictions did not appear with the red triangle in the Media Composer bin.
- **Bug Number:** MCCET-4479. When moving bins in a project, it can take too long for the bin to respond and in some instances the beachball appears when moving the bin.
- **Bug Number:** MCCET-4395. (ScriptSync) If you added color to a range of script indicators, when you closed and then reopened the script, the indicators were filled even if they were not previously filled.



- **Bug Number:** MCCET-4347. You might have received an Assertion failed error when exporting AAF on a macOS Big Sur system.
- **Bug Number:** MCCET-4367. Audio levels were inconsistent after performing a render and opening and closing a Bin.
- **Bug Number:** MCCET-4364. A single asset in a bin could not be renamed after pressing the main Enter key.
- **Bug Number:** MCCET-4267. Wrong media was displayed if you disabled tracks, performed a render and then enabled tracks.
- **Bug Number:** . MCCET-4497 (macOS) Performing a Select Media Relatives on a sequence crashed the application.
- **Bug Number:** MCCET-4335. You could not link P2 folders related to Prunus AAF in Media Composer v2020.12 and later.
- **Bug Number:** MCCET-4399. If you performed an Export as Graphic and NDI was active, you might have received an “AMEResourceManager ReconfigHW\_LegendBoB\_Capture” error.
- **Bug Number:** MCCET-3854. During export some AAF Sound settings did not save.
- **Bug Number:** MCCET-4360. In some instances, exporting to a P2 device resulted in pixelated and inverted images.
- **Bug Number:** MCCET-4204. You could not configure FastServe/AirSpeed Studio with the Media Composer | Enterprise Admin Tool.

## Limitations

The following are known limitations

- Photoshop PSD files are not supported for AMA linking if QuickTime is not installed.
  - Some fonts, by their design, are available only in Bold. On the macOS system it can happen that selecting a font does not produce any visual changes. Try selecting “Bold.”
  - If you launch a project and receive an “Enable 3rd Party Emulation” warning, even if you select Enable in the warning dialog, you should also perform the following: Select File > Settings and click the Project tab. Click General Settings and select “Enable Bin Sharing on 3rd party storage emulating Avid NEXIS/ISIS.”
- **Bug Number:** MCDEV-16409. When broadcasting SRT, audio scrubbing is disabled.

- **Bug Number:** MCDEV-16119. (Avid Artist DNxIQ) When trying to capture audio, you might receive an “Audio/video is unexpectedly no longer coming into the system” exception error. Note that this only happens the first time, subsequent audio captures are successful.

**Workaround:** Perform a capture with video first and then turn video off for the subsequent captures.

- **Bug Number:** MCDEV-15829. If you perform a clean install of Windows 11, Media Composer does not see the RED plug-in. This does not occur if you perform an upgrade from Windows 10 to Windows 11.

- **Bug Number:** MCDEV-15674. You might not be able to successfully link XAVC-S volumes using the Nablet plug-in.

**Workaround:** Instead of linking to a volume, link to clips using the UME plug-in.

- **Bug Number:** MCDEV-15843. (Windows 11) In some instances, you cannot drag and drop from the Finder to a bin.

**Workaround:** Use the Media Composer Source Browser to import or link your media.

- **Bug Number:** MCDEV-15491. Right clicking on an empty cell in the Tool Palette results in a crash.

- **Bug Number:** MCDEV-14845. Media Composer | Enterprise Admin tool does not restrict NDI when Media Composer is in software only mode.

- **Bug Number:** MCCET-3702. Image Quality when adding UHD progressive clips to an HD interlace sequence:

The process Media Composer uses to mix and match video formats in a sequence is to transform the source clip's frame rate and frame layout to meet the project specifications; the motion adapters are added first, then spatial adapters are applied in order to provide expected playback dimensions.

For example, if you have a UHD 50p clip that you want to add to a 1080i Timeline, the UHD clip first gets split into 2 separate fields (UHD format), then each field gets independently resized to 1920x540 in HD. The export process puts those resized fields back together into a progressive HD frame but does not maintain the clarity of the original progressive frame.

**Workaround:** If you first transcode the UHD progressive clip to HD progressive and then add the HD clip to the interlace sequence, it forces the resize operation from UHD to HD to be done before the split gets into interlace mode.

- **Bug Number:** MCCET-3788. You might receive a “*clip name* is a clip in a multi-essence file that cannot be exported using the specified Embedded in AAF setting” when exporting embedded AAFs with OP1a audio clips.  
**Workaround:** Consolidate the OP1a clips to Avid OP-Atom prior to performing the export.
- **Bug Number:** APPSVCS-723. The Collab App in MediaCentral CloudUX window does not currently work with Media Composer.
- **Bug Number:** MCDEV-13604. You might have issues playing clips containing Media Composer effects in the Baselight User Interface if the Fast Image Access option is enabled in the Baselight plug-in
- **Bug Number:** MCDEV-12926. (macOS) If you have upgraded to macOS 10.15.4, there is a known issue with local attached RAID storage. The system will hang when running Media Composer or copying large files. This does not happen with earlier versions of the OS. You can read details about this issue [in this blog](#). This limitation no longer exists with macOS 10.15.5.
- **Bug Number:** MCDEV-12988. (macOS) The AMA Drastic plug-in is not supported with Media Composer v2020.4
- **Bug Number:** MCDEV-12964. For a faster performance of export audio/video sequences to .mov in 2020.4, please render the sequence prior to export, or disable the GPU fx (in the Render Settings - Current menu)
- **Bug Number:** MCDEV-12735. Maestro graphics do not appear correctly in the Timeline if your system uses the Radeon video card.
- **Bug Number:** DEFI-1808. (Media Composer | Distributed Processing) Two clips or sequences will always be created when performing a consolidate or transcode with Media Composer | Distributed Processing.
- **Bug Number:** MCDEV-11481. Promoting a title from the Title Tool application to Avid Titler+ cannot be performed if it includes a motion adapter.
- **Bug Number:** MCCET-11796. Larger than 10 bit DPX files might fail to link correctly.  
**Workaround:** Go to File > Settings and click the User tab. In the Link Settings, click the Link Options tab and make sure Alpha Channel is set to Ignore.
- **Bug Number:** MCDEV-11430. Media Tool ignores the “Current project” filtering option and lists media files that are not associated with the current project.

- **Bug Number:** MCDEV-11197. In some instances, the Interleave option might not appear in the Export As dialog box. If you are performing an Export using the Avid Media Processor, the Interleave option should appear when you choose Stereo, 5:1, or 7.1 Audio.

**Workaround:** If it does not appear, briefly toggle back to the Mono setting, then toggle to Stereo Mix once again. Doing so should reveal the Interleave option.

- **Bug Number:** MCDEV-8641. (AMD Graphics). Systems with AMD graphics cards might display tearing when performing Full Screen playback.
- **Bug Number:** MCDEV-9269. (Media Composer | Cloud) After performing a remote download operation on a sequence containing AVC-I 100 remote media, the downloaded media appears as XAVC-I 100.

**Workaround:** Download the entire master clips.

- **Bug Number:** (macOS). You may occasionally see the menu bar flash followed by a brief beach ball. To fix this, deactivate “Displays have separate spaces” under System Preferences > Mission Control settings.
- **Bug Number:** MCDEV-9011. Intermittently, when working with the XDCAM Nablet Plug-in, you might see “Failed to get the sample position from the AMA Plug-in” errors if you have waveforms enabled in the Timeline.
- **Bug Number:** COGS-2560. While working in the Script Window, text operations (cut/copy/paste/delete/editing) can only be done in edit mode. See “Editing a Script” in the Help.
- **Bug Number:** MCDEV-5650. When working with Panasonic LongG media, you might receive an “SFPlayConsumer Timeout” error if audio waveforms are enabled.

**Workaround:** Turn off audio waveforms.

- **Bug Number:** MCDEV-5385. MultiCam editing with Panasonic LongG media is not supported with this release.

## Before Installing the Editing Application

### (Windows) Overwriting During the Install Process

If you are upgrading from version 2020.12.x or later, you can choose to perform an overwrite during the install process. For versions prior to that, you must perform a manual uninstall first.

## Media Composer | Enterprise and Media Composer | Distributed Processing

If you are working with Media Composer | Enterprise or Media Composer | Distributed Processing, please refer to the “Installation Prerequisites” section in the *Media Composer | Enterprise Administration Guide* and *Media Composer | Distributed Processing Administration Guide* to make sure you have compatible Avid MediaCentral Cloud UX Platform ISO and Avid MediaCentral Cloud UX Feature Pack ISO versions.

### Avid DX Driver Separate Installer

The Avid DX Driver is not automatically installed when you install the editing application. If you need to install the Avid DX Driver to work with your Avid IO device, you can install it separately.

The installer is located:

- (macOS) /Applications/Utilities/Avid Utilities
- (Windows) Program Files\Avid\Utilities\DXDrivers

### Before Installing the Editing Application in an Avid Interplay Environment



**Please note the following before you install the editing application in an Avid Interplay or Avid MediaCentral environment.**

Carefully read through the “Avid Editor Compatibility with Interplay Releases” guide (found in the following link) before upgrading. It might be necessary to also upgrade the Interplay components on the editing client.

[http://avid.force.com/pkb/articles/en\\_US/compatibility/Avid-Video-Compatibility-Charts](http://avid.force.com/pkb/articles/en_US/compatibility/Avid-Video-Compatibility-Charts)

### Buffer Error Message

The editing application requires a minimum of 8GB RAM. If you try to install the editing application on a system with less than 8GB RAM, you will receive a buffer error and installation will not proceed.

### Download Note

To avoid “File Path too long” or a “File cannot be copied” warning while unzipping the downloaded installer, try placing the installer .zip on the root level of your C:\ drive and unzip it from that location.

## User Right to Raise Thread Priority

(Windows) Note for Domain Administrators: If your editing systems are part of a domain, you must give the user the right to “Increase Scheduling Priority.” This must be done within the Domain Group Policy on the domain controller by giving the right explicitly to the user or giving the right to a group and adding the user to that group. You will not be able to launch as a regular user if this is not set properly.

If you are part of a domain, a Domain Administrator should install and perform the first launch of the editing application.

## Install as Administrator

You need to first install and launch the editing application as an Administrator. If you are in a Shared Storage environment, mount your workspaces as an Administrator. You may then log off and log back in as a Standard user, if necessary.

# After Installing the Editing Application

## AMA Plug-Ins

You cannot install the AMA Plug-ins while the editing application background services are running. Make sure you Stop the services before installing the AMA Plug-Ins. The stop/start background services icon is on the menu bar (macOS) or taskbar (Windows). Once you install the new AMA plug-in, restart the services. See “Starting and Stopping Avid Background Services” in the Help.

# Notes on Software Licensing

## If You Upgrade Your Operating System

If you need to upgrade your operating system after you install your Avid editing application, first deactivate your software. After you upgrade your operating system and, if required, reinstall your application, you can reactivate your software. For information on activating and deactivating your software license, see the *Installation Guide for Avid Editing Applications*.

# Minimum RAM Recommendation

For this release Avid recommends 16 GB minimum, 32 GB recommended. Some features might require more RAM and specific hardware. See “[Feature Performance](#)” on page 15 for more info.

# Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See “[Feature Performance](#)” on page 15 for more info.

The following tables provide the information on qualified Windows and macOS hardware.

For 3rd-Party Open IO hardware qualification refer to the manufacturer’s documentation. See the Open IO Frequently Asked Questions document on the Knowledge Base:

[http://avid.force.com/pkb/articles/en\\_US/faq/en422991](http://avid.force.com/pkb/articles/en_US/faq/en422991)

The following lists the qualified Operating Systems. Depending upon your hardware the qualified Operating Systems are:

- Windows v10 64-bit v 2004 or later (Professional and Enterprise) and Windows 11
- macOS v10.15.7, v11.x to 11.6.4, v12.x to 12.3.1



*macOS 10.14.6 Mojave is not supported with Media Composer 22.4 and later releases.*



*Avid has not qualified macOS v12.x with the CrowdStrike anti-virus application.*



*With the release of macOS v10.13.x and higher, Apple requires manual approval of loading Kernel Extensions (KEXTs). (For example BlackMagic, and AJA IO devices install Kernel Extensions.) At installation time, you should get a dialog saying that the KEXT was not loaded. You must go the “Security & Privacy” system preference and manually approve the KEXT. Keep the Security & Privacy pane open after you install the I/O device drivers so that you will see the notice that the driver has been blocked and press the “allow” button within 30 minutes of installing or the driver will be permanently blocked.*

## Qualified Workstations and Laptops

For a list of qualified Windows and macOS systems, go to the following page: [Avid qualified systems](#). Select either the Windows or macOS CPU Specifications pdf.

## Feature Performance

A number of features in this editing application are processor-intensive. As a result, you might experience problems if you are working on an older system. The following chart shows the hardware that Avid has successfully qualified when using these features. For a list of the qualified systems, see [Qualified Workstations and Laptops](#).

| Feature   | Description                          | Recommended System   |
|---|--------------------------------------|--|
| 16K projects  | 96GB RAM minimum                     | 48 Core Intel CPU systems with Nvidia RTX graphics   |
| Editing High Resolution, High Frame Rate XAVC-I Media (UHD/4k in 59.94p)<br>4 streams of media and color adapters | 64 GB RAM minimum, 96 GB recommended | <p data-bbox="872 352 1222 439">HP Z8, Z6,<br/>Lenovo P920, P720, P620 systems<br/>Dell 7920, Dell 7820</p> <ul data-bbox="872 458 1282 736" style="list-style-type: none"> <li data-bbox="872 458 1282 515">• Dual gold 6254 3.1 Ghz turbo to 4.0 Ghz 18-core (72 with HT)</li> <li data-bbox="872 534 1282 621">• Dual Xeon Gold 6154 3.0 Ghz, turbo up to 3.7 Ghz 18-core (72 cores with Hyperthreading)</li> <li data-bbox="872 640 1076 663">• AMD WX-7100</li> <li data-bbox="872 682 1282 739">• Nvidia RTX 5000, RTX 6000, AMD WX9100</li> </ul> <p data-bbox="872 758 1246 782">Storage: 10Gb Ethernet Avid NEXIS</p> |
| 1080p/50 XAVC Long Baseband Capture   | 16 GB RAM minimum                    | <p data-bbox="872 810 1232 833">Qualified PC Dual 6 Core or higher</p> <p data-bbox="872 852 1265 909">Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading</p>   |



| Feature   | Description   | Recommended System  |
|---|---|---|
| Editing High Resolution, High Frame Rate DNxHR Media (UHD/4k in 59.94p) | 32GB Min, 64 GB recommended   | <p>HP Z8, Z6,<br/>Lenovo P920, P720, P620 systems<br/>HP Z840<br/>HP Z640/Z620<br/>Dell 7920/7910<br/>Dell 7820/7810<br/>Lenovo P910/P900/<br/>Lenovo P710/P700</p> <ul style="list-style-type: none"> <li>• NVIDIA RTX 5000, 6000, AMD WX9100</li> <li>• NVIDIA P5000, M5000 or K5200 and AMD WX-7100<br/>PCIe Gen3 Gfx card (recommended)</li> </ul> <p>Mac Pro</p> <ul style="list-style-type: none"> <li>• 12 core (24 with Hyperthreading)<br/>3 GHz</li> <li>• Dual AMD FirePro 500/700 Graphics card</li> </ul> <p>Storage: 10Gb Ethernet Avid NEXIS</p> |
| Editing High Resolution Media (Higher than 2K+)                         | 16 GB RAM minimum   | <p>Qualified PC Dual 6 Core or higher<br/>Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading</p>   |
| DMF and Background Transcode, Background Render                         | 32 GB RAM recommended   | <p>Qualified PC Dual 6 Core or higher<br/>Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading</p>   |
| Media Composer   Cloud  | 16 GB RAM minimum. 24 GB or higher recommended depending upon system model. | i7 Quad core or higher with Hyperthreading  |
| J2K Capture   |   | <p>Qualified PC Dual 6 Core or higher<br/>Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading</p>   |

| <b>Feature</b>  | <b>Description</b>   | <b>Recommended System</b>   |
|---|--|---|
| XDCAM Long GOP<br>9-way MultiCam with<br>high stream count<br>sequences | Avid recommends 16 GB RAM  | Qualified PC Dual 6 Core or higher<br>Qualified Mac Pro 6 core or higher, 12<br>core with Hyperthreading<br><br>Storage: 2 x 1 Gb Ethernet or higher Avid<br>NEXIS  |
| Stereoscopic 3D   | For optimal performance with<br>Stereoscopic 3D, use these higher<br>performance systems. Avid<br>recommends a minimum of 16GB<br>RAM when using Stereoscopic<br>3D.                             | Qualified PC Dual 6 Core or higher<br>Qualified Mac Pro 6 core or higher, 12<br>core with Hyperthreading  |
| XDCAM HD50 Capture  |  | Qualified systems   |
| HD RGB 4444<br>Apple ProRes 4444<br>DNxHD 4444                          | HD RGB capture requires a high<br>end workstation.   | Qualified PC Dual 6 Core or higher<br>Qualified Mac Pro 6 core or higher, 12<br>core with Hyperthreading<br><br>Storage: 10Gb Ethernet Avid NEXIS   |
| AMA (QuickTime)   | AMA is a processor intensive<br>operation. Lower end platforms<br>may not offer optimum<br>performance. Highly compressed<br>codecs such as H.264 will exhibit<br>minimal real-time performance. | Recommendation of qualified systems<br>depends on your planned use of this<br>feature. Heavy usage of highly<br>compressed codecs requires the high end<br>systems. (Dual 6 Core or Dual 8 Core<br>systems) |
| AMA (RED)   | AMA is a processor intensive<br>operation. Older platforms may<br>not offer optimum performance.<br>you will get better performance<br>with higher end workstations.                             | Qualified Xeon Workstations<br><br>NOTE: RED plug-in uses the Graphics<br>Processor. Better performance with high<br>performance graphics cards.  |
| AVCI-Intra Capture  | AVC-Intra capture with software<br>codecs is supported.  | 24 core and higher Windows systems<br>only.   |

| Feature    | Description  | Recommended System  |
|------------|--|---|
| AVCI-Intra | AVC-Intra(AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive. | <p><b>4-Way MultiCam Playback</b></p> <p>Dual Quad Core, Dual 6 Core or Dual 8 Core Systems</p> <p><b>Four Stream Playback:</b></p> <p>Dual Quad Core, Dual 6 Core or Dual 8 Core Systems</p> <p><b>AMA Workflows:</b> Dual Quad, Dual 6 or Dual 8 core systems</p> |

## Avid Artist I/O Device Compatibility

The following table shows the minimum version Media Composer supported with the Avid Artist I/O devices.

You must download the appropriate Avid Artist software from your [Avid Master Account](#).

| Device              | Minimum supported version Media Composer |
|---------------------|--|
| Avid Artist   DNxIO | Media Composer v8.4.1 and higher         |
| Avid Artist   DNxIQ | Media Composerv8.8.3 and higher          |
| Avid Artist   DNxIV | Media Composer v8.10 and higher          |
| Avid Artist   DNxIP | Media Composer v2018.8                   |
| Avid Artist   DNxID | Media Composer v2018.9                   |

## Compatibility Chart

The following table lists the NVIDIA® driver, QuickTime®, Windows Media™, shared storage, Sony® XDCAM™, Panasonic® P2, and Avid Artist Series versions that were qualified with the Avid editing applications. You can also refer to [Documentation and version matrix](#).

**IMPORTANT: For information on third party support (for example, Sorenson, Boris, etc) see the third party's web site.**

| Item                   | Versions   | Comments   |
|------------------------|--|--|
| QuickTime Support      | v7.7.9 (Windows)<br>v10.x, (v7.x legacy) (macOS)                           | Note: QuickTime v10X does not include QuickTime Pro options.<br><br>Note: QuickTime is not supported with Windows 10.<br><a href="https://avid.secure.force.com/pkb/articles/en_US/How_To/QuickTime-Support-and-Security-on-Windows">https://avid.secure.force.com/pkb/articles/en_US/How_To/QuickTime-Support-and-Security-on-Windows</a>   |
| Avid Interplay Support | See <a href="#">Knowledge Base article</a> on compatibility.               | IMPORTANT: The Avid Interplay components that get installed on the editing application must be updated to the Avid Interplay version that is released with the editing application. These include the Media Indexer, Interplay Access, Interplay Framework, Interplay Transfer Client and ProEncode Client. The Avid Interplay Server components can remain on the previous releases listed as supported. For details, see the “Avid Editing Application Compatibility with Interplay Releases” doc on the Knowledge Base. |
| NVIDIA Driver Support  | v472.98  | See “ <a href="#">Setting up the NVIDIA Card</a> ” on <a href="#">page 21</a> .<br>For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide.  |
| Shared Storage Support | Avid NEXIS and Avid ISIS®.   | See “ <a href="#">Shared Storage Support</a> ” on <a href="#">page 22</a> .  |
| Sony XDCAM driver      | v2.13 (XDCAM Transfer for macOS)<br><br>Windows FAM v2.3.2 and VFAM v5.0.2 | The VFAM firmware version for PDW-U1 is 2.600.<br>The PDW-U2 is 2.810.<br>The driver can be downloaded from Sony's website <a href="http://esupport.sony.com/">http://esupport.sony.com/</a> .   |
| Panasonic P2 drive     | (macOS) v3.1.7<br><br>(Windows) v2.24                                      | There is currently no P2 writeback support for macOS clients.  |

| Item                          | Versions                | Comments   |
|-------------------------------|-------------------------|--|
| Avid Artist Series (Euphonix) | EuControl software v3.4 | See the User's Guide for information on Artist Series Color setup information. |

## Media Composer Compatibility with Audio Devices

For details on compatible audio hardware and software:

| Audio Hardware and Software            | Refer To   |
|--|--|
| Control Surfaces                       | <a href="#">Supported Control Surfaces</a>                             |
| Avid Artist I/O                        | <a href="#">Supported Avid Artist I/O Devices</a>                      |
| Media Composer and ProTools Co-install | <a href="#">Co-install information for Media Composer and ProTools</a> |

## Setting up the NVIDIA Card

To set up the NVIDIA card, you must make sure you have the correct display driver version (install the display driver if necessary, and set the correct display settings. See the [“Compatibility Chart” on page 19](#) for information on the supported driver(s).

Prior to setting up the NVIDIA card, check to make sure you have the correct display driver version. If you do not have the correct NVIDIA driver, you can install it from the Nvidia website - [Nvidia.com](#).

### To check the NVIDIA display driver version:

1. Right-click the Desktop and select NVIDIA Control Panel. You can also open the Windows Control Panel and double-click the NVIDIA Control Panel icon.
2. Click System Information at the bottom left corner of the NVIDIA Control Panel.

The version number is listed in the Graphics card information section on the ForceWare version line.

### To install the NVIDIA display driver:

1. Download the applicable Nvidia driver from the Nvidia website - [Nvidia.com](#).
2. Double-click the file for the applicable driver.
3. Follow the on-screen instructions, and then restart your system.

**To setup multiple displays:**

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the settings window in the left of the window, click Set up multiple displays.
3. Select or deselect the desired monitors listed.

**To set the Driver for Avid Editing Environments**

1. Right-click the Desktop, and select Nvidia Control Panel.
2. Select the Desktop menu selection in the Control Panel menu bar.
3. Enable Desktop > Video Editing Mode.
4. Click Manage 3D Settings.
5. Click the Global Setting tab.
6. Under Global presets, select Base Profile.
7. Scroll to locate the Power Management Mode. Select Prefer maximum performance.
8. Click Apply.

Reboot after installing the Nvidia software even if you are not prompted to do so.  
Never use the Windows “roll back driver” feature on the Nvidia driver. The driver version must match the rest of the components the Nvidia installer installs.

## Shared Storage Support

For information on Shared Storage Support, see the Avid NEXIS and Avid ISIS tables in the following document:

[http://resources.avid.com/SupportFiles/Attachments/MediaCentral\\_Compatibility\\_Matrix.pdf](http://resources.avid.com/SupportFiles/Attachments/MediaCentral_Compatibility_Matrix.pdf)

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