Avid® Editing Application

ReadMe for Media Composer® v2023.12

Revision History

Date	Description
July 31, 2024	Added Note to Media Composer Notes.
January 8, 2024	Added MCCET-4952 to Fixed in Media Composer v2023.12.

IMPORTANT: Avid periodically makes software updates available for download on Avid.com at the following location: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.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
Italic font	Italic font is used to emphasize certain words and to indicate variables.
`Courier Bold font`	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

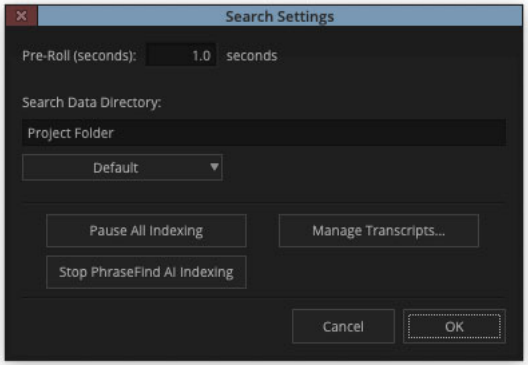
If you are having trouble using your Avid product:

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/. 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

Media Composer v2023.12.x only supports macOS versions from 10.15.x to 14.1.x. macOS version 14.2 and later are not currently supported.

PhraseFind AI indexes media in the background. Indexing is a resource intensive operation, which may impact the performance of Media Composer. If the impact on editing becomes noticeable, you can pause or stop background indexing by opening the Find window, clicking on the gear icon to access Search Settings, and selecting “Pause All Indexing” or “Stop PhraseFind AI Indexing”.



Beginning with the release of Media Composer v2023.8, the import, export and creation of HDV media is no longer supported.

Beginning with the release of Media Composer v2023.8, input (Tape Capture) and output (Digital Cut) using IEEE-1394 (Firewire) devices is no longer supported.

(macOS Only) macOS Catalina and higher 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. 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.

(macOS Only) macOS Catalina or higher does not support DMF (Dynamic Media Folders).

Match Frame results for the subclip of a Group or MultiGroup clip created in Media Composer v2022.7 and later will load the original subclip of the Group or MultiGroup clip. If using subclips of a Group or MultiGroup clip created in an earlier version of Media Composer, the same Match Frame operation will load the Group or MultiGroup clip.

- If you are using an AMD card and certain keyboard shortcuts that require modifier keys are not working, such as Ctrl+Shift+M or Ctrl+Shift+G for Multicam editing, then disable the AMD “Use Hotkeys” setting to fix the issue.
- If you are using an attached hardware I/O device, such as the Avid Artist DNxIQ or Avid Artist DNxIV, you may need to manually select it and activate it as an output device the first time Media Composer is opened. To do this, right-click on the HW/SW button in the Timeline window, select the hardware device you want to use, and click on the HW/SW button to activate it. Media Composer will preserve this selection the next time you open Media Composer.

- (MCCET-4684) Captions may overlap or merge for imported SCC files if lines of text appear in rapid succession. To avoid this possibility, clean the caption data by removing all duplicate control codes from the SCC file.
- (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 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 v12.4 or higher. If you are using Avid Artist DNxIV and Avid Artist DNxIP please update to AJA software v16.2.2 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_Utilities folder (/Applications/Utilities/Avid_Utilities/Sentinel_Driver). If you have a dongle, manually install the driver from this location. Dongles are NOT supported on macOS M1 systems or any macOS system running Monterey or later.

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, macOS 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 I/O 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 SRT are as follows:

  Low quality (Long GOP based compression) – 3Mbps for rates 30fps and below, and 6Mbps for rates above 30fps

  Medium quality (Long GOP based compression) – 6Mbps for rates 30fps and below, and 12Mbps for rates above 30fps

  High quality (Intra-frame based compression) – 40Mbps for 1080p/29.97, scales up and down based on framerate and raster

- 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.

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

Nexis Clients 23.8.2 and 23.12 are required to use CrowdStrike v7.0.4 or later. If using earlier versions of Nexis Clients, they are only supported up to v7.0.3 (macOS and Windows).

Fixed in Media Composer v2023.12

The following have been fixed:

- **Bug Number:** MCCET-4579. Prunus AAF files imported into a 1080i/59.94 project in Media Composer could not be exported as AAF and returned an "Exception: AFileMediaDesc::SetAAFProperties() - Unable to set a container type for media descriptor" error.

- **Bug Number:** MCCET-5186. In some instances, when bins and panels were set to float, new bins were opened underneath other windows.

- **Bug Number:** MCCET-5020. Media Composer crashed while playing media from the Script window if the clip had a LUT applied and markers were added prior to playback.

- **Bug Number:** MCCET-5182. Custom "Start TC" values for sequence templates would not appear until multiple attempts were made to create a new sequence using the templates.

- **Bug Number:** MCCET-5245 and MCCET-5247. In some instances, when using Dynamic Relink, partially restored clip’s tracks did not relink properly to their High Rez and Low Rez media.

- **Bug Number:** MCCET-5277. When using Dynamic Relink, partially restored clips with a Start timecode that began before midnight did not relink properly if their timecode rolled over after midnight.

- **Bug Number:** MCCET-5071. In some instances, Match Frame did not work properly if the timeline contained clips that differed from the project frame rate.

- **Bug Number:** MCCET-5210. Floating bin windows did not retain their size or position after opening and closing them multiple times.

- **Bug Number:** MCCET-5289. (Windows) When upgrading from a previous version of Media Composer, ScriptSync AI and PhraseFind AI functionality was not available (AvNN Error 275, Connection Refused), requiring users to uninstall and reinstall Media Composer.

- **Bug Number:** MCCET-5129. Nugen LM-Correct AudioSuite plugin was shifting audio and not rendering correctly in Media Composer.

- **Bug Number:** MCCET-5264. Dual-roller trim operation did not work as expected for very long master clips with a Stabilize effect applied.

- **Bug Number:** MCCET-5115. (MediaCentral | Production Management) Media Composer did not send all selected clips from one Workgroup to another when attempting to send multiple clips using the Transfer Engine and the Transfer Client.

- **Bug Number:** MCCET-5148. (macOS) Enabling or disabling SRT caused a pop-up window asking for the keychain password to recur.

- **Bug Number:** MCCET-5054. While in Effect Mode with the Effect Editor window open, the Effect Editor window remained open after moving the position indicator on the timeline using the TC track.

- **Bug Number:** MCCET-4837. AMA Management database folders accrued unnecessary entries and became large enough to cause slow performance in Media Composer.

- **Bug Number:** MCCET-4996. In some instances, exporting a sequence with mixed frame rate media as an MP4 or MOV file resulted in an "Exception: PMM_SYNC_FAILURE" error.

- **Bug Number:** MCCET-5066. Source Browser did not consistently ingest media from P2 cards.

- **Bug Number:** MCCET-5219. Using ScriptSync with Modern Standard Arabic (MSA) resulted in an “Error syncing… The file could not be opened” message. The corresponding AvidLanguagePacks installer was “Arabic (Modern Standard)”.

- **Bug Number:** MCCET-5214. Audio was out of phase when using “Proxy Preferred” instead of “High-Resolution Only” playback.

- **Bug Number:** MCCET-4179. Match Frame did not work properly after applying a dissolve between two clips and a Motion Effect or “Fit to Fill” was used.

- **Bug Number:** MCCET-4835. Depending on source media, Gang button was unexpectedly enabled when using Match Frame in MultiCamera mode.

- **Bug Number:** MCCET-5135. MultiCamera edits containing a muted group clip with a Temporal (motion) Adapter created a blank clip after selecting “Commit Multicam Edits”.

- **Bug Number:** MCCET-4692. Modifying values in a bin’s Auxiliary TC1 column caused an “Assertion failed: FALSE File” error if the clips were at non-standard frame rates, such as 15 fps.

- **Bug Number:** MCCET-4639. Muting clips with an alpha layer on the timeline produced an “Assertion failed: parent File” or “Exception: FATAL_ERROR” error.

- **Bug Number:** MCCET-4209. Media Composer crashed when using Segment Mode to drag nested clips between tracks in a Matte Key.

- **Bug Number:** MCCET-4671. In some instances, loading Avid Media Files with an alpha channel caused an "Alpha RLE compression not recognized" error.

- **Bug Number:** MCCET-5023. Some bin column data was not displayed properly when used with the Timecode Burn-in effect on Group clips.

- **Bug Number:** MCCET-5223. Consolidating non-compliant XAVC MP4 media files, which lacked certain metadata and contained variable bitrate video, resulted in an "Assertion failed: false File" error followed by an "Exception: FATAL_ERROR".

- **Bug Number:** MCCET-5176. Applying an AudioSuite Gain effect to a 29.97 fps clip in a 59.94 fps project resulted in a render error.

- **Bug Number:** MCCET-5184. Gamma slider in the Color Correction effect did not allow for smaller changes in its parameter values while holding down the Shift key and dragging or scrolling.

- **Bug Number:** MCCET-5170. Inconsistencies occurred with docking and floating windows after using the New Bin keyboard command Ctrl+N (Windows) and Cmd+N (macOS).

- **Bug Number:** MCCET-5252. In some instances, when Sending to Playback with transfer settings set to stereo, the resulting clip would play back as mono.

- **Bug Number:** MCCET-5105. Muted audio clips containing an AudioSuite effect could not be deleted and a copy of the clip would appear at the beginning of the sequence after attempting to delete.

- **Bug Number:** MCCET-5168. Changes to a duplicated sequence were undone if the record monitor was cleared and the sequence was reloaded within a short timeframe.

- **Bug Number:** MCCET-4962. Incorrect clips were selected, regardless of playhead location, when stepping in and out of them while in the Color Workspace.

- **Bug Number:** MCCET-5014. More render files were lost when moving clips on tracks below an ExpertRender clip than in previous versions of Media Composer.

- **Bug Number:** MCCET-3627. Timecode shifted when using the Match Frame feature with 23.976 frame rate media in a 24 frame rate project.

- **Bug Number:** MCCET-5291. The Find Script command did not work for clips that contained a temporal adapter to match the project frame rate.

- **Bug Number:** MCCET-3491. Using Waveform Analysis or Source Timecode to create an autosynced subclip did not work properly, resulting in clips that would not sync or were out of sync by a frame or more.

- **Bug Number:** MCCET-5308. (Windows) “Multi-Input mode” text was scaled incorrectly in the Audio Suite Effect Dialog user interface.

- **Bug Number:** MCCET-5318. Using Lift or Extract with Digital Audio Scrub enabled caused Media Composer to crash.

- **Bug Number:** MCCET-5292. AMA Mapping error occurred if essence data was unavailable for some tracks.

- **Bug Number:** MCCET-5061. Audio waveforms would not redraw properly if both “Show Marked Waveforms” and “Show Marker Regions” were enabled in the Timeline settings.

- **Bug Number:** MCCET-5333. (MediaCentral | Production Management) Matte Keys with a duration longer than two minutes would not appear as rendered.

- **Bug Number:** MCCET-4215. Opening a clip or sequence containing partially restored MPEG 50 media files caused an "Exception: MXF_DIDMapperSegmented::ReadRange - End Sample Index exceeds on-disk Index Entry Count" error.

- **Bug Number:** MCCET-3909. Media Composer appeared to hang on launch when using a checked-out license with no VPN connection to the license server.

- **Bug Number:** MCCET-3897. (MediaCentral | Production Management) Using Consolidate/Transcode to convert clips before setting the Video Relink Method to "Highest Quality" in the Dynamic Relink Settings window caused the Data Track to link to the original AMA clip of the Avid OP-Atom media files.

- **Bug Number:** MCCET-4806. (MediaCentral | Production Management) Media Composer did not save MultiRez bin columns added with the Bin Column Selection menu.

- **Bug Number:** MCCET-5338. (MediaCentral | Production Management) After using Distributed Processing to perform a Video Mixdown, files were not saved to "Unchecked-in Avid Assets" and could not be immediately deleted without check-in.

- **Bug Number:** MCCET-5351. (macOS) Headphone audio output was inconsistent and sometimes caused an "Exception: CORE_AUDIO_STREAM_ID_ERROR1" error.

- **Bug Number:** MCCET-5272. When using "AMA Export via Distributed Processing", new folders added to "Export Destination" did not appear alphabetically among other folders or with the correct icon until the window was closed and reopened.

- **Bug Number:** MCCET-5031. Japanese text was not properly decoded in the "AMA Export via Distributed Processing" window on systems set to a Japanese locale.

- **Bug Number:** MCCET-5334. “<Error encoding string>" was displayed in the Bus Tab Name column for a Pro Tools Session exported from Media Composer and opened on a system set to a Japanese locale.

- **Bug Number:** MCCET-5368. In some instances, loading and playing Avid OP-Atom media created with Media Composer v2018.x caused an "Assertion failed" error.

- **Bug Number:** MCCET-5390. (MediaCentral | Production Management) After dragging clips from the Access UI to a Media Composer bin, various errors could occur, which caused Media Composer to crash.

- **Bug Number:** MCCET-4952. (macOS) In some instances, audio drop outs, distortion and sync errors occurred without effecting video playback on Apple Silicon systems.

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-18461**.** Boris FX prevents indexing when using the “Create Script from Clip” feature.

- **Bug Number:** MCDEV-18451**.** Fast Import of QuickTime files does not work on systems without QuickTime installed.

- **Bug Number:** MCDEV-18368**.** QuickTime movies with alpha channels are always imported as RLE on systems without QuickTime installed.

- **Bug Number:** MCDEV-18293**.** It is not possible to delete media files associated with a Matte Key on systems without QuickTime installed. Only the effect clips can be deleted.

- **Bug Number:** MCDEV-18307**.** Clip Text for Timeline Clip Resolutions do not match the original video settings for Matte Keys imported into a 4K, 8K, or 16K project on systems without QuickTime installed.

- **Bug Number:** MCDEV-18384**.** OMF media cannot be created from QuickTime MOV files imported on a system without QuickTime installed.

- **Bug Number:** MCDEV-18374**.** QuickTime movies containing both audio tracks and alpha channel information are always imported as a Matte Key, unless Alpha Channel is set to "Ignore" in the Import Settings window, on systems without QuickTime installed.

- **Bug Number:** MCDEV-18367**.** "Crop/Pad for DV scan line difference" option in the Import Settings window is not respected when importing media on systems without QuickTime installed.

- **Bug Number:** MCDEV-18411. If clips containing an alpha channel were imported on a system without QuickTime installed, alpha layers in the Matte Key clips will not resize properly.

  Workaround: If "Do not resize smaller images" was selected in the Import Settings window before clips were imported, right-click on them in the bin and choose "Source Settings". In the FrameFlex tab, choose "Center Keep Size" from the Reformat dropdown menu and modify the image size before clicking "Apply". This will add a spatial adapter to the Matte Key and its related sequences, which will require rendering.

- **Bug Number:** MCDEV-18107. (Windows) In some instances, the Media Composer installation processes fails and produces a 1309 error. This can happen if the file path to the installer is very long and contains too many characters. For example, long path names can occur if the installer is within subfolders or executed from the Windows Desktop.

  Workaround: Place the Media Composer installer on the root level of your drive and run it from there.

- **Bug Number:** MCCET-4971. Beginning with Media Composer 2022.12, it is not possible to map “Create > New > Sequence” as a keyboard shortcut using “Menu to Button Reassignment” in the Command Palette. Attempting to map that function results in a “That menu item cannot be assigned” dialog box. This limitation is due to the expanded functionality offered by the new submenu, which is generated dynamically, and does not allow for mapping of functions that are not persistent and might change.

  Workaround: Use Cmd+Shift+N (macOS) or Ctrl+Shift+N (Windows) to create a new sequence using the currently active Sequence Template.

- **Bug Number:** MCDEV-17243. Proxy playback fails when Disk Cache is off or set to “0”.

  Workaround: Avid NEXIS | EDGE users must set their Disk Cache to 1GB or greater.

- **Bug Number:** MCDEV-16685. When SRT is disabled, hardware format does not revert to project settings, resulting in a mismatch between UHD and HD formats, and causing errors in the Capture tool.

  Workaround: Manually change video output to match project settings when Capture tool is opened and SRT is disabled.

- **Bug Number:** MCDEV-15629. Icons for managed Matte Key clips do not change color when their proxies are created and resolved.

  Workaround: Check the Proxy Offline column for online/offline status.

- **Bug Number:** MCDEV-17081**.** In some instances, there is no warning that high resolution media is offline and proxy media will be used for output.

- **Bug Number:** MCDEV-15413**.** In some instances, clips that will link and play cannot be made into a proxy if it includes a broken data track.

- **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-15843. (Windows 11) In some instances, you cannot drag and drop from the File Explorer to a bin.

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

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

- **Bug Number:** MCCET-3702. Image Quality issues 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:** MCDEV-12988. (macOS) The AMA Drastic plug-in is not supported with Media Composer v2020.4

- **Bug Number:** MCDEV-12735. Maestro graphics do not appear correctly in the Timeline if your system uses the Radeon video card.

- **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:** MCDEV-11796. DPX files larger than 10bit 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-8641. (AMD Graphics) Systems with AMD graphics cards might display tearing when performing Full Screen playback.

Before Installing the Editing Application

(Windows) Overwriting During the Install Process

If you are upgrading from version v2020.12.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.

Before Installing the Editing Application in a MediaCentral | Production Management Environment

Carefully read through the "Avid Editor Compatibility Matrix" guide (found using the following link) before upgrading. It might be necessary to also upgrade the MediaCentral Production Management components on the editing client.
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 18 for more info.

Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See “Feature Performance” on page 18 for more info.

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

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

- Windows 10 64-bit 21H1 or later (Professional and Enterprise)
- Windows 11 64-bit 21H1 or later (Professional and Enterprise)
- macOS 10.15.7, 11.x to 11.7.x, 12.x to 12.7.x, 13.x to 13.6.x, and 14.0 to 14.1.x

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

With the release of macOS 10.13.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
PhraseFind AI and ScriptSync AI	24GB RAM minimum	Avid qualified systems
16K projects	96GB RAM minimum	48+ core Intel Xeon or AMD Threadripper CPU systems with Nvidia RTX graphics

Feature	Description	Recommended System
Editing High Resolution, High Frame Rate XAVC-I Media (UHD/4k in 59.94p) 4 streams of media and color adapters	64 GB RAM minimum, 96 GB recommended	HP Z8, Z6, Lenovo P920, P720, P620 Dell 7920, Dell 7820 • Dual gold 6254 3.1 Ghz turbo to 4.0 Ghz 18-core (72 with HT) • Dual Xeon Gold 6154 3.0 Ghz, turbo up to 3.7 Ghz 18-core (72 cores with Hyperthreading) • AMD W5700, AMD W6800 & Pro VII • Nvidia RTX 5000, RTX 6000 • Nvidia RTX A6000, RTX A5000 Storage: 10Gb Ethernet Avid NEXIS
1080p/50 XAVC Long Baseband Capture	32 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
Editing High Resolution, High Frame Rate DNxHR Media (UHD/4k in 59.94p)	32GB Min, 64 GB recommended	HP Z8, Z6, Lenovo P920, P720, P620 HP Z840 HP Z640 Dell 7920/7910 Dell 7820/7810 Lenovo P910/P900/ Lenovo P710/P700 • NVIDIA RTX 5000, 6000, AMD W6800 & Pro VII • NVIDIA P5000, M5000 or K5200 and AMD W5700 PCIe Gen3 Gfx card (recommended) Mac Pro 2019 • 16 core (32 with Hyperthreading) 3.2 GHz • AMD Radeon Pro Vega II Storage: 10Gb Ethernet Avid NEXIS

Feature	Description	Recommended System
Editing High Resolution Media (Higher than 2K+)	32 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
DMF and Background Transcode, Background Render	32 GB RAM recommended	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
Media Composer | Cloud	32 GB RAM minimum or higher recommended depending upon system model.	i7 Quad core or higher with Hyperthreading
J2K Capture	16 GB RAM minimum	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
HD Long GOP 9-way MultiCam with high stream count sequences	32 GB RAM recommended	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading Storage: 2 x 1 Gb Ethernet or higher Avid NEXIS
Stereoscopic 3D	For optimal performance with Stereoscopic 3D, use these higher performance systems. Avid recommends a minimum of 32 GB RAM when using full-frame Stereoscopic 3D.	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading
XDCAM HD50 Capture	Baseband capture through Open I/O	Avid qualified systems
HD RGB 4444 Apple ProRes 4444 DNxHD 4444	HD RGB capture requires a high-end workstation with Open I/O and fast storage.	Qualified PC Dual 6 Core or higher Qualified Mac Pro 6 core or higher, 12 core with Hyperthreading Storage: 10Gb Ethernet Avid NEXIS

Feature	Description	Recommended System
AMA (QuickTime)	AMA is a processor intensive operation. Lower end platforms may not offer optimum performance. Highly compressed codecs such as H.264 will exhibit minimal real-time performance.	Recommendation of qualified systems depends on your planned use of this feature. Heavy usage of highly compressed codecs requires high-end systems. (Dual 6 Core or Dual 8 Core systems)
AMA (RED)	AMA is a processor intensive operation. Older platforms may not offer optimum performance. You will get better performance with higher-end workstations.	Qualified Xeon Workstations NOTE: RED plug-in uses the Graphics Processor. Better performance with high performance graphics cards.
AVCI-Intra Capture	AVC-Intra capture with software codecs is supported.	24 core and higher Windows systems only.
AVCI-Intra	AVC-Intra (AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive.	**4-Way MultiCam Playback** Dual Quad Core, Dual 6 Core or Dual 8 Core Systems **Four Stream Playback:** Dual Quad Core, Dual 6 Core or Dual 8 Core Systems

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) v10.x, (v7.x legacy) (macOS)	Note: QuickTime v10X does not include QuickTime Pro options. Note: QuickTime is not supported with Windows 10. https://avid.secure.force.com/pkb/articles/en_US/How_To/QuickTime-Support-and-Security-on-Windows
Avid Interplay Support	See Knowledge Base article 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	v537.42 (Ada series GPU) v474.44 (Kepler series GPU)	See "Setting up the NVIDIA Card" on page 23. For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide. This version supports NVIDIA vGPU Software Version 16 for Virtual Machines. For more information visit Nvidia.com.

Item	Versions	Comments
AMD Driver Support	23.Q3.1	Note: DO NOT update to 22.Q3 - it does not work with Media Composer. Also, 23.Q1.1 and 22.Q2 are known to cause intermittent errors. For more information visit Amd.com
Shared Storage Support	Avid NEXIS and Avid ISIS®.	See "Shared Storage Support" on page 25.
Sony XDCAM driver	v2.13 (XDCAM Transfer for macOS) Windows FAM v2.3.2 and VFAM v5.0.2	The VFAM firmware version for PDW-U1 is 2.600. The PDW-U2 is 2.810. The driver can be downloaded from Sony's website http://esupport.sony.com/.
Panasonic P2 drive	(macOS) v3.1.7 (Windows) v2.24	There is currently no P2 writeback support for macOS clients.
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	Supported Control Surfaces
Avid Artist I/O	Supported Avid Artist I/O Devices
Media Composer and ProTools Co-install	Co-install information for Media Composer and ProTools

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 22 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

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