



Avid Editing Application

ReadMe

Revision History

Date	Description
April 20, 2016	Updated IMPORTANT NOTES below to add Mac AMD info.
April 8, 2016	Added Video Display Setting Addition .
April 7, 2016	Additional bug fixes added.
April 6, 2016	Added note below and additional fixes.

IMPORTANT NOTES

Panasonic Plugin info: With this release, do not use the v 4.6.0.4 Panasonic P2 plugin on the Panasonic website. Continue to use the v4.5.0.5 plugin.

Mac AMD GPU info: With release 8.5.2, if you are running Media Composer on a Mac and the OS is v10.9.x or earlier, you will receive a warning dialog indicating that AMD GPUs are not enabled in Media Composer. You can safely update to Mac OS v10.10.

New in Media Composer v8.5.2

The following is new in Media Composer v8.5.2:

AudioSuite Change

The menu options “Mono mode” and “Multi Input mode” have been added to the AudioSuite Effect dialog. In “Multi-Input” mode, all tracks are analyzed, and the result of that analysis is applied to all the channels in the track. In “Mono” mode, each channel in the track is analyzed and processed separately. For example, if you have an effect such as the Normalize effect, when

you select Multi-input mode, all channels are adjusted proportionally to the one with the highest signal. In mono mode, each channel is normalized without regard to the levels of the other channels.

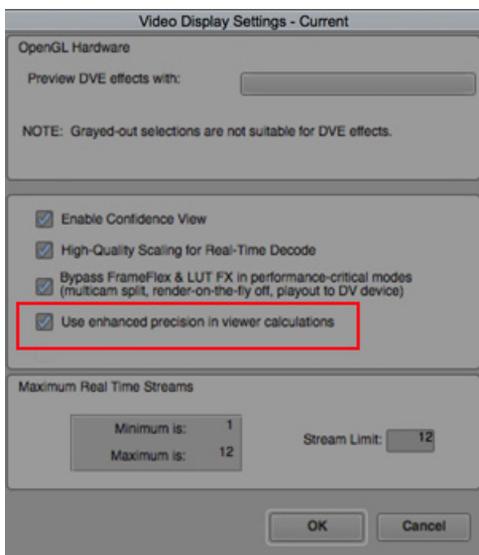


Video Display Setting Addition

An additional setting has been added to the Video Display Settings dialog box. When the “Use enhanced precision in viewer calculations” option is selected, calculations for colors to be displayed in the viewer are more accurate. This is only in effect when the Timeline quality is set to 10-bits.



Even though the accuracy of the calculations is increased, the display on the desktop view remains at 8 bits.



Fixed in Media Composer v8.5.2

The following have been fixed:

- **Bug Number:** MCCET-1163. When using audio dissolves, you would hear audio pops when playing 96K audio in a 48K project.
- **Bug Number:** MCCET-1092. (Mac OS10.11.3) Exporting a greater than 20 minute sequence as a QuickTime movie caused the system to crash.
- **Bug Number:** MCDEV-4996. “StreamingPlayConsumer Timeout” error messages occurred when playing back in 12-bit quality mode in full stereoscopic projects when I/O hardware was ON. This has been fixed.

NOTE: RGB 12-bit mode is not supported with Nitris DX, Mojo DX or software only systems.

- **Bug Number:** . In previous releases, the editing application did not support EDL import of 64 audio tracks. This has been fixed.
- **Bug Number:** MCCET-1160. (Mac) In some instances, after about 15 or 20 minutes of editing and playing back, the spinning beachball would appear and you would have to force quit.
- **Bug Number:** COGS-1543. When you imported a .mov file with Alpha and audio, you received a dialog asking if you wanted to import the file with Alpha or with Sound. If you were importing multiple files, you would receive this dialog multiple times. A “Do not show again for this import” checkbox has been added so you do not have to click through multiple dialog boxes during the import process.
- **Bug Number:** MCCET-1133. In some instances, you could not select master clips and export them to an XDCAM device.
- **Bug Number:** MCCET-574. When you performed an AMA File export, the file might not have been placed in the path location that was selected.
- **Bug Number:** MCCET-909. In some instances, transcoding Sony FS7 XAVC-L footage stopped at 99% of completion.
- **Bug Number:** MCDEV-5186. (List Tool) In the previous release, “Dupe Set” text appeared in the columnar assemble list even when Dupe was not selected. With this release, if you deselect “Dupe Set,” Dupe Set text will no longer appear in the assemble list.

- **Bug Number:** MCCET-958. In some instances, the In/Out highlight in the Timeline disappears if you click on the gray area in the Timeline.
- **Bug Number:** MCCET-1134. Subcap global properties were not applied after restarting Media Composer.
- **Bug Number:** MCCET-782. Some keyboard shortcuts were not working in the Paint Tool.
- **Bug Number:** MCCET-1029. (Trim mode) In some instances on Mac, when you slowly dragged out a clip, the clip was incorrectly trimmed in the other direction.
- **Bug Number:** MCCET-719. Duplicate keyframes might have been created when using saved effect templates.
- **Bug Number:** MCCET-1070. You might have experienced Capture issues when working with Avid Artist DNxIO (or Nitris DX) co-installed with Mbox Pro.
- **Bug Number:** MCCET-955. If an item in a bin referenced a non-existent UNC path, the bin was extremely slow to save.
- **Bug Number:** MCCET-1185. When using Video Satellite, Pro Tools and Media Composer might not have been in sync if you chose “Add Filler at Start” in Media Composer.
- **Bug Number:** MCCET-1162. Start TC did not update in the Timecode effect if Interactive Video Frame Cache was enabled.
- **Bug Number:** MCCET-1168. In some instances, changing the Capture tool audio channel from Stereo to Mono caused the editing application to crash.
- **Bug Number:** MCCET-834. Waveforms did not draw correctly if you zoomed in.
- **Bug Number:** MCCET-825. The Raster type list did not update correctly when you changed the project raster size.
- **Bug Number:** MCCET-1148. If the Font size was set to 16 or higher, the last clip at the bottom of the bin could not be renamed.
- **Bug Number:** MCCET-1182. In a film project with imported or digitized audio, locators on audio tracks on clips did not display correctly in the Timeline.
- **Bug Number:** MCCET-1174. Fixed errors that were a result of redundant settings for NTSC IRE levels with Avid Artist DNxIO.

- **Bug Number:** MCCET-1087. In some instances you might have received an “Assertion failed” error when playing back linked MXF media with a data track.
- **Bug Number:** MCCET-1041. If you were in Script View, you could not drag clips from a bin to the Interplay window.
- **Bug Number:** MCCET-1138. In some instances, a title would be cropped after you saved it in the Title tool.
- **Bug Number:** MCCET-1184. You would receive error messages when renaming or moving a Script while it was open.

Known Limitation

- **Bug Number:** MCDEV-5311. In some instances, after round tripping an AAF sequence with MultiCam edits from Media Composer to Resolve and back to Media Composer, some unselected cameras in MultiCam edits appear offline and performing a “Commit MultiCam Edits” on the sequence crashes the application. Avid recommends that you commit MultiCam edits before you send to Resolve.

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