Avid Editing Application

IMPORTANT: Avid periodically makes software updates available for download on Avid.com at the following location:www.avid.com/us/support/downloads. Please check regularly for information on available downloads for your product.

⚠ **If you are working on a Media Composer | Cloud system, DO NOT upgrade to Media Composer v8.6.3 or v8.6.2. This specific update of the editing application will not launch properly on and is not supported on a Media Composer | Cloud system. Alternatively, Media Composer v8.6.1 is supported and can be installed properly on a Media Composer | Cloud system.**

Changed in v8.6.3

This version of the editing application fixed an installer issue. With the Media Composer 8.6.2, you might have experienced a crash when launching the application if a previous version was not uninstalled first. Media Composer v8.6.3 will install properly.

Changed in v8.6.2

The following have changed in Media Composer v8.6.2:

Support for Mac OS v10.11.6

This release includes support for Mac OS v10.11.6.

Real-time EQ and AudioSuite Effects

With this release, you can choose real-time EQ effects within the AudioSuite tool. The EQ effect has been added to the Plug-in Selection Menu in the AudioSuite tool. When you select EQ from the Plug-in Selection menu, the effect is added to the selected audio track. When you click the Activate Current Plug-in icon it will open the Audio EQ tool where you can make any EQ adjustments.
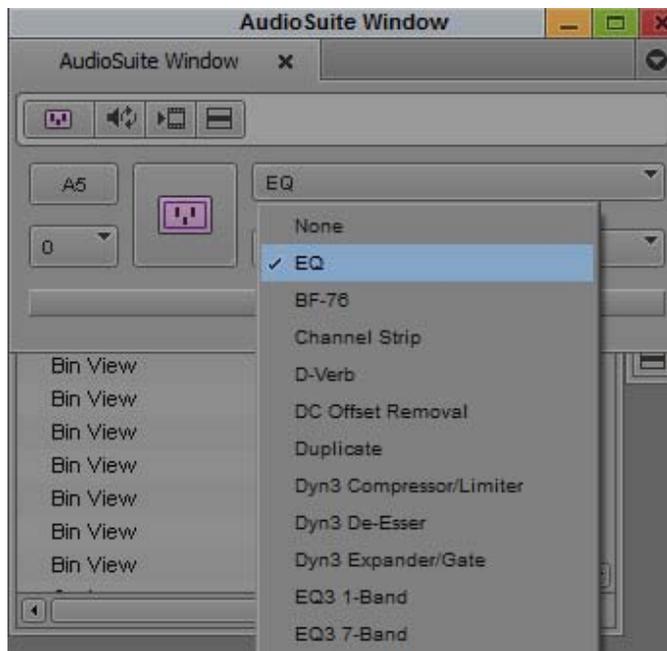
To add another effect, select the Nested level selection menu and choose to add another effect to the track. The real-time EQ effect is only allowed on the first nested level (level 0).
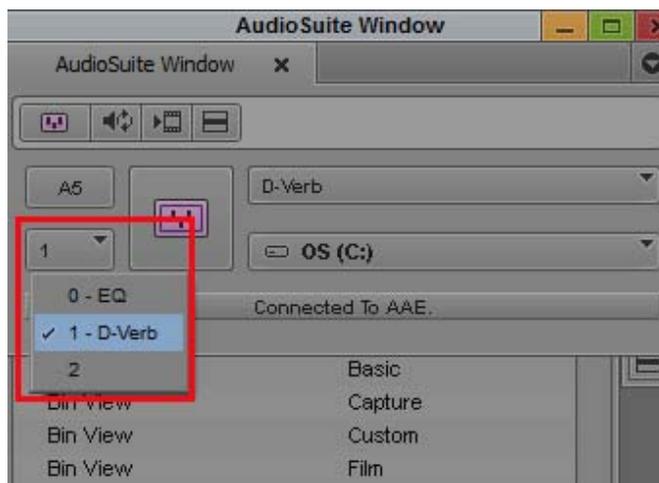
Nested level selection

Group Tracks in the Audio Mixer Tool

Changes have been made to the Audio Mixer tool to improve how you can select group tracks. Previously, if you made a group track selection in the Audio Mixer tool, and then made a manual selection to the tracks, a subsequent group selection would remove your manual selection. With this release, manual selections are not removed when you select a group track option in the Audio Mixer tool.

- Selecting a group with a single click adds all of the tracks in that group to the selection
- Deselecting a group with a single clip removes tracks in that group from the selection, except for tracks that are also members of another selected group.

- Selecting a group with Alt + click (Windows) or option + click (Mac) replaces the track selection with that group, deselecting all others.

- Deselecting a group with Alt + click (Windows) or option + click (Mac) deselects all audio tracks.

Invert Track Selection

In the Audio Mixer tool, you can easily switch between the selected tracks and the non-selected tracks. With the Audio Mixer tool open, right click in the tracks pane and select Invert Track Selection. The non-selected audio tracks become selected and the selected tracks are deselected.


Timecode Burn-In Clip Comments

You can choose to include clip comments (from the Timeline) in the TimeCode Burn-In effect. To include a clip's comments, access the Timecode Burn-In effect and select Timecode Clip Text. The comments will appear with the clip in the Record monitor. The effect will not show anything on clips where there are no comments.
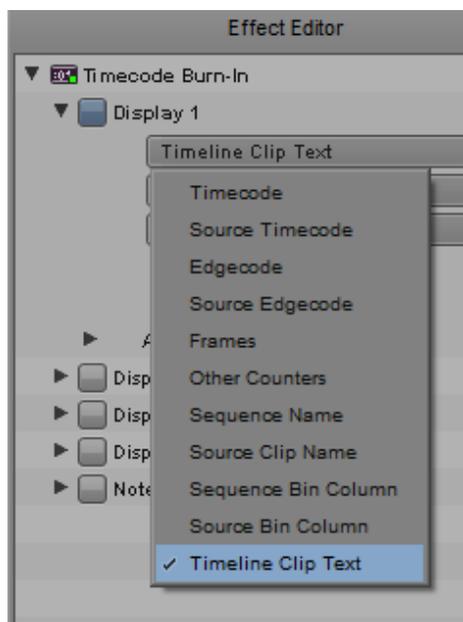
Shortcut to Assign "Image Size" Equal to the "Raster Dimension"

With this release, when you are working with FrameFlex to reframe your media, the editing application provides a quick way to set the Image Size equal to the raster dimension. To set the Image Size equal to the raster dimension, click the button to the right of the Image size. The Image size is set to the raster dimension. Note: Raster dimension relates to the actual pixel dimensions of the image; Image Size is the dimension that Media Composer will interpret this media.
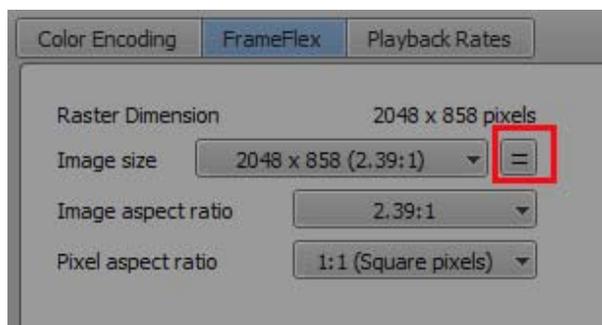
Fixed in v8.6.2

The following have been fixed:

➤ **Bug Number:** MCCET-1379. In some instances, when editing, you might have received an "Exception: VDM3BobVideoOut::PostConnect: Unexpected state" error. This has been fixed.

➤ **Bug Number:** MCCET-1415. It would take longer than normal to load or checkout a sequence from Interplay.

➤ **Bug Number:** MCCET-1304. (Symphony option) In some instances, when working with Nitris DX, the LTC output was unable to generate drop frame timecode.

➤ **Bug Number:** MCCET-1048. (Windows) If you had an Open I/O device attached, background transcode/render took a minute or two to start.

➤ **Bug Number:** MCCET-1402. Alt + clicking a Pan knob did not snap to Mid in the Audio Mixer tool for grouped channels.

➤ **Bug Number:** MCCET-1230. In some instances, the bin size would grow much larger than expected after performing a render.

➤ **Bug Number:** MCCET-1312. Applying a Color LUT level appeared different from one version of the editing application to another.

➤ **Bug Number:** MCCET-1289. When working with Synced Projects on Interplay, creating a 1080i/ 50 Synced project on one client, defaulted to 30iNTSC when opened from a different client.

➤ **Bug Number:** MCCET-1378. In some instances, LTC output was not in sync with Timeline play.

➤ **Bug Number:** MCCET-1007. An Autosequence containing autosynced clips did not display Waveforms properly.

➤ **Bug Number:** MCCET-1186. You might have received a "Track -1 not found" error when loading a subclip created after autosyncing a sub sequence from a sequence containing grouped clips.

➤ **Bug Number:** MCCET-1270. In some instances, if you were in Small Trim Mode, the broadcast monitor would flicker or flash while you were editing.

➤ **Bug Number:** MCCET-1284. When MultiCamera mode was selected, some real-time effects became non-real-time.

➤ **Bug Number:** MCDEV-5759. Previously, when you had a nested AudioSuite effect, you could not expand the nest to expose the source after applying an audio EQ effect.

➤ **Bug Number:** MCCET-1210. Send to Playback failed with linked media if the editing application and Transfer engine were running on the same system.

➤ **Bug Number:** MCCET-827. If a sequence contained media from a Canon device, you could not export the sequence to an XDCAM device. You must enable the "Re-encode for XDCAM bitstream compliance" option in the XDCAM export settings dialog in order for this to work.

➤ **Bug Number:** MCCET-1317. You might have received "CORE_CONSISTENCY_CHECK_FAILURE" errors when consolidating XAVC-I media.

➤ **Bug Number:** MCCET-1209. Changing audio levels in the Audio Mixer tool did not apply on first playback.

➤ **Bug Number:** MCCET-1306. The "Open with Media Composer" text was incorrect when you were working with a Japanese OS.

➤ **Bug Number:** MCCET-1299. You might have received a "Marker could not be created" error when creating a marker with the TC track enabled.

➤ **Bug Number:** MCCET-1401. In some instances, you could not render IN to OUT for sequences containing audio dissolves.

➤ **Bug Number:** MCCET-1421. (Interplay environment) Every time the editing application was launched a database (mdb/pmr) file was written to Avid storage.

➤ **Bug Number:** MCCET-1252. You might have received an "Assertion failed" error when previewing a sequence with mixed frame rates in the List Tool.

➤ **Bug Number:** MCCET-1386. DNxHD resolutions were not disabled after entering them in the DisabledRes.txt file.

➤ **Bug Number:** MCCET-1401. In some cases you could not render IN to OUT on audio dissolves.

➤ **Bug Number:** MCCET-1338. You might have seen garbled text in the Eventlog when working with the editing application system locale set to Japanese.

➤ **Bug Number:** MCCET-1325. Some bins were slow to open when opening for the first time.

➤ **Bug Number:** MCCET-1332. In some instances, FrameFlex Aspect ratio was lost when resizing in the Record monitor.

➤ **Bug Number:** MCCET-1385. You could not create a new sequence with more than 25 tracks of audio.

➤ **Bug Number:** MCCET-934. (Mac) Some text was misaligned in some windows in the editing application. (For example, in the Folder path in the Select Project window.)

Known Limitations

➤ **Bug Number:** . In Media Composer v8.6.2, you cannot add a media asset to a MediaCentral UX message. If you attempt to drag an asset from a bin and drop it in the messages pane, a red "do not enter" icon is displayed.

➤ **Bug Number:** MCDEV-6115. There is a known issue when launching the editing application with some Dell laptops and workstations. If you experience a fatal exception or error when launching the application, and you are running on a Dell system, you might want to review this Dell community report for details on removing Dell backup and recovery software.

➤ **Bug Number:** MCDEV-6048. If you are working on a system with a Quadro 4000, Quadro 5000, or Quadro 6000 card, you are running Windows 10, and you have Nvidia driver 362.13 (or higher) installed, you might experience the following:

- "An application has requested more GPU memory than is available in the system" error when launching the editing application.

- "Avid Editor has stopped working" error when launching the editing application.

- The editing application launches but stutters when playing back a single stream of DNx UHD or HD media.

Workaround: Uninstall the 362.13 driver and install the 353.82 driver to resolve the issue. You can find the 353.82 driver here on the Nvidia website.

➤ **Bug Number:** MCDEV-5373, 5948. You might receive an "Assertion failed" error when trying to consolidate XAVC Long GOP media.

➤ **Bug Number:** MCDEV-5904. When performing a long ingest, Media Offline for data and audio tracks appears at the 1-hour boundary when Dynamic Relink is enabled.

Workaround: Disable Dynamic Relink and perform an Update from Interplay on the clip.

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