



Avid Editing Application

ReadMe

Changed in Media Composer v8.8.2

The following change was made in Media Composer v8.8.2.

Update to QuickTime Live Link Procedure

You use the QuickTime Live Link option if you update your QuickTime file in a 3rd party application such as After Effects or Final Cut Pro. The procedure for using the QuickTime Live link option has been updated to include steps on selecting the appropriate Link Settings and clearing the monitor before saving the updated file in the 3rd party application.

QuickTime workflow using QuickTime Live Link:

1. Create a QuickTime movie with a supported codec in a 3rd party application such as Adobe AfterEffects or Apple's Final Cut Pro.
2. Move the created .mov file onto your Avid editing system.
3. In the editing application, select the Settings tab in the Project Window.
4. Select the Link settings.
5. Select the Link options tab and enable QuickTime Live Link.
6. Click OK.
7. Select File > Input > Source Browser.
The Source Browser window opens.
8. Click Link at the bottom left of the Source Browser window.
9. Navigate to and select the .mov file(s) you want to link. Ctrl+click or Shift+click to select multiple files. To link to multiple files, you can select a folder that stores multiple QuickTime files.
10. Select your target bin and click Link at the bottom right of the Source Browser Window.
The clips appear in the selected bin. A link icon appears next to the clips.

11. Use the linked clips to edit your sequence.
12. If you need to change the QuickTime clip in your 3rd party application:
 - a. From your Avid editing application, select Clear Monitor from the Clip Name menu above the monitors if the monitor contains the clip you are going to edit in the 3rd party application.
 - b. Open the existing file in your 3rd party application and make the change.

Do not change the number of tracks, the duration of the clip or the clips file name.



If you do change the tracks, duration, or the clip file name, when you relink, the system creates a new clip and will not overwrite or replace the existing clip in the bin.

13. Render or export the newly changed QuickTime movie out of your 3rd party application to the same folder location as the original file. Accept all overwrite prompts. Once the changed QuickTime movie is exported or rendered, refocus or open your Avid editing application.

The updated clip appears in your bin (and sequence) and replaces the old clip.
14. Continue to edit your sequence or consolidate or transcode your sequence or clip.

Fixed in Media Composer v8.8.2

The following have been fixed:

- **Bug Number:** MCDEV-6862. In previous releases, when working with media with effects or media where space, time or color adapters were rendered during transcode or video mixdown, you might have seen artifacts during playback or export. With this release, changes have been made to greatly reduce the occurrence of artifacts appearing during playback or export. In the rare occasion where you see artifacts, go to the Render Settings dialog and choose Disable GPU effects.
- **Bug Number:** MCCET-1616. When applying a Flop effect to a stereoscopic clip, the eyes were swapped also. Eyes will not be swapped unless the “swap eyes” option is selected in the effect’s stereoscopic options in the Effect editor.
- **Bug Number:** MCCET-1702. (DNxIO) (Mac) The editing application would crash when scrubbing in the Timeline.
- **Bug Number:** MCCET-1694. (DNxIO) Choosing Composite Pal showed 1080i Composite which resulted in a “No valid video signal” error when trying to capture.
- **Bug Number:** MCCET-1676. In some instances, rendering a Color Correction effect, resulted in a one frame glitch.

- **Bug Number:** MCCET-1672. In the Send to Playback dialog box, the Tape ID field was too small to show the full Tape ID string.
- **Bug Number:** MCCET-1668. (Mac OS 10.12) (Symphony option) When working with either a Spanish or Italian locale, the editing application would quit if you selected the Color Correction workspace.
- **Bug Number:** MCCET-1763. When loading a sequence or a clip and instantly hitting play, the LTC out on Nitris DX did not output timecode.
- **Bug Number:** MCCET-1722. Splice-in Segment tool broke track sync when Segment Drag Sync Locks was enabled in the Timeline Settings.
- **Bug Number:** MCCET-1706. Sequences with clips with more than 20 min clip duration caused a noticeable delay in playback when I/O hardware was enabled.
- **Bug Number:** MCCET-1697. Committing MultiCamera edits caused the image to shrink.
- **Bug Number:** MCCET-1792. (Mac) The Script > Left Margin option did not let you edit the left margin of the script. To edit the Left Margin, select Script > Text Layout.
- **Bug Number:** MCCET-1729. Performing a batch re-import of a sequence created a clip with the duration of the original master clip, not the shorter duration of the sequence.
- **Bug Number:** MCCET-1732. In some instances, Match frame fails on sequences directly loaded from the Interplay window.
- **Bug Number:** MCCET-1734. When working in 9-way MultiCam mode, after switching camera banks, mapped keys selected wrong camera angles.
- **Bug Number:** MCCET-1608. You might have received an “Invalid trim” error message when trying to lift or extract a frame that is in a dissolve just before the edit.
- **Bug Number:** MCCET-1618. In some instances, Full Screen playback did not show real time changes if the Composer Window was hidden.
- **Bug Number:** MCCET-1678. In some instances when MultiCam editing, using the Up and Down arrows to change the camera did not work.
- **Bug Number:** MCCET-1740. Audio track names did not always appear in the Audio Mixer Tool.

- **Bug Number:** MCCET-1752. Renaming audio tracks in a sequence made from a previous version of Media Composer resulted in sluggishness when scrubbing the Timeline.
- **Bug Number:** MCCET-1614. Creating a new UHD project using any preset with a DeckLink 4K, resulted in an “AMEResourceManager:ReconfigHW_LegendBoB” error.
- **Bug Number:** MCCET-1765. You might have received an “Assertion failed” error when trying to login to Avid Interplay from the Media Composer project window.
- **Bug Number:** MCCET-1767. You might have received a “Fatal abort” error when performing fast editing with Top and Tail commands.
- **Bug Number:** MCCET-1769. The sequence where the Commit Multicam Edits was applied, shifted the original edit of the sequence.
- **Bug Number:** MCCET-1323. In some instances, AUX Ink TC did not respond while scrolling in the Timeline.
- **Bug Number:** MCCET-1719. After upgrading to Media Composer v8.7.2 from v8.6.4, the Time Code Burn-in effect for ink numbers and DPX appeared as N/A.

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Avid Media Composer ReadMe • Created 4/4/17