



# Avid Editing Application

## ReadMe

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### Revision History

Date	Description
August 24, 2017	Updated <a href="#">Fixed in Media Composer v8.9.1</a> .

## Changed in Media Composer v8.9.1

The following are new with Avid Media Composer v8.9.1:

### Nvidia Update

This release supports Nvidia driver v385.08.



*If you are using a RED workflow, stay on the 353.82 Nvidia driver.*

### Mac OS Support

This release has added support for Mac OS v10.12.6.

### Avid Generic Plug-In

Avid continues working to remove dependencies on QuickTime libraries. With this release, the Avid Generic plug-in natively supports the following format for linking and playing. When you select Autodetect, the Avid Generic plug-in will be used instead of QuickTime for this format.

- XAVC-S (mp4)
- H.264 (.mov and .mp4)



*H.264 variable frame rate media, for example. video from an iPhone or Android, will use the QuickTime plug-in instead of the Avid Generic plug-in.*

Note: In previous releases, we included the Avid Generic plug-in that natively supports the following formats for linking and playing.

- AAC (.mov, mp4, .aac)
- MJPEG/Video Only - .mov container
- MJPEG/PCM Audio - .mov container
- JPEG - .jpg files
- PCM Audio only files - .mov container
- TIFF - .tif files

Note: It is possible to use this plug-in by right-clicking in the Source Browser Plug-in column and selecting Link with Avid Generic.

For more information on QuickTime support, see

[http://avid.force.com/pkb/articles/en\\_US/how\\_to/QuickTime-Support-and-Security-on-Windows](http://avid.force.com/pkb/articles/en_US/how_to/QuickTime-Support-and-Security-on-Windows)

## Effect Parameters Update

With this release, the following effect parameters have been updated:

- Picture in Picture Position X and Y parameter values have been extended to -3000 to +3000.
- 3D Warp Axis X, Y, and Z parameter values have been extended to -3000 to +3000.
- 3D Warp Target X and Y parameter values have been extended to -3000 to +3000.
- Resize Position X and Y parameter values have been extended to -3000 to +3000.

## Enable or Disable Media Management for Linked Clips

A new Link Setting allows you to disable media management for linked clips. For some customers, the editing application can become slow when linking media to a slow storage or a 3rd party network share that is slow to respond. This is because the editing application checks all the links, making sure that the source files are still there. If you experience this slowness, you can **uncheck** “Enable Linked Media Management” in the Link Settings Volume Mounting tab.



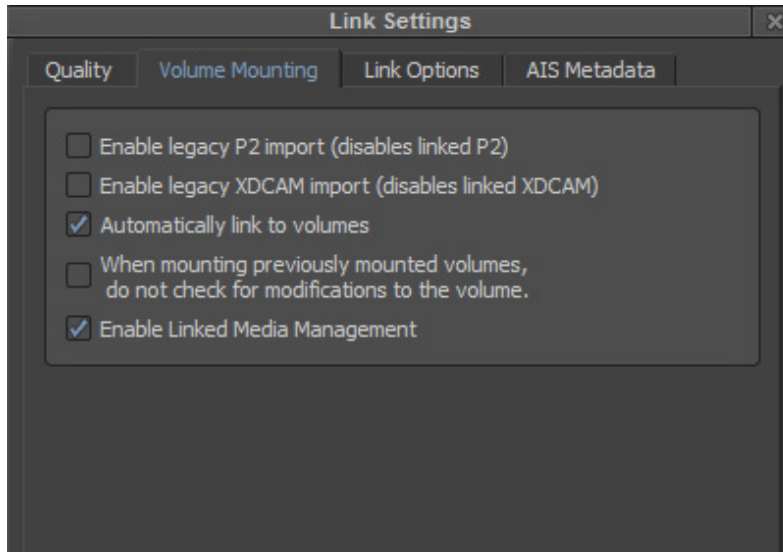
*The “Enable Linked Media Management” option is a site setting and will affect all users.*



*If you disable media management for linked media, the linked media will not appear in the Media Tool. And clips will not link to a sequence unless they are in an open bin.*



*Workgroup clients should have linked media management enabled. Disabling it may introduce unexpected issues with linked clip metadata and media management.*



## Known Limitation

The following is a known limitation with this release:

- **Bug Number:** MCDEV-8101. In UHD 23 and UHD 59 projects, the editing application consumes a large amount of memory when you perform a video mixdown of XAVC-S based sequences to XAVC-I resolutions. Avid recommends that you do not perform a video mixdown of XAVC-S to XAVC-I.

**Workaround:** Render effects before performing a video mixdown.

## Fixed in Media Composer v8.9.1

The following have been fixed:

- **Bug Number:** MCCET-1912. Opening a new project took longer than usual if you had an Avid Nitris DX attached.
- **Bug Number:** MCCET-1949. (ScriptSync) Playing back a take that contained only one line of script did not play back properly.

- **Bug Number:** MCCET-1336. In some instances, media might have looked softer after being transcoded. This might have been due to choosing “Half (Best Quality)” option in the Linked Source Scaling Quality setting in the Transcode dialog. This option was not the best scaling quality option. It has been renamed from “Half (Best Quality)” to “Half (Better Quality).” The “Full” option is the default and is the best scaling quality option.
- **Bug Number:** MCCET-1852. You might have experienced dropped frames when playing back linked Alexa ProRes 4444XQ media. This has been fixed. You should empty the contents of Source Browser cache folder (C:\Users\Public\Documents\Avid Media Composer\AvidSourceBrowserCache) and AMA Management folder (C:\Users\Public\Documents\Avid Media Composer\AMA Management), then relink to the media.
- **Bug Number:** MCCET-2010. In some instances, if you had enabled the “Project Default: Use lower edit timebase in high frame rate projects” option in General Settings, the Media Creation Capture Tab resolution site setting was not sticking.
- **Bug Number:** MCCET-1980. On send to playback, changing the Audio Mixer Master Level to a new value, then back, resulted in an audio mixdown.
- **Bug Number:** MCCET-1621. In some instances, Media Creation settings reverted to DNxHR LB when you were in an UHD project.
- **Bug Number:** MCCET-1960. You might have received “Access violation” errors during playback of Multicam sequences if Play length Toggle was enabled.
- **Bug Number:** MCCET-1965. Setting a Motion Effect clip’s speed to 200% increased the bin size.
- **Bug Number:** MCCET-2012. In some instances ProRes 422 media was not linking.
- **Bug Number:** MCCET-1544. Exported marker TXT files might have contained extraneous tabs and line breaks and in some instances would not import correctly back into Media Composer. If tabs are found in the marker text, a dialog box opens allowing you to keep the tabs or replace them with spaces.
- **Bug Number:** MCCET-1915. You might have received an AvidOpFrameGenerator error when using the Source Browser.
- **Bug Number:** MCCET-1992. In some instances, you might have received an “ADM\_PLAY\_NOT\_ARMED” error if Desktop Play Delay was enabled.

- **Bug Number:** MCCET-1931. Linking to a Canon C300 folder caused the editing application to crash when an old ARRI Alexa plug-in is installed. Removing the Alexa plug-in allows you to properly link to a Canon C300 folder.
- **Bug Number:** MCCET-1884. In some instances, an Alpha matte clip would match frame to the wrong clip.
- **Bug Number:** MCCET-1688. If you exported as an AAF a portion of a sequence with “Use Marks” and “Use Selected tracks” selected, the Pro Tools Import Session Data start timecode was incorrect.
- **Bug Number:** . When your locale was set to German, Spanish, or Italian, a number of Media Composer dialog boxes displayed cut off text. Avid continues to make improvements when displaying these languages so the text is displayed properly.
- **Bug Number:** MCCET-1853. The color eyedropper was not accurate when working with the 3D Warp effect.
- **Bug Number:** MCCET-1945. In some instances, you might have received an “Assertion failed: acomp == NULL acomp->isTransition” error when performing a trim.
- **Bug Number:** MCCET-1976. In some instances, you could not change the Mix Format to 5.1 when playing group clips in the Source monitor.
- **Bug Number:** MCCET-1947. You might have seen audio keyframe redraw issues in the Timeline when Volume automation data was turned off.
- **Bug Number:** MCDEV-7575. When working with HiRes monitors, if you were in Frame View, playing back a thumbnail was not in the correct position while playing in bin.
- **Bug Number:** MCCET-1941. You might have received “Assertion Failed: mOutputCompression” errors when consolidating AVC High 4:2:2 Intra media.
- **Bug Number:** MCCET-1957. You might have received a DidMapper error when consolidating a sequence containing Edit While Capture clips.
- **Bug Number:** MCCET-1918. If you were working with a Japanese OS, some clips could not be checked out of Interplay.

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