



Avid Editing Application

ReadMe

Revision History

Date	Description
December 18, 2017	Fixed bug number typos. (MCET changed to MCCET.)
December 7, 2017	Add bug numbers.
December 4, 2017	Updated Fixed in Media Composer v8.9.4 and added section on Supported Operating Systems .

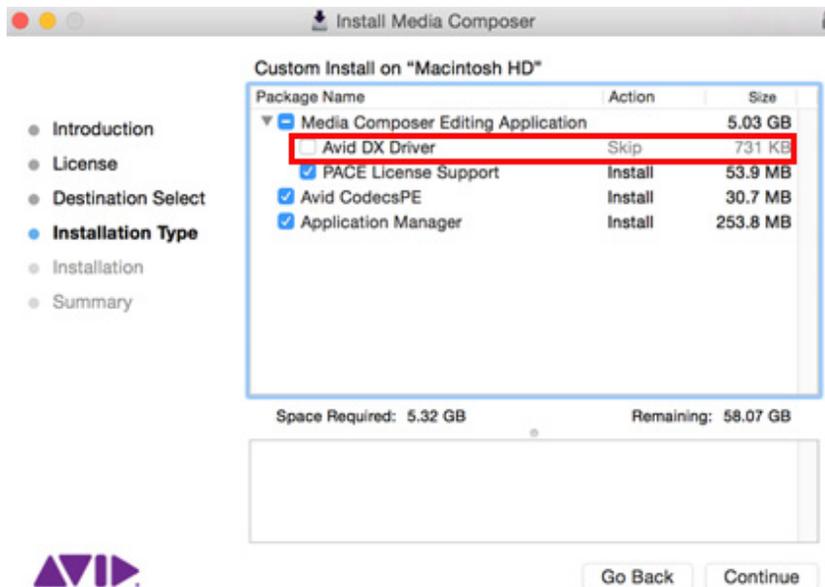
New in Media Composer v8.9.4

- New Features: For information on new features, see the [What's New v8.9.4](#).
- (Mac) With this release, the Avid DX Driver is not automatically installed when you install the editing application. If you need to install the Avid DX Driver to work with your Avid IO device, during the installation process, click the Media Composer Editing Application opener and choose the Avid DX Driver and click Continue.

If you do not install the driver during the installation process, you can access the installer at `/Applications/Utilities/Avid Utilities` to install at a later date.



The Avid DX Driver is still automatically installed with the Windows version of the editing application.



Supported Operating Systems

The following tables also list the qualified Operating Systems:

- Windows v7 64-bit SP1(Professional) and Windows v8.1 (Professional and Enterprise), Windows v10 64-bit (Professional, Creators, and Enterprise).
- Macintosh v10.10.5, 10.11.6, 10.12.6, 10.13.1

Fixed in Media Composer v8.9.4

The following have been fixed in Media Composer v8.9.4:

- **Bug Number:** MCCET-2192. You could not preview Closed Captioning data that spanned midnight.
- **Bug Number:** MCCET-2145. You could not export subclips as OP1a if the Use Marks option was selected.
- **Bug Number:** MCCET-2075. While in the Effect Editing workspace, the editing application crashed when undoing changes in a Paint or AniMatte effect.

- **Bug Number:** MCCET-2090. Even with “Copy all media” selected as the Export method for an AAF export, the entire clip was not copied.
- **Bug Number:** MCCET-2168. Only the topmost clip of a group clip retained its LUT. All clips in a group clip now retain their LUT.
- **Bug Number:** MCCET-2187. In some instances, you could not enable 12 channel or 16 channel in the Audio Project Settings even when “Allow 16 channel output” was selected.
- **Bug Number:** MCCET-2115. You might have received an “Insufficient Disk Space” error when importing multiple AVCHD clips.
- **Bug Number:** MCCET-2099. If you pressed the Enter key on the numeric keypad after renaming a track, the Rename dialog box would not close. Now, once you type a new name, the OK button is highlighted and pressing Enter on the numeric keypad will retain the new name and close the Rename dialog. This fix has also been incorporated into the Rename, Timeline Clip Notes, and Marker windows. The following applies when you are working with the Rename, Timeline Clip Notes and Marker dialogs:
 - Pressing the Enter key on the numeric keypad will perform the task of whichever button has current focus, such as OK, Cancel, Remove, etc.
 - Pressing the keyboard Enter (Windows) or Return (Mac) key will add a line break if the cursor is active in the text area. If the cursor is not in the text area, the behavior is the same as pressing the Enter key on the numeric keypad.
 - Pressing Esc will cancel the dialog.
 - When you are in the dialog window, pressing the tab key will move the focus from one element to the next within the dialog.
- **Bug Number:** MCCET-2119. In some instances, if you performed a mixdown of a clip containing an audio suite effect, the editing application would hang during the render operation.
- **Bug Number:** MCCET-2165. You might have received an “Assertion failed” error when selecting an EVS Transfer Manager profile.
- **Bug Number:** MCCET-2088. (Interplay) The editing application might have hung when Media Stream Manager (MSM) was performing a rescan. This occurred if the media file folder name was in lower case. This has been fixed.
- **Bug Number:** MCCET-1979. (Windows) You might have seen ghosting or redraw issues when performing a trim.

- **Bug Number:** MCCET-2175. In a previous release of the editing application, the Master Audio monitoring fader default was -20. The correct default is 0.
- **Bug Number:** MCCET-2127. A grouped transcoded clip with a LUT applied would ungroup if you pressed the up or down arrow key while the clip was in the Source/Record monitor.
- **Bug Number:** MCCET-2128. Bullets (•) in a clip name did not translate properly in the List Tool.
- **Bug Number:** MCCET-2073. In some instances, pre-rendered source-side motion effects did not remain rendered when loaded into the Source monitor.
- **Bug Number:** MCCET-2117. The number of clips being transcoded in the transcoding process window did not always reflect the number of the actual clips being transcoded.
- **Bug Number:** MCCET-2108. Banding artifacts might have appeared when you transcoded XAVC Intra 100 to DNxHD (8-bit) media containing color transformations.
- **Bug Number:** MCCET-1902. After performing a batch reimport, .wav files might have had the wrong timecode.
- **Bug Number:** MCCET-2072. When performing a match frame on a sequence containing group clips brought forward from an earlier release of the editing application, you might have received a Crash Report followed by an Exception error.
- **Bug Number:** MCCET-2113. You might have received a “No Filler NAL unit found” error when performing a Send to Playback of consolidated clips.
- **Bug Number:** MCCET-1983. In some instances, when you were in trim mode and monitoring effects on a higher track, incorrect video would momentarily appear.
- **Bug Number:** MCCET-2133. You might have received a “FatalAbort Assertion” error when trying to play some consolidated clips.
- **Bug Number:** MCCET-2031. In some instances, when you enabled Sync Lock, Ripple Trim rollers did not return to their original position when audio tracks were reselected.
- **Bug Number:** MCCET-2139. In some instances, after relaunching Media Composer, a portion of the Timecode window was transparent.
- **Bug Number:** MCCET-2143. The first “Text to Find” field wasn’t automatically highlighted when you performed a Custom Sift.

- **Bug Number:** MCCET-2132. In some instances, the editing application did not return results when performing a search for text when “Scripts in Project” was selected as a search criteria. This has been fixed.
NOTE: For this fix to work on existing scripts, you must open the script and then save it.
- **Bug Number:** MCCET-1981. After a batch re-import, a consolidated subclip and new master clip playback from the original master clip rather than the Mark-IN point of the subclip.
- **Bug Number:** MCCET-2109. Project info in the Project Selection window would sometimes show the wrong raster dimension.
- **Bug Number:** MCCET-2092. If the Transcode option was selected in the Export dialog, you might have received an “Exception” error when exporting a sequence with various frame rates as an AAF.
- **Bug Number:** MCCET-2024. In some instances, group clips would display n/a as the source name in the Timeline.
- **Bug Number:** MCCET-2134. In an Interplay environment, Color Correction Presets were missing in the Effect Palette.
- **Bug Number:** MCCET-2096. In some instances you could not cut or remove filler at the end of the Timeline.
- **Bug Number:** MCCET-1895. You received an “ADM_DIO” error when trying to output video to DV deck via Firewire. The Output to DV Device option is no longer supported with the Media Composer editing application.
- **Bug Number:** EPIC-1856. When your locale was set to German, Spanish, or Italian, a number of Media Composer dialog boxes displayed cut off text. Avid has made improvements when displaying these languages so the text is displayed properly. Also, a number of dialogs now include tool tips in the appropriate language. Avid will continue to make improvements with subsequent releases.

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