



Avid Editing Application

ReadMe

Revision History

Date	Description
June 25, 2014	Updated Fixed in 6.5.4.2 and 10.5.4.2 .
May 16, 2014	Updated the Interplay Sphere Plug-in Update info.

Installation Note

On a Windows® system, if you have already installed a patch on your system, you must first uninstall the previous patch before installing a new patch.

On a Macintosh system, there is a full installer, not just a patch. You must completely uninstall the previous Macintosh version.

For details on installing a patch, see the *Patch Installer Instructions* pdf on the download page.

Changed in 6.5.4.2 and 10.5.4.2

The following changes are included with this release:

Interplay Sphere Plug-in Update

With this release of the editing application, a Sphere plug-in is no longer automatically installed when you install the editor. In order to work with Interplay Sphere, you must go to the avid.com/download site, navigate to the Media Composer | Cloud page and download the [Media Composer Cloud Playback Setup 1.1.2 Win.exe](#)
[Media Composer Cloud Playback Installer 1.1.2 Mac.zip](#)

After you install the editing application, run this executable to install the Sphere playback plug-in.

OS Update

Mac OS 10.9.2 is supported in this release.

Nvidia Update

This release includes the 331.65 Nvidia Driver. Do not use this driver if you have a Quadro FX 3700, Quadro FX 3800, or Quadro FX 4800 card.

Color Bars Update

SMPTE RP 219:2002 High-Definition Color Bar Signal bars have been added to the Test Patterns folders.

- (Windows) drive:\Program Files\Avid\Avid editing application
 \SupportingFiles\Test_Patterns
- (Macintosh) Macintosh HD/Applications/Avid editing application/
 SupportingFiles/Test_Patterns

Fixed in 6.5.4.2 and 10.5.4.2

The following have been fixed in this release:

- **Bug Number:** UDevC00182911. (Interplay) In some instances rendered audio dissolves were referencing the wrong media.
- **Bug Number:** UDevC00182940. In some instances when “Use Enable Tracks” was selected, sequences with MP2 audio track exported successfully.
- **Bug Number:** UDevC00183430. When launching the editing application on a new Mac Pro (late 2013) you might have received a “failed to initialize audio hardware” error.
- **Bug Number:** UDevC00180403. (NewsCutter) The clip color for Freeze Frames might have been wrong if Dynamic Relink was enabled.
- **Bug Number:** UDevC00183848. When performing a send to playback on a sequence directly from a bin with multiple audio mixes enabled in transfer settings, you might have received an Access violation error.
- **Bug Number:** UDevC00178823. QuickTime reference export of a stereoscopic sequence created two right eye files instead of a left and a right.

- **Bug Number:** UDevC00181948. (Macintosh) You might have received “UME-1012 Exception” errors when launching the editor as a different user than the user who initially launched the application.
- **Bug Number:** UDevC00181001. (EDL Manager) CDL information in an EDL (ASC_SOP and ACS_SAT) might have wrapped to a second line. The CDL information is now on one line.
- **Bug Number:** UDevC00181765. P2 Legacy imported clips appeared offline if Dynamic Relink was enabled.
- **Bug Number:** UDevC00183298. Certain audio clips did not retain pan values when cut into a sequence.
- **Bug Number:** UDevC00182149. In some instances, you would receive a “kAudioUnderrun” error when playing a sequence containing AMA linked P2 media.
- **Bug Number:** UDevC00182880. When performing a check-in to ProTools, the mixdown would not create a stereo clip.
- **Bug Number:** UDevC00180337. When importing spanned XDCAM clips, the second to last frame in was repeated and the last frame was cut.
- **Bug Number:** UDevC00181187. Performing a Dynamic Relink from a proxy resolution to a high resolution did not relink correctly.
- **Bug Number:** UDevC00180663. Color Correction mode did not refresh if you switched back from another workspace.
- **Bug Number:** UDevC00175919, UDevC00178267. (Marquee) In some languages, text in the Tabs and tool tips was unreadable.
- **Bug Number:** UDevC00178268. Chinese text can now be imported and cut/paste into Title Tool (using Hei or Kai fonts).
- **Bug Number:** UDevC0177337. (NewsCutter) The default keyboard shortcut for Trim Mode did not work with a Spanish keyboard.
- **Bug Number:** UDevC00182511. The default Segment Mode Lift/Overwrite button on a Dutch keyboard did not work properly.
- **Bug Number:** UDevC00182518. In some instances, selecting AltGR with foreign special characters did not work properly.

- **Bug Number:** UDevC00175274. If video was not selected in the background, Marquee Title Tool “color picker” menu could be black and unreadable.
- **Bug Number:** UDevC00179406. You could not rename a 4GB or greater file on an ISIS workspace if the Avid editing application was open.
- **Bug Number:** UDevC00183183. You might have received an “ADMConsumer::PreLoad” error when trying to start play near several dissolves on audio tracks with 5.1 media.
- **Bug Number:** UDevC00182577. In some instances, selecting Special > Read Audio Timecode did not read timecode accurately.
- **Bug Number:** UDevC00181088. Consolidating DNxHD 444 resulted in a “foreign compression type” error.
- **Bug Number:** UDevC00183421. Rendered audio dissolve played at different level than real time.
- **Bug Number:** UDevC0182509. The creation time was incorrect for AS02 volume exports.
- **Bug Number:** UDevC00182340. Slate text was truncated on long clip names in the Script Window.
- **Bug Number:** UDevC00180834. When performing a Digital Cut, Audio Project Output settings would change from Direct to Stereo when connected to Mojo DX.
- **Bug Number:** UDevC00182828. Exporting to a P2 device resulted in a “connect a P2 device” error even when the device was properly connected.
- **Bug Number:** UDevC00183369. Black lines appeared on the sides of Color Bars.
- **Bug Number:** UDevC00183358. Audio Punch-in did not work properly on some supported laptops.
- **Bug Number:** UDevC00182324. AMA Linking to H.264 MP4 clips resulted in the video freezing on the first frame.
- **Bug Number:** UDevC00182781. In some sequences, if tracks were sync locked and you performed a Transcode with media of different frame rates, black holes were created.
- **Bug Number:** UDevC00182762. A Subcap .stl file took a long time to import.

- **Bug Number:** UDevC00177165. In some instances, a saved title appeared shifted in the Timeline.
- **Bug Number:** UDevC00182176. If you saved an effect to the bin, assigned a color to it, you could not apply the effect to multiple clips in your sequence.
- **Bug Number:** UDevC00183269. After minimizing a Tool (for example, the Console window of the NRCS Tool) and switching between workspaces, the Tool window would not respond if you tried to access it again.
- **Bug Number:** UDevC00183367. You might have received “ADM_Coreaudio_underrun” errors when performing an Audio Punch-In.
- **Bug Number:** UDevC00182704. Exporting XDCAM QT Reference file times has been improved considerably.
- **Bug Number:** UDevC00170179. When performing a dynamic relink to XDCAM 50-bit media after using the master clip in a sequence that was subsequently consolidated, the first frame of the consolidated portion of the original master clip may have been pixelated.
- **Bug Number:** UDevC00182403. Igekami AMA material did not import with the correct timecode.

Changed in v6.5.4.1 and v10.5.4.1

The following changes have been made to Media Composer v6.5.4.1 and NewsCutter v10.5.4.1.

Mac OS X Mavericks v10.9 support

This release of the editing application supports Mac OS X Mavericks v10.9 and v10.9.1.



UDevC00182920 When working on a Mac v10.9 system, AMA file types do not automatically update when you select a plug-in.

Exporting a Simplified AAF

A new “Link To Effects Mixdown” export setting allows you to mix down both audio and video effects so that the exported AAF references only master clips. This might be useful for workflows with third party applications, such as Telestream[®] that want to link to the exported AAF media for further encoding. When the video is mixed down, if a segment of the video is an existing master clip or filler, a reference to that segment is added to the new

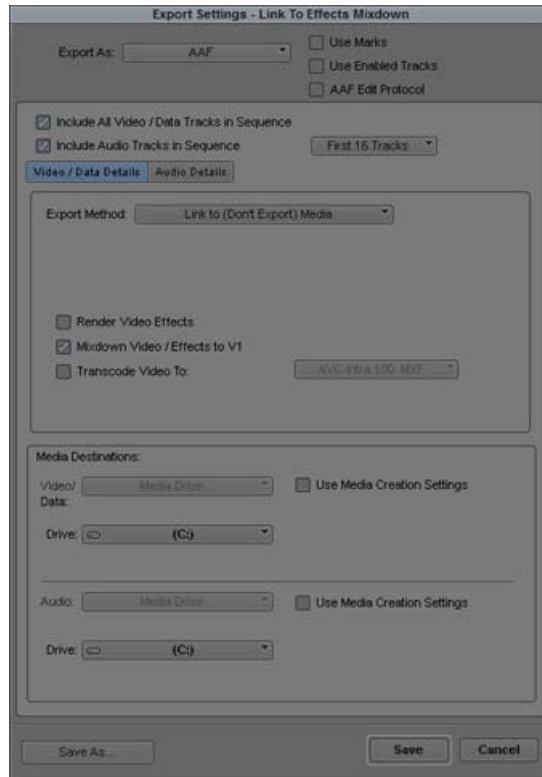
sequence. If the segment is a transition or effect, a video mixdown occurs which creates a new master clip. The new mixed-down master clip is added to the project bin and a reference is added to the new sequence. For the audio mixdown, the editing application can limit the number of tracks included in the exported sequence to the first 2, 4, 8, or 16 tracks. If an audio track contains at least one effect or gain change, the entire track is mixed down to a new master clip. The new mixed-down master clip is added to the project bin and a reference is added to the new sequence.

To perform a simplified AAF Export:

1. In the Project Window, click the Settings tab and select the Export Link to Effects Mixdown setting.

If the setting does not appear, click the User Profile Selection menu and select Update User Profiles. The new setting appears in the settings list.

2. Select the sequence you want to export as a simplified AAF.
3. Select File > Export.
4. Click Options.
The Export Settings dialog opens.
5. Select AAF from the Export As menu.



6. Leave the following options enabled: In the Video/Data Details pane, the Mixdown Video/Effects to V1 is enabled. In the Audio Details pane, Flatten Audio Tracks that Contain Effects is enabled.
7. Select the number of audio tracks to include in the sequence.
8. Select the Media Destination Drive where you want to save any newly created media. (This should be a drive that your third party encoding application has access to.)
9. Click Save.
10. Select a location for the AAF file, name the file and click Save.
The AAF file is saved to the selected location.

Fixed in v6.5.4.1 and v10.5.4.1

The following were fixed in Avid Media Composer v6.5.4.1, Avid Symphony v6.5.4.1, and NewsCutter v10.5.4.1.

- **Bug Number:** UDevC00173262. Consolidating and transcoding AMA linked 1080 XDCAM HD 50 MB media was extremely slow.
- **Bug Number:** UDevC00182788. The DisabledRes.txt file did not filter out the desired resolutions. This has been fixed. Reminder: When adding resolutions to the DisabledRes.txt file, do not include OMF or MXF in the resolution name.
- **Bug Number:** UDevC00182788. If you AMA linked to ProRes 444 material, you might have seen image corruption.
- **Bug Number:** UDevC00182399. Sequences with real-time Subcap effects stuttered during playback.
- **Bug Number:** UDevC00182484. (Mac) Audio Punch-In was always monitored even if the audio punch in was set to OFF.
- **Bug Number:** UDevC00182990. In some instances, right-clicking on video in the Composer window and selecting Export and then sending as an AAF resulted in an Access Violation error.
- **Bug Number:** UDevC00180741. With Fast Scrub enabled, you could not hear audio during horizontal movement of the keyframes.
- **Bug Number:** UDevC00178910. Color Decision List (CDL) data was not extracted properly from sequences.
- **Bug Number:** UDevC00181388. Importing an MXF file that was created by Rhozet and OpenCube might have resulted in an “MXFDomain_INT_FAILED” error.
- **Bug Number:** UDevC00181352. Performing a Send to Workgroup between two editing systems was much slower on the 9.5.3.x editing systems than on previous releases.
- **Bug Number:** UDevC00182605. In some instances, performing a Ctrl + X on a sequence resulted in “Calling a method on freed object” error.
- **Bug Number:** UDevC00181315. You would receive an error message if you searched for the apostrophe (‘) in the Find window.
- **Bug Number:** UDevC00182411. In the version 6.5.4 editing application, you could not link to a Pan&Zoom image created on a v5.5.3.7 editing application.
- **Bug Number:** UDevC00182758. After opening the Capture Tool via “Go to capture mode” some fields were unavailable after moving or resizing the window.

- **Bug Number:** UDevC00182029. (NewsCutter) Mouse Settings were not saved.
- **Bug Number:** UDevC00172315. The Color Picker window in the Title Tool did not redraw properly.
- **Bug Number:** UDevC00182528. (Macintosh) You could not drag and drop clips or sequences from the Interplay Window to a bin.
- **Bug Number:** UDevC00171433. If CAP LOCK was on, you could hear one frame of audio playback when entering an audio level change from the numeric keypad in the Audio Mixer tool with an audio only clip loaded in the Source monitor.
- **Bug Number:** UDevC00182233. Markers did not export if the clip or sequence name contained special characters.
- **Bug Number:** UDevC00182430. (Macintosh) Double-clicking to open a bin at the Finder level did not open the bin.
- **Bug Number:** UDevC00178480. When playing DNxHD through the hardware codec, you might have received an Audio Sample Rate error when performing an Audio Punch in through optical ADAT.
- **Bug Number:** UDevC00175253. Audio would play the same frame twice if you stepped by frame on group clips in Quad Split mode.
- **Bug Number:** UDevC00182115. DV Scene extraction resulted in Access Violation errors when recording audio only from AES or ADAT.
- **Bug Number:** UDevC00179177. AMA linking XDCAM MXF did not consolidate.
- **Bug Number:** UDevC00182316. The editing application did not respond to Video Satellite commands from Pro Tools when playing beyond the last clip in the editing application.
- **Bug Number:** UDevC00180757. The Aspect Ratio was not properly detected for import of certain media.
- **Bug Number:** UDevC00173841. You might have seen quality issues in the background in the Title Tool.
- **Bug Number:** UDevC00181798. Subcaps did not display International special characters when you entered them in the Caption Text box. The characters will be noted as a question mark (?).

- **Bug Number:** UDevC00181902. Auto-indexing occurred for local storage, even if it was deselected in the Media Creation Settings.
- **Bug Number:** UDevC00182226. The Restore to Default option was not working for Transfer Settings.
- **Bug Number:** UDevC00181129. Occasionally, you were unable to save a title.
- **Bug Number:** UDevC00173113. The Timeline window became inactive after opening and closing a Tool window from the Tools menu.
- **Bug Number:** UDevC00178801. Maximizing the editor did not work in dual monitor configurations.
- **Bug Number:** UDevC00180609. The Media Tool did not open for projects with names over 31 characters. The project name limit is now 56 characters.
- **Bug Number:** UDevC00181053. If you performed an audio scrub of an Edit While Capture clip, you would lose audio if you scrubbed into an uncaptured portion of the clip and then back into the captured portion.
- **Bug Number:** UDevC00181370. Printing Markers printed with an unnecessary gray background.
- **Bug Number:** UDevC00176851. The scroll bar did not work properly to allow you to see the entire path of the “Interplay Root Folder for This Project” in the Interplay Folder Settings.
- **Bug Number:** UDevC00182469. In some instances, if you deleted a clip you had transcoded from an AMA linked clip, the AMA QuickTime file was also deleted.
- **Bug Number:** UDevC00169584. EDLs created from S3D clips might have had Start TC out of sync.
- **Bug Number:** UDevC00182110. You might have received “Core_Consistency” errors when transcoding media from Final Cut Pro to AVC-150.
- **Bug Number:** UDevC00181971. In some instances, AVC-Intra 50 and AVC-Intra 100 did not export to P2 devices.
- **Bug Number:** UDevC00182191. You might have received Decompress stream errors when exporting OP1a XDCAM 50 MXF files.

- **Bug Number:** UDevC00182134. Importing mp4 files crashed the editing application.
- **Bug Number:** UDevC00182126. When switching between HD and SD, video input settings did not always stick.
- **Bug Number:** UDevC00180416. Clips created in a Film project 23.97 and opened in a non film project resulted in an error if Dynamic Relink was enabled.
- **Bug Number:** UDevC00182107. Immediately after performing a capture, a “Monpaintwindow” error appeared if you switched from a Capture workspace to an Edit workspace.
- **Bug Number:** UDevC00179128. PhraseFind did not index UNC mounted ISIS volumes on an Interplay client.
- **Bug Number:** UDevC00175168. You would receive an Assertion failed error when exporting from a 25 project to XDCAM.
- **Bug Number:** UDevC00181470. The Specify Bin Name setting in the AMA settings did not stick after a restart.
- **Bug Number:** UDevC00177652. You might have seen Sync offsets when modifying the frame rate of a sequence.
- **Bug Number:** UDevC00181762. You might have received “Failed to Get the sample temporal offset” errors when AMA linking to QuickTime XDCAM HD.

Known Issue

- **Bug Number:** UDevC00178823. When a QuickTime reference sequence is created for a stereoscopic sequence, the files created for the left eye and right eye are actually reversed. Both files are created, they are just named incorrectly.

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