



Avid Editing Application

ReadMe

Revision History

| Date | Description |
|------------|------------------------------------|
| 10/10/2014 | Added support for Mac OS X v10.9.5 |

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 v6.5.4.4

Mac OS X v10.9.5 support

This release of the editing application supports Mac OS X v10.9.5.

Fixed in 6.5.4.4 and 10.5.4.4

The following have been fixed:

- **Bug Number:** UDevC00178918. You could not print 2 or more copies of a bin in Media Log.

- **Bug Number:** UDevC00183794. Importing or AMA linking to DVC ProHD QuickTime might have had the wrong timecode.
- **Bug Number:** UDevC00184196. You might have received “XDCAM: Insufficient free space” errors when exporting XDCAM OP1a to an UNC path.
- **Bug Number:** UDevC00185451. (NewsCutter NRCS Tool) In some instances, opening certain stories would cause the editing application to crash.
- **Bug Number:** UDevC00184259. (Symphony Option) In some instances, if you had already activated your software license, you would be prompted to activate again.
- **Bug Number:** UDevC00184921, UDevC00184920. (NewsCutter) When working with Armenian Unicode or Tamil Unicode, Story Names in the NRCS Tool appeared as question marks (?).
- **Bug Number:** UDevC00184890. After moving or copying AMA media to a new drive and performing a new AMA link, the Drive column in the bin still listed the old location.
- **Bug Number:** UDevC00185506. You might have received an “Assertion failed” error when performing an Audio Punch-in.
- **Bug Number:** UDevC00184952. When exporting a sequence as OMF 2.0 with “Render video effects” deselected, you would receive a “Bus Segmentation” error.
- **Bug Number:** UDevC00184156. In some instances, exporting, rendering and mixing down video can produce video levels that are reserved for timing signals according to SMPTE 296M and SMPTE 274M. A fix has been implemented that prohibits producing these values on decode.
- **Bug Number:** UDevC00184747. The editing application would crash when trying to transcode H.264 MP4 files.
- **Bug Number:** UDevC00185357. You might have received “Audio Underrun” errors when playing back complex audio sequences from Shared Storage.
- **Bug Number:** UDevC00183755. When performing a search in the Interplay window, the Interplay window would go behind other windows in the User interface. The Interplay window now stays in focus when you perform a search.
- **Bug Number:** UDevC00184308. You might have received an “ADMConsumer and Legend Audio Communication” error when playing back AMA linked RED clips which contained audio.

- **Bug Number:** UDevC00184286. The editing application was slow to launch on certain MacBook Pro systems.
- **Bug Number:** UDevC00182057. When importing a 30fps QuickTime After Effects file, the first frame of the clip was moved to the last frame.
- **Bug Number:** UDevC00183391. The editing application appeared hung when using the Normalize AudioSuite effect.
- **Bug Number:** UDevC00185223. You might have received Audio Preload errors playing back sequences containing AudioSuite effects.
- **Bug Number:** UDevC00184063. In some instances, the editing application would crash if you changed the field order option in the Import Settings image tab and then imported a .mov file.
- **Bug Number:** UDevC00183059. You might have experienced audio dropouts when playing back Edit While Capture clips.
- **Bug Number:** UDevC00183675. In previous releases, you could map a button from the Command Palette to the HW/SW button on the Timeline. When you restarted the system, it returned to the HW/SW button. You can no longer map another button to the HW/SW button on the Timeline.
- **Bug Number:** UDevC00183745. In some instances, sequences that did not contain pan data would pan when playing back.
- **Bug Number:** UDevC00184066. AVI files did not import properly in some 6.5.4.x patch releases.
- **Bug Number:** UDevC00175398. In some instances, while working in the editing application, a Windows OS window would appear in front of the editing application and take focus away from the editing application.
- **Bug Number:** UDevC00183059. Fixed an issue that would cause audio to pop in and out if playback is started too close to the edge of incoming media.
- **Bug Number:** UDevC00182792. When working with Armenian Unicode, Story Text in the NRCS Tool appeared as question marks (?).
- **Bug Number:** UDevC00184060. When you opened the Marker window, the cursor did not automatically appear in the text field.

- **Bug Number:** UDevC00183122. In some instances, when the User Interface was set to a darker setting, the text in the Marker window was not visible if it was not selected.
- **Bug Number:** UDevC00183734. Pan might have changed on destination tracks after performing a dual mono mixdown.
- **Bug Number:** UDevC00184266. (NewsCutter) Simplified Chinese characters displayed as a “?” in the NRCS Tool slug/story name.
- **Bug Number:** UDevC00184593. You might have received “Assertion Failed” errors when importing certain AAF files into a bin.
- **Bug Number:** UDevC00180516. (Mac) Macintosh Interplay editing systems were not creating new media folders after reaching a limit of 5000 files.
- **Bug Number:** UDevC00184307. Performing a QuickTime Reference export was taking an unusually long time.

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. Ikekami 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:

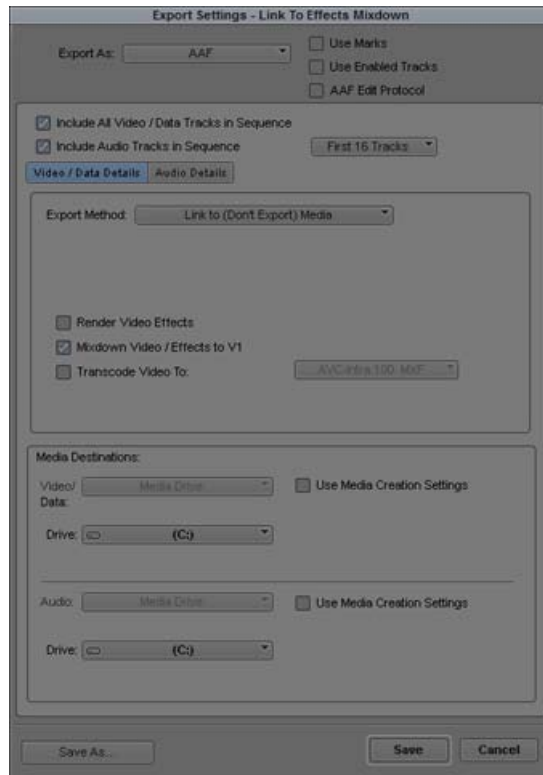
1. In the Project Window, click the Settings tab and select the Export Link to Effects Mixdown setting.

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 Rhonet 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 “Monopaintwindow” 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.

Legal Notices

Product specifications are subject to change without notice and do not represent a commitment on the part of Avid Technology, Inc.

The software described in this document is furnished under a license agreement. You can obtain a copy of that license by visiting Avid's Web site at www.avid.com. The terms of that license are also available in the product in the same directory as the software. The software may not be reverse assembled and may be used or copied only in accordance with the terms of the license agreement. It is against the law to copy the software on any medium except as specifically allowed in the license agreement.

No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, for any purpose without the express written permission of Avid Technology, Inc.

Copyright © 2014 Avid Technology, Inc. and its licensors. All rights reserved.

Attn. Government User(s). Restricted Rights Legend

U.S. GOVERNMENT RESTRICTED RIGHTS. This Software and its documentation are "commercial computer software" or "commercial computer software documentation." In the event that such Software or documentation is acquired by or on behalf of a unit or agency of the U.S. Government, all rights with respect to this Software and documentation are subject to the terms of the License Agreement, pursuant to FAR §12.212(a) and/or DFARS §227.7202-1(a), as applicable.

This product may be protected by one or more U.S. and non-U.S patents. Details are available at www.avid.com/patents.

Trademarks

Avid and the Avid logo are trademarks or registered trademarks of Avid Technology, Inc. in the United States and/or other countries. See www.avid.com/US/about-avid/legal-notices/trademarks for more information on Avid's trademarks.

Adobe and Photoshop are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. Apple and Macintosh are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. All other trademarks contained herein are the property of their respective owners.

ReadMe v6.5.4.4 • July 2014

