



# Avid® Editing Application

ReadMe for Media Composer® v6.0.1, NewsCutter® v10.0.1,  
and Symphony™ v6.0.1

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**IMPORTANT:** Avid periodically makes software updates available for download on [Avid.com](http://www.avid.com/us/support/downloads) at the following location: [www.avid.com/us/support/downloads](http://www.avid.com/us/support/downloads). Please check the above site regularly for information on available downloads for your product.

## Important Information

Avid® recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

**Important:** Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes compatibility issues with previous releases, software installation instructions, hardware and software requirements, and summary information on system and memory requirements. This document also lists hardware and software limitations.

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# Symbols and Conventions

Avid documentation uses the following symbols and conventions:

| Symbol or Convention  | Meaning or Action  |
|---|--|
|    | A note provides important related information, reminders, recommendations, and strong suggestions.   |
|    | A caution means that a specific action you take could cause harm to your computer or cause you to lose data.   |
|  | A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.             |
| >   | This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command. |
| ►   | This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.  |
| (Windows), (Windows only), (Macintosh), or (Macintosh only)                         | This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.   |
| <b>Bold font</b>  | Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.  |
| <i>Italic font</i>  | Italic font is used to emphasize certain words and to indicate variables.  |
| <b>Courier Bold font</b>  | Courier Bold font identifies text that you type.   |

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**Symbol or Convention    Meaning or Action**


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Ctrl+key or mouse action    Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

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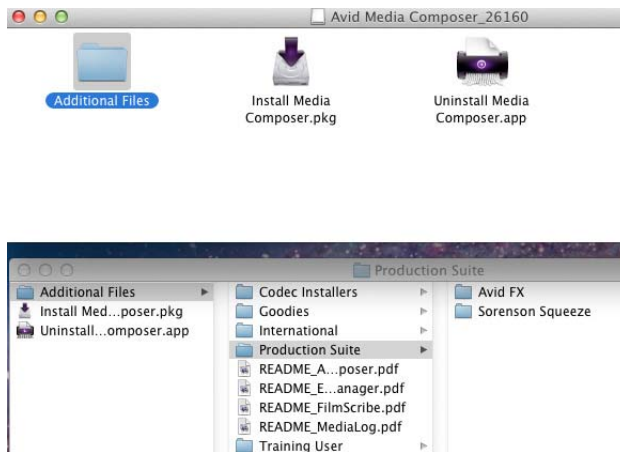
## If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available after the documentation was published. Also check online for the most up-to-date ReadMe because the online version is updated whenever new information becomes available. To view the online ReadMe, select ReadMe from the Help menu, or visit the Knowledge Base at <http://www.avid.com/readme>.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues. In addition to the printed documentation supplied with your editing application, the documentation is supplied in PDF format when you install the application. Topics that you print from the Help have limited page layout and formatting features. If you want to print a higher quality version of Help information, Avid recommends that you print all or part of the PDF version of the appropriate Avid manual included in the Online Library for your editing application. To access the Online Library, select Help > Online Library from within your Avid editing application.
4. Visit Avid Online Support at [www.avid.com/onlineSupport/](http://www.avid.com/onlineSupport/). Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

## Changed in Media Composer v6.0.1, Symphony v6.0.1

The folder structure of the Macintosh DVD has been updated. The folder structure now includes an Additional Files folder where folders such as Codecs, Goodies, and the Production Suite reside.



## Fixed in Media Composer v6.0.1, Symphony v6.0.1, and NewsCutter v10.0.1

The following were fixed in this release of the editing application.

- **Bug Number:** UDevC00152291. AMA linked Omneon XDCAM files produced audio corruption during playback. This has been fixed with the latest AMA MXF plug-in. You can find the latest plug-in at [www.avid.com/ama](http://www.avid.com/ama).
- **Bug Number:** UDevC00165318. You might have received a “PMM\_MISMATCH\_AUDIO\_FORMAT” error when loading Omneon MXF LongGOP media. This has been fixed with the latest AMA MXF plug-in. You can find the latest plug-in at [www.avid.com/ama](http://www.avid.com/ama).
- **Bug Number:** UDevC00167611. (Macintosh) The Undo/Redo list contained extraneous numbers.
- **Bug Number:** UDevC00167643. Previously, foreign language keyboards were not recognized by the editing application.
- **Bug Number:** UDevC00167219. When importing OP1a XDCAM files that had 16 tracks of audio, only 8 tracks were imported. With this release, 16 tracks of audio are imported.
- **Bug Number:** UDevC00166502. (Macintosh) You might have received ADM\_COREAUDIO\_UNDERRUN errors when playing back simple sequences.

- A fix has been included in this release to improve the search performance when you are in an Avid shared storage environment. In order for this fix to take effect, you must delete the SearchData folder that is located in the following sample location: ISISworkspace\Avid\_Project\ComputerClientName\SearchData folder. The project must be closed when you delete this folder. Deleting this folder removes all search information including PhraseFind. This information will be rebuilt the next time you open the project.
- **Bug Number:** UDevC00167089. Bin layouts might not have saved correctly.
- **Bug Number:** UDevC00166739. Occasionally, the editing application would crash when quitting the application.
- **Bug Number:** UDevC00166670. You might have received an error when reopening the Media Tool if you had not closed the Media Tool before exiting a project.
- **Bug Number:** UDevC00163566. You might have received an “Asserting\_Name\_Max\_Len” error when typing more than 27 symbols in a Japanese locale.
- **Bug Number:** UDevC00165571. (Macintosh) The keyboard settings were not mapping properly with foreign keyboards.
- **Bug Number:** UDevC00166734. You might have received an Assertion error after performing an auto correction when in Color Correction mode.
- **Bug Number:** UDevC00166524. You might have received a “Runtime” error when dragging a closed bin from the Project window to an opened bin window.
- **Bug Number:** UDevC00166305. When in Color Correction mode, the parameter sliders did not display properly.
- **Bug Number:** UDevC00166628. If you used the tab key to navigate through the workspaces dropdown menu, you might have received a Segmentation fault error.
- **Bug Number:** UDevC00155359. Attic files were not being deleted after the maximum number of files was reached. The maximum attic files number is set in the Bin Settings window. If you have a project attic that is over the maximum setting by a small number of files, the next time you perform a save after installing this patch, the excess attic files will be deleted (oldest files first) and a thermometer will appear showing the deletion progress.

If you have a project attic that is significantly over the maximum files setting, the next time you perform a save after installing this patch, the editing application will rename the existing project attic with a “\_\_OLD” name and a new project attic will be created. A dialog will be displayed stating that the attic has been renamed and lists the path to the renamed folder. Customers are

responsible for verifying the contents of the “\_\_OLD” attic folder and for deleting it to free up disk space. The newly created project attic will adhere to the maximum setting in the Bin Settings window. The settings affect the file count for project-level attics. The overall Avid Attic can be significantly higher, depending on the number of projects stored on the system.

Note that these settings are per project and not for the entire attic folder. The entire Attic folder has multiple projects.

| Option                              | Description  |
|-------------------------------------|--|
| Maximum files in a project's attic  | Defines the maximum number of files stored in the Avid Attic folder for each project. When a bin or script is saved, your Avid editing application copies the current version of the bin or script to a subfolder within the special folder called the Avid Attic. Each project has its own subfolder and each bin or script saved in a project has its own subfolder within the project folder. The default is 1000 files per project. The overall file count for the entire Avid Attic will reflect the files stored for each project on the system. |
| Max versions of a file in the attic | Defines the maximum number of single-bin or script copies stored in a project's attic. This setting prevents filling the project's attic with too many versions of one bin or script. The default is 50 versions.  |

- **Bug Number:** UDevC00165318. When loading an Omneon MXF file, you might have received a PMM\_MISMATCH\_AUDIO\_FORMAT error. Update to the latest MXF AMA plugin.
- **Bug Number:** UDevC00165978. You could not enter pan values in the pan value field in the Audio Mixer tool.
- **Bug Number:** UDevC00165149. (Windows) The infinity dB symbol in the Audio Mixer tool displayed as a square.
- **Bug Number:** UDevC00166126. You can now move a folder into another folder when in the Project Window.
- **Bug Number:** UDevC00149254. Performing a drag and drop from a bin to the desktop did not work. This has been fixed for Windows systems.
- **Bug Number:** UDevC00165182. (Macintosh) The spacing between text characters (kerning) was not consistently readable throughout the user interface.
- **Bug Number:** UDevC00164726. You might have received a “WM\_WRITE\_SAMPLE\_Failed” error when exporting Windows Media (.wmv) files.
- **Bug Number:** UDevC00165107. (XDCAM) You might have received a “freed object” error when modifying AMA resolutions on a sequence with multiple cuts from the same clip.

- **Bug Number:** UDevC00162897. An “unable to locate the web document” error would occur when saving a FilmScribe review when using the Japanese locale.
- **Bug Number:** UDevC00162886. The EDL Manager Get and Send buttons were not selectable when the editing application was running.
- **Bug Number:** UDevC00165599. The right border of the EQ graph would disappear after a redraw.
- **Bug Number:** UDevC00165552. Choosing Reverse Selection from the bin Fast menu, did not reverse the selection.
- **Bug Number:** UDevC00165844. (Nitris DX or Mojo DX) You might have received a “NEMFileWriter Timeout” error when transcoding 1:1 or 1:1 10bit to DNxHD.
- **Bug Number:** UDevC00165502. Fast importing QuickTime movies with Alpha to OMF produced artifacts when in an SD project.
- **Bug Number:** UDevC00165300. Importing graphics or QuickTime movies to 1:1 10bit resolution was not working properly.
- **Bug Number:** UDevC00165108. (Macintosh) With dual monitors and the Macintosh menu bar located on the right hand monitor, accessing and saving workspaces did not work properly. Some windows were drawn off screen.
- **Bug Number:** UDevC00163793. In a MediaNetwork environment, increasing the number of mounted workspaces caused the editing application to slow down.
- **Bug Number:** UDevC00165600. After applying a video or audio effect, opening the Effect editor window might have resulted in an Access violation error.
- **Bug Number:** UDevC00165460. Disabling the “Enable Confidence View” option in the Video Display Settings and then selecting the V track in the Capture Tool might have resulted in an Assertion error.
- **Bug Number:** UDevC00165221. Playing a 3D clip in source color correction mode might have caused “Consistency Check Failure” errors.
- **Bug Number:** UDevC00165305. (Windows) After installing MediaLog, the application would not launch unless the DVD installer was in the tray. The MediaLog installer now requires a reboot after install which fixes the issue.

- **Bug Number:** UDevC00165320. The Composer Window did not minimize and then maximize properly.
- **Bug Number:** UDevC00165795. Switching between bin layouts might have resulted in an Assertion error.
- **Bug Number:** UDevC00165461. Maximizing the editing application and then importing and deleting a clip might have put the editing application into an unusable state.
- **Bug Number:** UDevC00165429. (Macintosh) You might have received a “Segmentation fault” error after switching from a stereoscopic format and adding an effect to a clip that had removed a color correction effect.
- **Bug Number:** UDevC00165418. On some systems, when in trim mode, dragging the trim rollers right and left did not update in the monitors.
- **Bug Number:** UDevC00165262. Occasionally the system would crash if you were in a stereoscopic project and you entered source side Color Correction mode.
- **Bug Number:** UDevC00165306. The Assemble Edit button now appears red when selected.
- **Bug Number:** UDevC00165113. (Windows) You could not correctly resize the Composer window when using two monitors.
- **Bug Number:** UDevC00165084. (Macintosh) You could not resize a newly created bin window.
- **Bug Number:** UDevC00165398. Selecting “Loop selected clips” from the bin Fast menu did not function properly.
- **Bug Number:** UDevC00164508. Double-clicking text such as sequence and clip names did not highlight the text.
- **Bug Number:** UDevC00164402. (Windows) The Composer window would decrease in size when you clicked the maximize button.
- **Bug Number:** UDevC00163709. You might have seen redraw issues when importing.
- **Bug Number:** UDevC00165295. Previously, after creating a new user and new project, then opening the Audio Mixer tool, the title bar of the Audio Mixer tool would open under the topmost file menu.
- **Bug Number:** UDevC00164886. The text in the Comments field in Script view was corrupt.



- **Bug Number:** UDevC00162559. (Macintosh) The Command +' shortcut now works properly.
- **Bug Number:** UDevC00161169. Moving the Clip high and Clip Low controls (in the Color Correction HSL tab) left artifacts in the User Interface.
- **Bug Number:** UDevC00165271. The Nitris DX hardware has only 8 channels of high quality capture sample rate conversion. Previously, when you captured more than 8 channels of audio when connected to Nitris DX, the sample rate conversion would apply to 8 channels of audio and the other captured channels might result in static. Now if you capture 12 or 16 channel audio from HD-SDI, the editing application requires the sample rate to be 48K, disallowing sample rate conversion.
- **Bug Number:** UDevC00164765. (Windows) When you held down the ALT key while opening a project, the project window opened as its own application.
- **Bug Number:** UDevC00165233. Rolling or crawling titles are now supported with ProRes SD.
- **Bug Number:** UDevC00165371. When recreating title media, the bin size would grow much larger than with previous releases.
- **Bug Number:** UDevC00165315. When performing a batch capture, corrupt media files might have been created if you selected "Optimize for batch capture."
- **Bug Number:** UDevC00165583. Japanese dialog boxes might have displayed incorrect characters.
- **Bug Number:** UDevC00165419. Clicking on the source side track panel with the source monitor active, activated the record monitor. The source monitor now remains active.
- **Bug Number:** UDevC00162296. (Nitris DX) You might have seen a frame reordering after performing a video mixdown with XDCAM EX material.

# New in Media Composer v6.0, Symphony v6.0, and NewsCutter v10.0

For information on new features, see the *What's New* pdf.

## Avid Hardware Note

Note that with this release of the editing application, we no longer support Adrenaline or Mojo SDI hardware. For more information see <http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=385855&NewLang=en&DocType=1079>

## AMA Plug-ins

Just a reminder that only the AMA QuickTime Plug-in is included with your Avid editing application. All other AMA Plug-ins are downloaded and installed separately. See [www.avid.com/ama](http://www.avid.com/ama).

## Before Installing the Editing Application

Read through the *Installation Guide for Avid Editing Applications*. This document ships with the editing application kit. If you did not receive a physical kit, this document is also on the download page and the Knowledge Base.

## Notes on Macintosh OS

The Avid editing application Macintosh installer switches to 64-bit. Please make sure that your Macintosh Lion v10.7 system supports 64-bit prior to installing and that your current non-Avid applications are compatible to run in 64-bit mode.

## Notes on Windows 7 OS

Note the following topics if you are running the editing application on the Windows 7 OS.

### Disabling Desktop Compositing

When the Avid editor is launched you might see a dialog box asking you to disable desktop compositing. You can disable it without adversely affecting the Avid editing application.

You can choose to disable it and continue with your editing session. The dialog will appear once you relaunch the application unless you disable the option.

**To disable the desktop compositing:**

1. Access the Control Panel.
2. Double-click System.
3. Click Change Settings.
4. Click the Advanced tab.
5. Under the Performance area, click Settings.
6. Uncheck “Enable desktop composition.”

The dialog box requesting you to disable desktop compositing does not appear the next time you launch the editing application.

## Standard User

You need to first install the editing application as an Administrator. If you are in a Shared Storage environment, mount your workspaces as an Administrator. You may then log off and log back in as a Standard user, if necessary.

# Notes on Software Licensing

## If You Upgrade Your Operating System

If you need to upgrade your operating system after you install your Avid editing application, first deactivate your software. After you upgrade your operating system and, if required, reinstall your application, you can reactivate your software. For information on activating and deactivating your software license, see the *Installation Guide for Avid Editing Applications*.

## Minimum RAM Recommendation

For this release Avid recommends a minimum of 4GB of RAM. Some features might require more RAM and specific hardware. See [“Feature Performance” on page 25](#) for more info.

# Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See [“Feature Performance” on page 25](#) for more info.

The following tables provide the information on qualified Windows and Macintosh hardware. The following tables also list the qualified Operating Systems. Depending upon your hardware the qualified Operating Systems are:

- Windows 7 64-bit SP1(Professional)
- (Media Composer and Symphony) Macintosh Lion v10.7.1 and v10.7.2

## Lion Permission Information

As of Macintosh OS 10.7 Lion, the default permissions for the root level of the system drive are now set to “Read Only” for all users. This prevents the Avid Editing Application from being able to use this drive as a media drive. You will see the drive grayed out in Media Creation settings or as an option for import, mixdown, render, and consolidate/transcode.

If you don’t intend to use the system drive for media you can leave it alone. This is ideal in most cases.

If you do need to use the system drive, perform the following to change permissions.

### To change permissions:

1. Click on your system drive (Macintosh HD in most cases) to highlight.
2. From the File menu select Get Info (cmd+I)
3. Click the lock icon in the bottom right to make changes
4. Click on the “Read only” text in the Privilege column next to Everyone and set the privilege to “Read & Write”

You should now be able to see the system drive as a valid media drive.



*If you repair permissions on the system drive, they will reset and you will have to repeat this procedure.*

## Qualified PC Workstations with Avid Media Composer, Avid Symphony, and Avid NewsCutter

The following PC Workstations are qualified with Avid Media Composer v6 and higher, Avid Symphony v6 and higher and NewsCutter v10 and higher.

| Qualified PC Hardware   | Graphics Card                           | Qualified OS     | Supported with                        |
|---|---|------------------|---------------------------------------|
| HP z800 Dual 6 Core, 2.66 GHz                                 | NVIDIA<br>Quadro FX 3800<br>Quadro 4000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| HP z800 Dual Quad Core, 2.93 GHz or 2.66GHz                   | NVIDIA<br>Quadro FX 3800<br>Quadro 4000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| HP z400 Single 6 Core 3.33 GHz                                | NVIDIA<br>Quadro FX 3800<br>Quadro 2000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| HP z400 Single Quad Core, 3.06 GHz or 2.93 GHz                | NVIDIA<br>Quadro FX 3800<br>Quadro 2000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| HP z210 Quad Core Xeon 3.3- E3-1240, 3.4 E3-1270, 3.5 E3-1280 | Quadro 600                              | Windows 7 64-bit | Software Only                         |
| HP z200 Intel® Core™ i5-660 3.33 4MB/1333 Dual-Core           | NVIDIA<br>Quadro 600                    | Windows 7 64-bit | Software Only                         |
| Dell™ T5500 Dual 6 Core, 2.66GHz                              | NVIDIA<br>Quadro FX 4800<br>Quadro 4000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| Dell T5500 Dual, 2.93GHz Quad Core                            | NVIDIA<br>Quadro FX 4800<br>Quadro 4000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| Dell T3500 Single 6 Core, 3.2GHz                              | NVIDIA<br>Quadro FX 3800<br>Quadro 2000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |
| Dell T3500 Single Quad Core, 2.93GHz                          | NVIDIA<br>Quadro FX 3800<br>Quadro 2000 | Windows 7 64-bit | Software Only<br>Nitris DX<br>Mojo DX |

| <b>Qualified PC Hardware</b>                   | <b>Graphics Card</b>  | <b>Qualified OS</b> | <b>Supported with</b>                 |
|--|-----------------------|---------------------|---------------------------------------|
| HP xw8600 Dual Quad Core, 3.0 GHz              | NVIDIA Quadro FX 3700 | Windows 7 64-bit    | Software Only<br>Nitris DX<br>Mojo DX |
| Dell T5400 Dual Quad Core, 2.5 GHz or 3.15 GHz | NVIDIA Quadro 3700    | Windows 7 64-bit    | Software Only<br>Nitris DX<br>Mojo DX |
| HP xw4600 Core 2 Duo, 3.0 GHz                  | NVIDIA Quadro FX 570  | Windows 7 64-bit    | Software Only                         |
| Dell T3400 Core 2 Duo, 2.33GHz, or 2.66 GHz    | NVIDIA Quadro FX 570  | Windows 7 64-bit    | Software Only                         |

## Qualified PC Notebooks for Avid Media Composer, Avid Symphony, and Avid NewsCutter

The following PC Notebooks are qualified with Avid Media Composer v6 and higher, Avid Symphony v6 and higher and Avid NewsCutter v10 and higher. The following applies to the editing system when running on a laptop:

- DNxHD capture is only supported on Mojo DX on a Quad core system with hyperthreading enabled. Nitris DX is not supported on laptops.
- Capture of 10 bit video for example, DNxHD 185x, is not supported on Mojo DX.
- Playback in full quality 10 bit mode is not supported

| <b>Qualified PC Notebooks</b>                                 | <b>Graphics Cards</b>               | <b>Qualified OS</b> | <b>Supported With</b>    |
|---|-------------------------------------|---------------------|--------------------------|
| HP 8760w i7-2820Q, i7-2820Q 2.2 or 2.3 GHz                    | NVIDIA Quadro 3000M<br>Quadro 4000M | Windows 7 64-bit    | Software Only<br>Mojo DX |
| HP 8560w, i7-2720Q, 2820Q, 2.2 or 2.3 GHz<br>17" 1920 x1080   | NVIDIA Quadro 1000M<br>Quadro 2000M | Windows 7 64-bit    | Software Only            |
| Dell M6600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz<br>17" 1920 x1080 | NVIDIA Quadro 3000M<br>Quadro 4000M | Windows 7 64-bit    | Software Only<br>Mojo DX |

| <b>Qualified PC Notebooks</b>   | <b>Graphics Cards</b>                        | <b>Qualified OS</b> | <b>Supported With</b>    |
|---|--|---------------------|--------------------------|
| Dell 4600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz<br>15" 1920 x1080                  | NVIDIA<br>Quadro 1000M<br>Quadro 2000M       | Windows 7 64-bit    | Software Only<br>Mojo DX |
| HP 8740w X820, X920<br>Quad i7 (1.73, 2.0 GHz)<br>17" 1920x1200               | NVIDIA FX<br>2800M<br><br>NVIDIA FX<br>3800M | Windows 7 64-bit    | Software Only<br>Mojo DX |
| HP 8540w X720, X820<br>Quad i7 (1.6, 1.73 GHz)<br>15" 1920x1080               | NVIDIA FX<br>1800M                           | Windows 7 64-bit    | Software Only<br>Mojo DX |
| Dell M6500 i- 820Q,<br>i7-840Q, i7-920X(1.73, 1.87, 2.0 GHz)<br>17" 1920x1200 | NVIDIA FX<br>2800M<br><br>NVIDIA FX<br>3800M | Windows 7 64-bit    | Software Only<br>Mojo DX |
| HP 8730 2.53 or 3.06 GHz<br>Core 2 Duo  | NVIDIA<br>Quadro FX 2700M<br>Quadro FX 3700M | Windows 7 64-bit    | Software Only            |
| HP 8530 2.53 or 3.06 GHz<br>Core 2 Duo  | NVIDIA<br>Quadro FX 770M                     | Windows 7 64-bit    | Software Only            |
| Dell 6400 2.53 or 3.06 GHz<br>Core 2 Duo                                      | NVIDIA<br>Quadro FX 2700M<br>Quadro FX 3700M | Windows 7 64-bit    | Software Only            |

## Qualified Macintosh Workstations for Avid Media Composer and Avid Symphony

The following Macintosh Workstations are qualified with the Avid Media Composer v6 and Avid Symphony v6 and higher. Mac Pro systems ship with the 64-bit kernel enabled. In previous releases, you had to toggle to the 32-bit kernel. With v6 and higher, you must run with the 64-bit enabled.

| Qualified Macintosh Hardware  | Graphics Cards                           | Qualified OS                | Supported With                        |
|---|--|-----------------------------|---------------------------------------|
| Mac Pro “Westmere”<br>Two 2.66GHz 6-Core<br>Intel Xeon (12 cores)         | ATI Radeon HD 5770                       | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>Nitris DX<br>Mojo DX |
| Mac Pro “Nehalem”<br>2.66 GHz or 2.93 GHz<br>Dual Quad Core Intel<br>Xeon | NVIDIA GeForce<br>GT 120                 | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>Nitris DX<br>Mojo DX |
| Mac Pro “Nehalem”<br>Dual 2.26 GHz Quad<br>Core Intel                     | NVIDIA GeForce GT<br>120                 | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |
| Mac Pro “Harpertown”<br>Dual Quad Core 3.0 or<br>3.2 GHz                  | NVIDIA GeForce<br>8800 GT                | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>Nitris DX<br>Mojo DX |
| iMac 27” Display Quad<br>Core 3.4 GHz                                     | ATI 6970M                                | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |
| iMac 27” Display Quad<br>Core 2.93 GHz                                    | ATI 4850                                 | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |
| iMac 21.5” Display<br>Dual Core 3.6GHz                                    | GeForce 9400                             | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |
| iMac 27” Display<br>2.8 GHz 4 GB Quad<br>Core 1066MHz                     | ATI Radeon HD 4850<br>Graphics Processor | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |
| iMac 27” Display Quad<br>Core 2.8GHz                                      | ATI 4850                                 | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |
| iMac 20” Display<br>2.66 GHz Core 2 Duo                                   | GeForce 9400                             | Lion v10.7.1 and<br>v10.7.2 | Software Only                         |



**Qualified Macintosh  
Hardware**
**Graphics Cards**
**Qualified OS**
**Supported With**

## Qualified Macintosh Notebooks for Media Composer and Avid Symphony

The following Macintosh notebooks are qualified with the current editing applications. The following applies to the editing system when running on a laptop.

- HD Capture on Macintosh notebooks is not supported
- Playback in full quality 10 bit mode is not supported

| <b>Qualified Macintosh<br/>Notebook</b>   | <b>Graphics Cards</b>           | <b>Qualified OS</b>         | <b>Supported With</b>                                     |
|---|---------------------------------|-----------------------------|---|
| MacBook Air 13"<br>1.7GHz Dual-Core Intel Core i5<br>or<br>1.8GHz Dual-Core Intel Core i7 | Intel<br>3000                   | Lion v10.7.1 and<br>v10.7.2 | Software Only   |
| MacBook Pro 17"<br>2.2/2.3/ GHz Quad Core i7  | 6750M<br>Intel<br>3000          | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>Mojo DX (no DNxHD capture)               |
| MacBook Pro 15"<br>2.0/2.2/2.3GHz Quad Core i7  | 6490M<br>6750M<br>Intel<br>3000 | Lion v10.7.1 and<br>v10.7.2 | Software Only   |
| MacBook Pro 15"<br>2.53GHz Dual Core i5<br>15" or 17" 2.66GHz Dual Core i7                | GT 330M                         | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>17" only - Mojo DX (no<br>DNxHD capture) |
| MacBook Pro 15" or 17"<br>2.53/2.66/2.8 GHz Core 2 Duo                                    | 9400M and 9600M                 | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>Mojo DX (no DNxHD capture)               |
| MacBook Pro 15" and 17"<br>2.5 GHz Core 2 Duo   | 8600M                           | Lion v10.7.1 and<br>v10.7.2 | Software Only<br>Mojo DX (no DNxHD capture)               |

# Compatibility Chart

The following table lists the operating system, NVIDIA® driver, QuickTime®, Windows Media™, Avid Interplay®, shared storage, Sony® XDCAM™, Panasonic® P2, and Pro Tools LE® versions that were qualified with the Avid editing applications. Also listed are the third-party applications such as Boris Continuum Complete, Avid DVD by Sonic™, and Sorenson Squeeze® that ship with the editing applications.

| Item                          | Versions  | Comments  |
|-------------------------------|---|---|
| QuickTime Support             | v7.7.1 (Windows)<br>v10 X (Macintosh)   | Note: QuickTime v10X does not include QuickTime Pro options.  |
| Windows Media Version Support | Windows Media Player 12 (for Windows 7)   | If you do not have Windows Media Player, access the download at <a href="http://www.microsoft.com">www.microsoft.com</a> .<br><br>Windows Media export compatibility is subject to Microsoft Windows Media updates. |
| NVIDIA Driver Support         | v275.89   | See Setting up the NVIDIA Card. For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide.  |
| Shared Storage Support        | Avid Unity™ MediaNetwork and Avid Unity ISIS®.  | See “ <a href="#">Shared Storage Support</a> ” on <a href="#">page 25</a> .   |
| Sony XDCAM driver             | v2.13 (XDCAM Transfer for Macintosh)<br><br>Win 7-64 FAM 2.3.2and VFAM 3.0                    | The VFAM firmware version is 2.45. The driver can be downloaded from Sony's website <a href="http://esupport.sony.com/">http://esupport.sony.com/</a> .   |
| Panasonic P2 drive            | (Macintosh) No device support for Lion<br><br>(Windows 7) Driver version for P2 devices:v2.16 | There is currently no P2 writeback support for Macintosh clients.   |
| Avid FX                       | v6.0.2 (Windows)<br>v6.0.3 (Macintosh)  | Ships with:<br>Avid Media Composer<br>Avid Symphony   |
| Avid Artist Series (Euphonix) | EuControl software v2.5.7 or later  | See the User’s Guide for information on Artist Series Color setup information.  |

# Avid Editing Application Compatibility with Pro Tools

## General Co-Installation Notes:

- Install Pro Tools first and then Media Composer.
- You must uninstall all older versions of Media Composer or Pro Tools before installing newer versions.
- Co-install does not support both applications launched simultaneously.
- When you uninstall Pro Tools, choose to uninstall just the application and not the audio drivers or the editing application no longer sees the devices. On a Macintosh Pro Tools system, this is named the “Safe Uninstall.” On a Windows Pro Tools system, you must select the first uninstall option — “Pro Tools Only” — which is not selected by default.
- (Macintosh only) When you uninstall your Avid editing application, you must uninstall just the application and not the audio drivers or Pro Tools no longer sees the devices. When you start the Avid Uninstaller, deselect the options to uninstall AvidCoreRuntime.pkg and AvidDIORuntime.pkg.
- Mojo SDI will not be supported with Media Composer, but can still be connected in a co-install configuration for use with Pro Tools.
- If you install and configure Avid Mojo DX or Nitris DX hardware on your system, the editing application does not use any connected Pro Tools audio device for audio input/output operations. You can also use these audio devices with a software-only version of your Avid editing application (Media Composer and NewsCutter).
- If you run into any issues, uninstall both applications and reinstall Pro Tools first, and then reinstall your editing application.
- Media Composer v5.0 and later and Pro Tools v8.0.3 and later do not include support for the Original Mbox. If you want to use the Original Mbox, you should use Media Composer v4.x and Pro Tools v8.0.1 instead.
- If you want to install your Avid editing application on a system with the Pro Tools Avid Video Engine installed, you must use one of the following configurations:
  - Media Composer v5.5/NewsCutter v9.5 and later with Pro Tools v9.0 or later.
  - Media Composer v5.0.x/NewsCutter v9.0.x with Pro Tools v8.5 or earlier.

# Co-installation Configurations and Audio Device Support

## Avid Pro Tools Applications

| <b>Pro Tools Product</b>   | <b>MC/NC Software Only</b>  | <b>MC/NC with Mojo DX</b> | <b>MC/NC/ Symphony with Nitris DX</b> |
|----------------------------|-----------------------------|---------------------------|---------------------------------------|
| Pro Tools Software Only    | Co-install                  | Co-install                | Co-install                            |
| Pro Tools HD Native        | Co-install/<br>Audio Device | Co-install                | Co-install                            |
| Pro Tools HD               | Co-install/<br>Audio Device | Co-install                | Co-install                            |
| Pro Tools HD, with chassis | Not Tested                  | Not Tested                | Not Tested                            |

## Avid Mbox Family Audio Devices (3rd Generation)

| <b>Audio Device (Interface)</b> | <b>MC/NC Software Only</b>  | <b>MC/NC with Mojo DX</b> | <b>MC/NC/ Symphony with Nitris DX</b> |
|---------------------------------|-----------------------------|---------------------------|---------------------------------------|
| Mbox (USB)                      | Co-install/<br>Audio Device | Co-install                | Co-install                            |
| Mbox Pro                        | Co-install/<br>Audio Device | Co-install                | Co-install                            |
| Mbox Mini (USB)                 | Co-install/<br>Audio Device | Co-install                | Co-install                            |

## Avid Mbox 2 Family Audio Devices

| <b>Audio Device (Interface)</b> | <b>MC/NC Software Only</b>  | <b>MC/NC with Mojo DX</b> | <b>MC/NC/ Symphony with Nitris DX</b> |
|---------------------------------|-----------------------------|---------------------------|---------------------------------------|
| Mbox 2 (USB)                    | Co-install/<br>Audio Device | Co-install                | Co-install                            |

| <b>Audio Device (Interface)</b> | <b>MC/NC Software Only</b>  | <b>MC/NC with Mojo DX</b> | <b>MC/NC/ Symphony with Nitris DX</b> |
|---------------------------------|-----------------------------|---------------------------|---------------------------------------|
| Mbox 2 Pro (1394)               | Co-install                  | Co-install                | Co-install                            |
| Mbox 2 Mini (USB)               | Co-install/<br>Audio Device | Co-install                | Co-install                            |
| Mbox 2 Micro (USB)              | Co-install                  | Co-install                | Not tested                            |

### Other Avid Audio Devices

| <b>Audio Device (Interface)</b> | <b>MC/NC Software Only</b>            | <b>MC/NC with Mojo DX</b> | <b>MC/NC/ Symphony with Nitris DX</b> |
|---------------------------------|---------------------------------------|---------------------------|---------------------------------------|
| Digi 002 (1394)                 | Co-install/<br>Audio Device (Windows) | Co-install                | Co-install                            |
| Digi 003 (1394)                 | Co-install                            | Co-install                | Co-install                            |
| Eleven Rack (USB)               | Not Supported                         | Not Supported             | Not Supported                         |
| Fast Track Pro (USB)            | Audio Device                          | Not Supported             | Not Supported                         |

## External Controllers

Your Avid editing application supports the following external fader controllers or mixers for automation gain and pan recording or as control surfaces:

- Digi 002 (Windows only — Media Composer and NewsCutter)
- Command|8
- Avid Artist Control
- Avid Artist Mix
- Avid Artist Transport

- Avid Artist Color
- JL Cooper MCS-3000X MIDI automation controller
- JL Cooper FaderMaster Pro MIDI automation controller
- Yamaha® 01V/96 and Yamaha 01V digital mixing console



*The JL Cooper controllers and Yamaha mixing consoles do not support automation pan recording.*

External controllers or mixers are optional. They are not required for you to perform automation gain or pan recording on an Avid editing system.

The following table compares Avid external controllers and mixers.

| Feature  | Digi 002<br>(MC/NC only) | Command 8 | Avid Artist<br>Control | Avid Artist<br>Mix                    | Avid Artist<br>Transport | Avid Artist<br>Color |
|--|--------------------------|-----------|------------------------|---------------------------------------|--------------------------|----------------------|
| Control surface for transport controls and other functions | Yes                      | Yes       | Yes                    | Yes<br>(transport only, no soft keys) | Yes                      |                      |
| Provides audio play, input, and output                     | Yes                      | No        | No                     | No                                    | No                       |                      |
| Record automation gain                                     | Yes                      | Yes       | Yes                    | Yes                                   | No                       |                      |
| Record automation pan                                      | Yes                      | Yes       | Yes                    | Yes                                   | No                       |                      |
| Flying faders  | Yes (8)                  | Yes (8)   | Yes (4)                | Yes (8)                               | No                       |                      |
| Touch-sensitive faders                                     | Yes                      | Yes       | Yes                    | Yes                                   | No                       |                      |
| Touch-sensitive panners                                    | No                       | No        | Yes                    | Yes                                   | No                       |                      |
| Solo/mute  | Yes                      | Yes       | Yes                    | Yes                                   | No                       |                      |
| Supports audio mixing                                      | No <sup>a</sup>          | No        | No                     | No                                    | No                       |                      |
| Latch mode (also known as Snap mode)                       | Yes                      | Yes       | Yes                    | Yes                                   | No                       |                      |

| Feature                           | Digi 002<br>(MC/NC only) | Command8 | Avid Artist<br>Control | Avid Artist<br>Mix | Avid Artist<br>Transport | Avid Artist<br>Color |
|-----------------------------------|--------------------------|----------|------------------------|--------------------|--------------------------|----------------------|
| Number of steps of fader accuracy | 1024                     | 1024     | 1024                   | 1024               | Not applicable           |                      |

- a. The Digi 002 can be used as a standalone audio mixer but not at the same time as it is being used as an automation gain or automation pan controller or control surface.

The following table compares supported third-party external controllers and mixers.

| Feature  | FaderMaster Pro | MCS-3000X | Yamaha 01V/96 and Yamaha 01V |
|--|-----------------|-----------|------------------------------|
| Control surface for transport controls and other functions | No              | No        | No                           |
| Provides audio play, input, and output                     | No              | No        | No                           |
| Record automation gain                                     | Yes             | Yes       | Yes                          |
| Record automation pan                                      | No              | No        | No                           |
| Flying faders  | No              | Yes       | Yes                          |
| Touch-sensitive faders                                     | No              | Yes       | No                           |
| Solo/mute  | Yes             | Yes       | Yes <sup>a</sup>             |
| Supports audio mixing                                      | No              | No        | Yes                          |
| Latch mode (also known as Snap mode)                       | No              | Yes       | No                           |
| Number of fader steps of accuracy                          | 128             | 1024      | 256                          |

- a. For Yamaha fader/controllers, solo works only if you do not use the unit for audio mixing at the same time

For more information on using these external fader controllers or mixers, see “Recording Automation Gain or Automation Pan Information” in the Help.

# Setting up the NVIDIA Card

To set up the NVIDIA card, you must make sure you have the correct display driver version (install the display driver if necessary, and set the correct display settings. This version of the editing application requires the following Nvidia Driver:v275.89

Prior to setting up the NVIDIA card, check to make sure you have the correct display driver version. If you do not have the correct NVIDIA driver, you can install it from the Utilities folder that installs with your Avid application.

Installation files for these drivers are installed in the folder Program Files\Avid\Utilities\nVidia.

## To check the NVIDIA display driver version:

1. Right-click the Desktop and select NVIDIA Control Panel. You can also open the Windows Control Panel and double-click the NVIDIA Control Panel icon.
2. Click System Information at the bottom left corner of the NVIDIA Control Panel.

The version number is listed in the Graphics card information section on the ForceWare version line.

## To install the NVIDIA display driver:

1. Navigate to Program Files\Avid \ Utilities \nVidia and double-click the folder that corresponds to your operating system.
2. Double-click the file for the applicable driver.
3. Follow the on-screen instructions, and then restart your system.

## To setup multiple displays:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the settings window in the left of the window, click Set up multiple displays.
3. Select or deselect the desired monitors listed.

## To set Desktop Video Editing Mode:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the menu bar, select Desktop. Enable Desktop>Video Editing Mode.
3. Click Apply.

## To set the Prefer Maximum Performance mode and Global Settings:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. Click Manage 3D Settings.
3. Set Global presets to Base profile.



- 4. In the Global Settings tab, change Power Management mode to Prefer Maximum Performance.
- 5. Click Apply.
- 6. Set the Global preset to 3D App-Video Editing.
- 7. Click Apply.

Reboot after installing the Nvidia software even if you are not prompted to do so. Never use the Windows “roll back driver” feature on the Nvidia driver. The driver version must match the rest of the components the Nvidia installer installs.

## Shared Storage Support

The editing application has been tested in a shared storage environment with the following. Note that ISIS 7000 was previously referred to as Avid Unity ISIS.

There is no support for ethernet attached clients in a MediaNetwork environment.

| Editing Application Operating System | ISIS 5000 Client | ISIS 5000 Server | ISIS 7000 Client | ISIS 7000 Server   | Media-Network Client | Media-Network Server |
|--------------------------------------|------------------|------------------|------------------|--------------------|----------------------|----------------------|
| Windows 7 64-bit                     | v3.5             | v3.2             | v3.5             | v2.2.2, v2.3, v2.4 | v5.4                 | v5.1.3               |
| Macintosh Lion v10.7.1, v10.7.2      | v3.5             | v3.2             | v3.5             | v2.2.2, v2.3, v2.4 | v5.5                 | v5.1.3               |

## Feature Performance

A number of features in this editing application are processor-intensive. As a result, you might experience problems if you are working on an older system. The following chart shows the hardware that Avid has successfully qualified when using these features.

| Feature            | Description  | Recommended System  |
|--------------------|--|---|
| Stereoscopic 3D    | For optimal performance with Stereoscopic 3D, use these higher performance systems. Avid recommends a minimum of 12GB RAM when using Stereoscopic 3D.  | <ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, 6-core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual 6 Core “Westmere”</li> </ul>   |
| XDCAM HD50 Capture | Baseband capture through Nitris DX, Mojo DX  | <ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, 6-core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> </ul>             |
| HD RGB             | HD RGB capture requires a high end workstation with Nitris DX and fast storage. (The HP z800 and the Dell T5500 have been qualified to successfully play back 2 streams with PIP and Color Correction effects. The Mac Pro Dual Quad Core “Nahalem” successfully plays back 2 streams with PIP.) | <ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On - 64-bit OS</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On 64-bit OS</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> <li>• Storage: 10Gb Ethernet ISIS,</li> </ul> |

| Feature           | Description  | Recommended System   |
|-------------------|--|--|
| AMA (RED)         | AMA is a processor intensive operation. Older platforms may not offer optimum performance.   | <ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, single 4-core or 6-core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> </ul> |
| AMA (QuickTime)   | AMA is a processor intensive operation. Lower end platforms may not offer optimum performance. Highly compressed codecs such as H.264 will exhibit minimal real-time performance.  | Recommendation of qualified systems depends on your planned use of this feature. Heavy usage of highly compressed codecs requires the high end systems.  |
| Ancillary Data    | Ancillary Data and Nitris DX: Due to software DNxHD codec performance requirements, you must have a dual quad core system in order to capture DNxHD 220 or 220x with ancillary data on the Nitris DX platform. If your system does not meet the system requirements, the only way to capture DNxHD 220 or 220x is to make sure that ancillary data is not enabled. | Dual Quad Core or dual 6-core Systems  |
| DVCPro HD capture | You will get better performance with a dual quad core or dual 6-core system.   | Dual Quad Core or dual 6-core Systems  |

| Feature    | Description  | Recommended System   |
|------------|--|--|
| AVCI-Intra | AVC-Intra(AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive. | <p><b>4-Way MultiCam Playback</b></p> <ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core or Dual 6 Core, with Hyperthreading On - 64-bit OS</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> </ul> <p><b>Four Stream Playback:</b></p> <ul style="list-style-type: none"> <li>• HP z800 Dual 6 Core with Hyperthreading On - 64-bit OS</li> <li>• Mac Pro Dual 6 Core “Westmere”</li> </ul> <p><b>Two Stream Playback:</b></p> <ul style="list-style-type: none"> <li>• HP z400, single 6 Core with Hyperthreading On</li> </ul> <p><b>Single Stream Playback:</b></p> <ul style="list-style-type: none"> <li>• Systems listed above.</li> <li>• HP z400, single 4-core with Hyperthreading On</li> <li>• HP 8600, dual 4-core without Hyperthreading On</li> <li>• HP 8740w laptop, i7 (1.73GHz) 4-core with Hyperthreading On</li> <li>• HP 8540w laptop, i7 (1.73GHz) 4-core with Hyperthreading On</li> <li>• Dell Precision M6500 laptop, i7 (2.00 GHz) 4-core with Hyperthreading On</li> <li>• The MacBook Pro 17" laptop, i7 (2.66 GHz) 2-core with Hyperthreading On</li> <li>• iMac 27", i7 (2.8GHz) 4-core with Hyperthreading On</li> </ul> |

# Limitations

The following limitations apply to the current version of the editing application.

## Avid Artist Color

- **Bug Number:** UDevC00157064. Some soft keys do not light up when you use the Avid Artist Color with your Avid editing application, including the following:
  - HSL Shift Layer: all soft keys
  - HSL Bank 2 Shift Layer: all soft keys
  - Curves: F8 and F9 soft keys
  - Curves Shift: F1, F3, F6, and F9 soft keys
  - Secondary: F2, F7, F8, and F9 soft keys
  - Secondary Shift: all soft keys

The soft keys listed above function normally even when they do not light up.

- **Bug Number:** UDevC00158145. When you use the Artist Color controller to perform color corrections, the Avid editing application might show some degradation of performance when safe color warnings are displayed. If you turn on safe color warnings and then perform a color correction, you might notice that the movement of the cursor becomes uneven.

**Workaround:** If you experience slower or uneven performance, turn safe color warnings off before you perform your color corrections.

- **Bug Number:** UDevC00163957. Hue offset color wheels might not appear when you use Artist Color to enter Color Correction mode the first time after start your Avid editing application. Any parameter update will draw them.

**Workaround:** When you make any change in a parameter in the Color Correction tool, the color wheels appear.

- **Bug Number:** UDevC00157413. Currently only the Master controls for the Hue Offset and the Controls tabs of the HSL Group in the Color Correction tool are mapped to controls on the Artist Color controller. Hue Offset and Control parameter controls for Shadow, Midtones, and Highlights, as well as the Luma curves are not mapped. You must use the Color Correction tool to adjust these controls.

- **Bug Number:** UDevC00156948. (The F2 soft key (Next HSL Subtab) does not function until after you apply a color correction to your footage. If you press F2 (Next HSL Subtab) on the Artist Color surface before you apply a color correction, you get a system beep and the subtab does not change.
- **Bug Number:** UDevC00157932. If you use the HSL shift control for trackballs, you might see the trackballs controlling the wrong monitor during shuttle. For example, if you press Shift and then use the right trackball to shuttle, and then move either the left or the center trackball, you might see the other trackballs now control the right monitor.
- **Bug Number:** UDevC00158145. You might notice slower or uneven performance when making color corrections with safe color warnings turned on.

**Workaround:** Click one of the Actions buttons in the Safe Color Settings dialog box, and select Ignore to turn safe color warning off.

- **Bug Number:** UDevC00164772. When you first open the Color Correction tool, either with the Artist Color or with the mouse, incorrect color correction values might display in parameter fields. This problem is intermittent, and it does not occur after you change a parameter value.

**Workaround:** Adjust any parameter. The correct values display in the Color Correction tool.

- **Bug Number:** UDevC00164954. (Macintosh only): The EuControl application does not open when you select Edit Settings in the Controller Settings dialog box. To configure your EUCON device, you must open the EuControl application by clicking the EUCON icon in the dock, and then selecting Window > EuControl Settings.

## Compatibility

- **Bug Number:** UDevC00166431. You might receive AMPI Subsystem errors when launching the editing application. Avid recommends that you refer to the following Knowledge Base article for information on possible causes.  
<http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=377091>
- **Bug Number:** UDevC00151588. You must have the MediaNetwork client installed on your system in order to play linked AMA clips from the MediaNetwork shared storage.
- **Bug Number:** . The Standalone Transfer Manager will be supported with this release, except for compatibility with Airspeed Classic and Open I/O devices.

## Effects

- **Bug Number:** . AVX 1 effects are no longer supported and will not be recognized in this latest version of Media Composer. Please contact the respective 3rd-party plug-in vendor for an AVX2 64-bit version of any existing plug-in that you might have purchased. The following Avid AVX1 effects will automatically be promoted to AVX2:
  - Avid Pan & Zoom
  - Region Stabilize
  - RGB Keyer

When you load a previously-generated sequence containing one of these effects, they will automatically be promoted to new corresponding AVX2 effects. These effects will not be recognized by earlier versions of Media Composer.

- **Modifying Pan Values in the Timeline:** You can display different pan values in the Timeline for different audio tracks by clicking the Clip Gain/Pan button in the Track Control panel and selecting one of the pan value options. However, if you want to manipulate pan control points (either adding a keyframe or adjusting a keyframe), you must make sure all audio tracks display the same pan values. To do this, Alt+click the Clip Gain/Pan button in the Track Control panel for any audio track and select a pan value option.

## Interplay

- Interplay v.2.5 support for native HD 23.976p and HD 24p formats now includes their associated proxy resolutions. For more information refer to the *Avid Interplay Best Practices Guide*.
- **Bug Number:** . (Interplay) Dynamic relink is not currently supported for media that requires pulldown. Therefore, you can only use it with clips where the media has been acquired at the native frame rate (without pulldown).
- **Bug Number:** . (Interplay) Pro Res formats can only be used by Avid editing applications that are in a non-Interplay environment. For any additional limitations regarding running an Avid editing application in an Interplay environment, see the Interplay ReadMe.
- **Bug Number:** UDevC00164931. (Avid Interplay and Windows 7) Can't locate Media Indexer on Avid editor after first install. After an initial installation of the editor and Interplay support software, the editing application may fail to locate the Media Indexer. This can happen if some of the Avid Service Framework services have not started correctly.

**Workaround:** Open the Workgroup Properties tool on the editor and check whether any of the services are not running. Restart any services as required. Then restart the Avid editing application again. You may have to do this the first few times that you start the editor. After a few times the services will begin starting automatically, even after a reboot.

## Media Tool

- **Bug Number:** UDevC00164836. If the Media Tool window is set to Frame view, you might experience slow redraw issues when accessing large volumes of shared storage.

## Output

- You cannot control down/cross conversion from the Video Output Tool when in TrueP mode for 1080p projects or when you are in Stereoscopic mode.

**Workaround:** When in stereoscopic mode or have True Progressive output set for 1080p projects, the down-convert and cross-convert options are not available. To output at a rate different than the project format, go to the Format tab and change the output project setting.

## PhraseFind

- **Bug Number:** UDevC00166649. For best results with PhraseFind, Avid recommends using Avid certified storage solutions.

## Play

- **Bug Number:** UDevC00164987. After editing for an extended period of time, using the keyboard arrow keys to single step through the sequence might skip frames or move in the wrong direction.

**Workaround:** Minimize and maximize the editing application or change focus to another application and then back to the editor.

- **Bug Number:** UDevC00153838. You might receive an “Exception: The sequence or one of its source elements is too long to be played” error if you have a sequence over 12 hours.

## QuickTime

- **Bug Number:** UDevC00159820. QuickTime Reference movies are not supported by QuickTime Player X. They are still supported in QuickTime Player 7 on the Macintosh. They are also not supported in QuickTime version 7.6.9 on Windows.



## Stereoscopic 3D

- A software developer's kit is now available for 3rd-party partners who would like to build AMA plug-ins, AVX2 effects, or develop applications that support stereoscopic 3D media/sequences compatible with Avid Media Composer or Symphony. This developer's kit is available on the Avid website.
- 720p Stereoscopic projects are not currently supported with Open I/O hardware from 3rd-party vendors.
- **Bug Number:** UDevC00164741. If a rolling title is used in an Over\Under stereo project, you may get the wrong scaling and cropping of lines.
- Stereoscopic projects are not supported on Avid Interplay.
- Multicam of stereoscopic clips is not supported.
- NVIDIA 3D Vision
  - Avid currently only supports the NVIDIA 3D Vision Home bundle (which includes the 3D glasses, emitter hub and display monitor). The 3D Vision Pro has not been successfully tested.
  - Full screen playback on an NVIDIA 3D Vision monitor is only supported on a Windows system.
  - Due to an NVIDIA driver issue, the first time that the full screen play window appears, the application will resize to a single monitor. Resize the application as necessary. You can reset your window positions by clicking on a toolset in the menu.
- **Bug Number:** UDevC00161499. Ancillary data output is not supported if you are working in full stereoscopic format.

## Timeline

- **Bug Number:** UDevC00164751. If you have a sequence loaded in the Timeline, and you have waveforms on, clicking or dragging in the Timeline does not stop the waveform from drawing.
- Workaround:** Hold Cmd + . to stop the waveform from drawing.

## User Interface

- **Bug Number:** UDevC00162819. You cannot copy and paste timecode values into the Source or Record monitors. To enter timecode in the monitors, select the monitor and then type in the appropriate timecode values.
- **Bug Number:** UDevC00164678. You can drag audio keyframes past adjacent audio keyframes. Moving an audio keyframe past another keyframe causes the keyframes to swap values. For example, set volume levels on two audio keyframes: Keyframe A for low volume (left keyframe) and Keyframe B for high volume (right keyframe). If you then drag Keyframe A to the right of Keyframe B, Keyframe A now displays the higher volume level.
- **Bug Number:** UDevC00164360. Open bins with a large number of media objects do not remain open after quitting and then restarting the Avid editing application. This affects bins with over 500 media objects. If you leave a large bin open and then quit the application, when you restart the application the bin is closed.
- **Bug Number:** UDevC00164995. (Macintosh only) If you load a group clip into the Source monitor while in MultiCamera mode, the monitor displays the clip as if MultiCamera mode is still selected, although the action of loading the group clip actually causes the Avid editing application to enter Source/Record mode. If you play back the clip, you only see the linecut and cannot perform MultiCamera edits.

**Workaround:** To turn off the Multicamera mode display, select Special > Multicamera Mode, and make sure MultiCamera Mode is not selected.

- **Bug Number:** UDevC00165159. (Macintosh only) If you render a sequence containing a title by selecting Clip > Render In/Out or by right-clicking the sequence and selecting Render In/Out, the progress bar displaying the status of the render operation does not update and the application appears to become unresponsive. However, even though the progress bar does not advance, the rendering operation continues. When it completes, the progress bar closes.

## Documentation Changes

The following changes have occurred since the documentation was completed:

### Making an Audio Track the Primary Active Track

To make a track the primary active track, Alt+click the Audio Track Monitor button for the selected track.

## Interoperability Enhancements with Avid Interplay

Interplay v2.5 supports the following features in the Avid video editing applications:

- Media Composer v6.0, Symphony v6.0 and NewsCutter v10.0 64-bit applications (64-bit Framework and 64-bit Media Indexer must be installed)
- End-to-end workflow for clips and sequences that include surround-sound audio tracks.
- Clips and sequences that use DNxHD444 RGB media. You can check clips and sequences in and out of the Interplay database and manage them as Avid assets.

For more details, refer to the *Avid Interplay What's New in Version 2.5*.

## Opening and Closing Bins

**To open several bins at once from the Project window:**

1. Click a Bin icon in the Bins list.
2. Ctrl+click (Windows) or Command+click (Macintosh) each additional bin you want to open.
3. Do one of the following:
  - ▶ To open each bin in a separate window, select File > Open Selected Bins.
  - ▶ To open all bins as tabs in a single bin, select File > Open Selected Bins In One Window.

The selected bins open either in separate windows or in a single window with tabs indicating the bins.



*You can also open multiple bins by dragging them from the Bins tab in the Project window to an open bin. The bins open as tabs in the existing bin.*

## Assigning a Workspace or Bin Layout Button

When you assign a workspace or bin layout to a button, the button displays the first two characters of the workspace or layout name. If the assigned workspace or layout is not available — for example, if you deleted the workspace or the bin layout — the button remains visible but the label displays italicized characters.

## Deck Preferences Setting

There is an additional option in the Deck Preferences Setting to “Relax coincidence point detection.” This option is off by default. Depending on the deck, device control hardware or system you are using, marking an In point in the Capture Tool and performing a capture can

result in a “coincidence point detection error.” If you select this option, the editing application is less strict on finding the coincidence point. Note, relaxing the detection can allow captures to succeed but has a greater possibility of capturing from the wrong in-point.

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