



Avid Editing Application

ReadMe

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 only a full installer, not 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.

Fixed in v5.5.3.5 and v9.5.3.5

The following were fixed in Avid Media Composer v5.5.3.5, Avid Symphony v5.5.3.5, and NewsCutter v9.5.3.5.

- **Bug Number:** UDevC00169708. When working with mixed rate clips, the “Use closest media” option was not considered, leading to unpredictable results.
- **Bug Number:** UDevC00172885. With a long XDCAM clip, you might have received Access violations when consolidating subclips.
- **Bug Number:** UDevC00170416. You might have heard loud clicks during audio scrub if passthrough mix was used with SPDIF audio source.
- **Bug Number:** UDevC00171247. When selecting Arabic text in the NRCS tool, the read-time displayed and calculated incorrectly.
- **Bug Number:** UDevC00172465. When you modified a sequence containing mixed frame rates, the Timecode values were not always accurate.

- **Bug Number:** UDevC00171026. Text in an Activation window did not list the correct international phone number. The window now lists a web page where you can access correct support numbers.
- **Bug Number:** UDevC00169634. (NewsCutter) If a story in the NRCS tool had a leading or trailing space, you would receive an “invalid path” exception error.
- **Bug Number:** UDevC00171173. Performing an Update from Interplay intermittently caused transition effects to unrender.
- **Bug Number:** UDevC00170643. Audio and video were out of sync when performing playback if a Fast Track was connected.
- **Bug Number:** UDevC00169757. Audio from Automatic Duck was 4 times longer when exported as a QuickTime Reference.
- **Bug Number:** UDevC00170259. (XDCAM) When performing a Send to Playback with stereo as the transfer choice might have resulted in multiple mixdown copies in the bin.
- **Bug Number:** UDevC00169924. The SubCap .STL export file did not follow the EBU standard.
- **Bug Number:** UDevC00153279. When working with Advanced keyframes, if you dragged all keyframes, additional keyframes might have been created.
- **Bug Number:** UDevC00170169. (1080p 25 projects) Creating an autosequence with clips that contained markers resulted in a sequence without the markers.
- **Bug Number:** UDevC00163231. When attached to a Sony PDW-U2 device, you might have received Out of Memory errors.
- **Bug Number:** UDevC00170480. In some instances, tracking information was lost after closing and reopening a project.
- **Bug Number:** UDevC00167163. In some instances, you did not receive a Media Offline error during Send to Playback with partial offline media.
- **Bug Number:** UDevC00171029. Performing an Export as AAF with a sequence containing a Spectramatte effect did not retain the effect parameters.
- **Bug Number:** UDevC00171364. Performing an import or batch import for some XDCAM files might have resulted in “DecompStream” or “Failed to get temporal offset” errors.

- **Bug Number:** UDevC00169929. You might have received Access violation errors when performing a write-back to a P2 card.
- **Bug Number:** UDevC00169683. Performing a batch import with an ALE formatted with Source Path failed with a DISK_INVALID_FILENAME error.
- **Bug Number:** UDevC00169910. After performing an export, the Dolby E data track might have been defective.
- **Bug Number:** UDevC00171032. If you were editing in Multicamera mode and you added a dissolve and rendered the dissolve, and then swapped the video source, the render did not become unrendered as expected.

Fixed in v5.5.3.4 and v9.5.3.4

The following were fixed in Avid Media Composer v5.5.3.4, Avid Symphony v5.5.3.4, and NewsCutter v9.5.3.4.

- **Bug Number:** UDevC00169670. In some instances, the editing application would crash if the Adaptive Deinterlace Source option was enabled in the Motion Effect editor.
- **Bug Number:** UDevC00169179. In some instances, you might have received “failed to connect” exception errors when rendering effects of MPEG 50 media.
- **Bug Number:** UDevC00156060. An imported QuickTime photo using the JPEG codec was darker than the original.
- **Bug Number:** UDevC00169888. Magic Mask would disable the color correction.
- **Bug Number:** UDevC00169316. Drag and Drop export would fail when exporting multiple AAF files at a time.
- **Bug Number:** UDevC00169634. (NewsCutter) If a story in the NRCS tool had a leading or trailing space, you would receive an “invalid path” exception error.
- **Bug Number:** UDevC00164322. (Macintosh) Occasionally, the Title Tool color palette would apply the wrong color.
- **Bug Number:** UDevC00170227. (NewsCutter) Creating a new sequence and choosing a new bin as its destination resulted in odd highlights across the upper and right side borders of the bin.

- **Bug Number:** UDevC00165445. You could not select a border color for a 3D Warp effect.
- **Bug Number:** UDevC00167713. A default 10 pixel border was applied to 3D Warp effects. The default border is no longer applied.
- **Bug Number:** UDevC00167710. You could not batch import an .M2T files that had been created in an earlier version of the editing application, for example Media Composer v4.x.
- **Bug Number:** UDevC00165009. In some instances, audio keyframe levels were ignored in an audio dissolve.
- **Bug Number:** UDevC00169620. You might have received “End of File” errors when rendering effects on Frame Chase captured clips in the Timeline.
- **Bug Number:** UDevC00169334 . Rendered Audio Effects were unrendered after performing a check-in and check-out of Interplay.
- **Bug Number:** UDevC00159659. Creating a new sequence when multiple bins were open or by right clicking in the Timeline window did not highlight the name field of the new sequence.
- **Bug Number:** UDevC00169422. If you added DNxHD 220 to the DisabledRes.txt file, you could not export a sequence containing filler to QuickTime.
- **Bug Number:** UDevC00163795. You might have received an error when trying to import a sequence containing dissolves into EDL Manager.
- **Bug Number:** . UDevC00155906 Randomly some effects need to be re-rendered when opening a sequence.
- **Bug Number:** UDevC00169502. Using the RAMI USB Mixer for recording a voiceover might have resulted in several frames offset.
- **Bug Number:** UDevC00160455. Grouping clips by Aux Timecode was not working properly.
- **Bug Number:** UDevC00168589. Playing back XDCAM resulted in occasional “AECIFS-Failed to copy all bytes” errors.
- **Bug Number:** UDevC00167823. When using non-default audio scrub in 1080p23 projects, when you were parked on a frame, the previous frame was actually displayed.
- **Bug Number:** . UDevC00164322 - Title tool color palette applies the wrong color.

- **Bug Number:** UDevC00152550. Extending the length of a clip containing a rendered Audio EQ effect did not retain any previous changes made to that clip with the Audio Mixer tool.
- **Bug Number:** UDevC00169012. Duplicate stereo tracks were created if you chose to split a stereo master clip to mono. The “split to mono” option should only have been available when selecting a sequence. This has been fixed.
- **Bug Number:** UDevC00152423. If you had a sequence in the Timeline and Dynamic relink enabled, audio waveforms were redrawn when loading clips in the Source monitor.
- **Bug Number:** UDevC00169071. (Macintosh) When in an Interplay environment, if the Media Indexer was not available and you tried to launch the editing application and then tried to quit the application, you would receive a “Segment fault” error.
- **Bug Number:** UDevC00168355. You might have received an AMEResourceManager error when adjusting Motion Effect keyframes with Fluid Motion.
- **Bug Number:** UDevC00159117. You might have seen “StreamingPlayConsumer” errors playing back AAF imported media.
- **Bug Number:** UDevC00154696. You might have seen video stuttering when performing a send to playback with XDCAM HD resolution to Airspeed Multistream video server.
- **Bug Number:** UDevC00168597. You might have received “Exception” or “Decomp Stream” errors when recreating titles using XDCAM resolutions with Fast Scrub on.
- **Bug Number:** UDevC00168820. (Macintosh) You might have received “BAD_EXEC_ACCESS” errors when performing a send to playback operation.

Changed in v5.5.3.3 and v9.5.3.3

The following were changed in Avid Media Composer v5.5.3.3, Avid Symphony v5.5.3.3, and NewsCutter v9.5.3.3.

Qualified Macintosh OS

Macintosh Lion v10.7.3 has been qualified with this patch release.

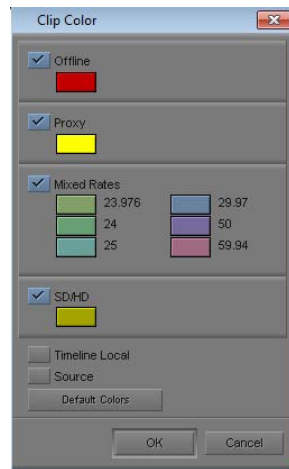
Clip Color for Proxy Clips in Timeline

An additional option in the Clip Color window allow you to highlight h.264 proxy clips in the Timeline. Proxy clip color is enabled by default.

To select or deselect the proxy clip color in the Timeline:

1. Click the Timeline Fast Menu and select Clip Color.

The Clip Color dialog opens.



2. Select Proxy.

3. Click OK.

The h.264 proxy clips will appear highlighted yellow in the Timeline.

Fixed in v5.5.3.3 and v9.5.3.3

The following were fixed in Avid Media Composer v5.5.3.3, Avid Symphony v5.5.3.3, and NewsCutter v9.5.3.3.

- **Bug Number:** UDevC00167411. (Interplay) Audio panning information might have changed after performing a checkin and checkout.
- **Bug Number:** UDevC00167755. You might have received an access violation when performing a drag and drop from AirSpeed Multi Stream Remote Console. This has been fixed.

- **Bug Number:** UDevC00162007. You might not have been able to perform a second Send to Playback with an Edit While Capture sequence. The Console window displayed an “Unable to create right-side handle” message. This has been fixed.
- **Bug Number:** UDevC00168362. In an Interplay environment media that was online would randomly appear offline.
- **Bug Number:** UDevC00167698, UDevC00168445. You might have received bus errors when opening projects. This occurred if you did not have write access to your drives. If this is the case, you now receive a warning that you do not have write access to your drives.
- **Bug Number:** UDevC00168043. Occasionally, when opening the effect editor and then attempting to remove a 3D Warp Effect with the effect editor open, the editor would hang and eventually crash with C++ errors.
- **Bug Number:** UDevC00168686. Previously, if you duplicated or dragged a Timeline View setting to a new setting window, it would lose its name.
- **Bug Number:** UDevC00167258. Boris Mulifilter modes were not working properly.
- **Bug Number:** UDevC00168433. Bin opening and bin creation times have improved.
- **Bug Number:** UDevC00156548. You might have received an Access Violation error after inserting a tape with a tape name that exceeded 32 characters.
- **Bug Number:** UDevC00167667. (Windows) Previously, if Data Execution Prevention (DEP) settings caused the DSM Server to crash, you would receive a generic AMPI Subsystem error. If the DEP settings are the cause of the crash, the error message will indicate how to fix the DEP settings.
- **Bug Number:** UDevC00166777. You might have received “DIDWrite::FinishWrite” errors when consolidating sequences.
- **Bug Number:** UDevC00167896. If you exported a sequence which contained group clips as AAF and then imported the sequence, you could not successfully perform match frame.
- **Bug Number:** UDevC00159729. Targa (.tga) files named with Chinese characters did not import sequentially.
- **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:** UDevC00168085. Promoting a matte key effect to a 3D effect caused the image to invert into the imported graphic.
- **Bug Number:** UDevC00140296. Occasionally, new sequences would not check in to the Interplay window, resulting in a system hang.
- **Bug Number:** UDevC00167990. Render IN to OUT indicates there are effects to render even after performing the render operation.
- **Bug Number:** UDevC00162633. When exporting a large sequences as a QuickTime movie, the progress bar would reach 100% and the editing application would appear to hang for approximately 15 to 20 minutes.
- **Bug Number:** UDevC00168119. You might have received a Access Violation or Bus Segmentation error after performing an Undo operation in the Source monitor.
- **Bug Number:** UDevC00163360. You might have received an Assertion failed error when exporting a sequence that contained Canon spanned clips to EDL Manager.
- **Bug Number:** UDevC00167265. Occasionally, colors might have been inverted when saving titles or importing JPEG files to a bin.
- **Bug Number:** UDevC00167441. Exporting an AAF file from the editing application and then importing that AAF to Pro Tools resulted in a “File name contains illegal characters” error message.
- **Bug Number:** UDevC00135554. Offline media was not reported properly if it was part of a collapsed track.
- **Bug Number:** UDevC00164471. Performing batch import did not mount XDCAM disks properly.
- **Bug Number:** UDevC00166735. Previously, the audio buffer size setting was not being saved.
- **Bug Number:** UDevC00167774. Batch capturing clips that contained a D track resulted in an error that required a reboot.
- **Bug Number:** UDevC00165290. When the video quality option for playback was set to 10-bit, the Capture in Progress slide was distorted.

- **Bug Number:** UDevC00162488. If you viewed a multigroup clip as Quad Split in a popup monitor, then edited the clip, changed the view from Quad Split to single view, the popup view remained in Quad Split view.
- **Bug Number:** UDevC00166054. If you added IN/OUT markers in the Timeline and received an “edit is ambiguous due to lock constraints” error message, once you clicked OK to the message, the IN/OUT marks were cleared.
- **Bug Number:** UDevC00162654. After upgrading the editing application to v5.5 or v9.5, QuickTime h.264 exports might have appeared darker.
- **Bug Number:** UDevC00162007. You might not have been able to perform a second Send to Playback with an Edit While Capture sequence. The Console window displayed an “Unable to create right-side handle” message.
- **Bug Number:** UDevC00167444. When Dupe Detection was enabled, you might have seen false dupe detection on clips in a sequence that included a mask effect applied to filler on a higher track.
- **Bug Number:** UDevC00166956. You might have received an “Error caught AG::ErrorIF in BuildMobMap” error when performing a Send To Playback with a sequence that contained an audio dissolve that did not render.
- **Bug Number:** UDevC00167426. You might have received an Access Violation error when batch importing XDCAM clips referencing master clips with timecode that crossed midnight.
- **Bug Number:** UDevC00150425. (NewsCutter) Exporting AMA P2 clips back to a P2 device caused a system crash.
- **Bug Number:** UDevC00158244. Importing NTSC media into a PAL project resulted in media being quarantined.
- **Bug Number:** UDevC00165733. (Adrenaline) You might have seen overlay issues in the Composer monitor when playing forward in Trim Mode.
- **Bug Number:** UDevC00159582. The editing application might have crashed if you applied an AudioSuite plug-in to a BWF clip that was imported from a shared network drive.
- **Bug Number:** UDevC00166601. When importing an AAF with embedded media, you may not have received the message asking if you want to skip importing duplicate media or proceed.

- **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.

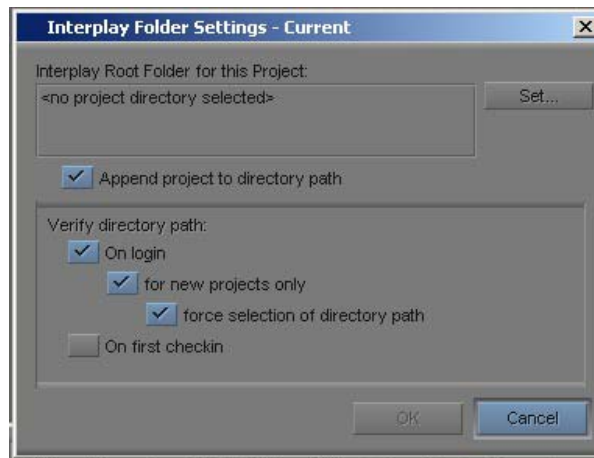
Option	Description
Maximum files in a project's attic	Defines the maximum number of files stored in the Avid Attic folder for each project. When a bin or script is saved, your Avid editing application copies the current version of the bin or script to a subfolder within the special folder called the 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:** UDevC00166699. You might have received “Out of Memory” errors when playing, transcoding or mixing down IMX50 media from an Airspeed system.

Changed in v5.5.3.2 and v9.5.3.2

Interplay Folder Setting

An additional option has been added to the Interplay Folder Settings. The option is “force selection of directory path.” When this setting is enabled, when a new project is created, the user will be prompted to select the directory path for the new project. For example, when you create a new project, the Interplay Folder Settings window will open and you must click Set and choose the directory path for the new project.



Macintosh OS

Macintosh OS versions 10.6.8 and 10.7.2 have been qualified with this patch release.

Fixed in v5.5.3.2 and 9.5.3.2

The following were fixed in Avid Media Composer v5.5.3.2, Avid Symphony v5.5.3.2, and NewsCutter v9.5.3.2.

- **Bug Number:** UDevC00165561. In some instances, Match frame for subclips did not match to the correct timecode.
- **Bug Number:** UDevC00164195. When Fast Scrub was enabled, the Source monitor did not update correctly when ganged with the Record monitor.
- **Bug Number:** UDevC00166115. You might have received “CM_Offset_out_of_range” errors when promoting sequences created from earlier versions of the editing application.

- **Bug Number:** UDevC00165425. Once you install this patch version of the editing application, if you bring in a sequence from a Media Composer v6.0, Symphony v6.0, or NewsCutter v10.0 that contain certain v6.0 and v10.0 effects such as Surround sound tracks or pan values on mono and stereo tracks, you will receive the applicable message when trying to open these sequences.
- **Bug Number:** UDevC00160953. (Nitris DX) Previously, you did not get client monitor output when working with Avid FX.
- **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:** UDevC00147367. You could not import a New Texture from a shared network drive.

- **Bug Number:** UDevC00166020. Performing an AAF export failed to export with the default pan settings.
- **Bug Number:** UDevC00162404. Creating titles in the Title Tool that contain a mix of regular and bold text might have had kerning problems.
- **Bug Number:** UDevC00159675. Rendering nested effects caused the Timeline to zoom out.
- **Bug Number:** UDevC00157697. Stepping into nested effects while in Frame view resulted in a “Bus error.”
- **Bug Number:** UDevC00165775. Dynamic Relink settings do not persist when saved as a Site Setting.
- **Bug Number:** UDevC00165005. You might not have successfully been able to relink AMA P2 AVC-Intra clips back to consolidated .new clips.
- **Bug Number:** UDevC00160074. Occasionally, clips could not be dragged from Interplay Access to the editing application.
- **Bug Number:** UDevC00159680. When performing a Batch import, the “Override clip settings with current settings” option did not work.
- **Bug Number:** UDevC00158399. When performing remote play and capture in a 720p59 project, changing the timecode from non-drop to drop frame would cause the controller to display incorrect timecode.
- **Bug Number:** UDevC00161644. (Software only) Previously, performing audio scrub on a Windows XP system might have been distorted.
- **Bug Number:** UDevC00165206. (Macintosh) Previously, after you uninstalled the editing application, the icon for the editor would still appear in the Dock. A subsequent install would add another icon to the Dock.
- **Bug Number:** UDevC00161908. You might have received “MXF DID_Mapper” errors after loading original or consolidated media.
- **Bug Number:** UDevC00163946. The Custom Property option in the Effect Editor for the TC Generator effect was no longer available. This option appears now.
- **Bug Number:** UDevC00163229. (AJA I/O Express) When importing video, the client monitor would display black or distorted video.

Changed in v5.5.3.1 and 9.5.3.1

The following were changed in Avid Media Composer v5.5.3.1, Avid Symphony v5.5.3.1, and NewsCutter v9.5.3.1.

Lion Permission Information

As of Mac 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.

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.

Fixed in v5.5.3.1 and 9.5.3.1

The following were fixed in Avid Media Composer v5.5.3.1, Avid Symphony v5.5.3.1, and NewsCutter v9.5.3.1.

- **Bug Number:** . 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.
- **Bug Number:** UDevC00163407. If you had an RTAS effect on A1 or A2, you might have received a “rendered media not found” error when performing a send to playback.
- **Bug Number:** UDevC00157394. If you imported saved settings, the Mouse settings might have reverted to default settings.
- **Bug Number:** UDevC00162301. You might have lost the ability to interact with windows such as drag and drop items from the Interplay Window to a bin.
- **Bug Number:** UDevC00161490. You might have received Access Violation errors or Video Consumer effects errors during playback of a 1080i mixed rate sequence.
- **Bug Number:** UDevC00150249. The m2t suffix was not automatically added to a file that was exported to an HDV device.
- **Bug Number:** UDevC00162540. After performing an upgrade to NewsCutter v9.5.3, you might have experienced some Consumer timeout errors.
- **Bug Number:** UDevC00159582. The editing application might have crashed if you applied an AudioSuite plug-in to a BWF clip that was imported from a shared network drive.
- **Bug Number:** UDevC00159796. (Windows 7 Non-compatibility Mode) The file paths might have appeared in HEX format if you were exporting AAF.
- **Bug Number:** UDevC00156719. (Co-Install) The editing application might have crashed when initializing audio if you had Avid Pro Tools v9.0.2 also installed.
- **Bug Number:** UDevC00159678. (Macintosh) When native HD hardware was selected as the default sound device in the OS system preferences, you would hear full scale noise out Pro Tools HD HW channels 9-16 when playing back in Media Composer.

- **Bug Number:** UDevC00153492. (Windows 7) You might have received an exception error importing XDCAM EX files into a bin if the files resided on the computer HD and were over a certain size.
- **Bug Number:** UDevC00162174. (FilmScribe) Even when the option “Ignore color effects” was selected, the effects were not ignored.
- **Bug Number:** UDevC00158622. Rendered motion effects might have appeared unrendered in the sequence.
- **Bug Number:** UDevC00160562. Matte keys loaded in the source directly from the Interplay window were unnecessarily prompting for a promotion to advanced keyframe.
- **Bug Number:** UDevC00160074. Occasionally, clips could not be dragged from Interplay Access to the editing application.
- **Bug Number:** UDevC00155416. Sequences containing a color correction effect became corrupt after being checked into Avid Interplay.
- **Bug Number:** UDevC00162296. (Nitris DX) You might have seen a frame reordering after performing a video mixdown with XDCAM EX material.
- **Bug Number:** UDevC00161768. (Macintosh) Exported AAF files larger than 2GB on a version x.0.3.9 editing application could not be imported back into the editing application.
- **Bug Number:** UDevC00158905. You might have received an erroneous disk space error when trying to batch capture clips in an HD project with the “Use Logged Video Resolution for clip” setting enabled.
- **Bug Number:** UDevC00155943. In some instances, when applied over unrendered Sapphire or 3D Warp effects, the alpha channel for field #2 was not being filled, thus exhibiting ghost-like artifacts in the image.
- **Bug Number:** UDevC00159657. Previously, if you deleted an audio track and then performed an Undo operation, the audio track would reappear, but would not be selected and monitored. Deleted audio tracks are now selected and monitored when you perform an Undo operation. NOTE: There might be instances when you have many audio tracks (near the audio voice limit) and performing an Undo of a deleted audio track will return the track in a selected state, but will not be monitored.
- **Bug Number:** UDevC00148177. H.264 QT movies linked via AMA, displayed frames with gray or green pixels when playing back in the Source/Record monitor.

- **Bug Number:** UDevC00160335. (Macintosh) After receiving a JAVA software update from Apple, when launching the editing application in an Interplay environment, you might have received a bus error when initializing QM.
- **Bug Number:** UDevC00155254. AAF exports of PCM Audio did not consolidate as expected.
- **Bug Number:** UDevC00151942. When using the Ignoreqtrate Console command, you might not have received the correct duration of an imported QuickTime clip. You will now receive the following message if you use the Console command while trying to import a QuickTime clip with audio and video: “The console command IgnoreQTRate was set but the movie you are importing has an audio track. IgnoreQTRate may cause a video motion effect and your audio will be out of sync. If you wish to create a video motion effect then use QuickTime Movie Player Pro to delete the audio track of this movie and import it again.”
- **Bug Number:** UDevC00156489. Advanced keyframes within effects templates changed after checking in and checking out of Interplay.
- **Bug Number:** UDevC00159800. Avid Artist Transport did not work with NewsCutter.
- **Bug Number:** UDevC00159562. You might have received “GetTemporalOffset” bus errors when playing sequences.
- **Bug Number:** UDevC00152371. Sequences with group clips which have color corrections applied prompted for a promotion when the sequence was opened.
- **Bug Number:** UDevC00161590. Occasionally, the editing application would hang if the DMS broker was unavailable.
- **Bug Number:** UDevC00164058. Previously, you had to add Send To applications to the Auto Launch dialog twice before they would appear in the Auto Launch pulldown menu.
- **Bug Number:** UDevC00162283. If there was an RTAS effect on an audio track, dragging a preset of an Audio Suite plug-in to the track, created an effect that couldn’t be rendered.
- **Bug Number:** UDevC00146883. Color correction effects with XDCAM 50 media rendered with different color values than the unrendered effects.
- **Bug Number:** UDevC00164906. Timewarp effects did not stay rendered after exporting and then importing AAF.
- **Bug Number:** UDevC00159842. Occasionally, Marquee crashed when modifying a title in a sequence.

- **Bug Number:** UDevC00163427. You might have received an "Exception: QualityManagerImpl::relinkMaster() - Source mob changing with relink" error when when checking out OMF DV25 clips from Interplay with Dynamic relink applied.
- **Bug Number:** UDevC00162020. The editing application might have crashed when loading a subclip that was created from an unfinished Edit While Capture clip.
- **Bug Number:** UDevC00158351. Software only systems ignored the Direct Out audio transfer settings.

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