

Avid DS v10.2.1

Known Issues and Limitations

This section provides information on known limitations that were not addressed in this release. Any available workaround procedures are also documented, when possible.

Animation

CANNOT REMOVE ANIMATION ON AN EFFECT USING EXPRESSIONS

You cannot use the Animation Key button to remove animation on a clip, track, or timeline effect when there are expressions in that effect.

TRACKER ANIMATION PROCESSED IN FIELDS

The tracker animation of fast-moving objects may break intermittently when processed in fields.

Workaround: Process the tracker animation in frames.

Avid Interplay

AVID DS ON INTERPLAY - TIMELINE CONFORM IS SLOWER

When Avid DS is within an Interplay environment, the timeline conform may be slower when you conform within a sequence that does not have the same compression setting as the AFE's sequence.

CAN ONLY PLAYBACK AIRSPEED HD MEDIA IN REALTIME WITH INTERPLAY v1.6

Avid DS v10.1.1 or later can only play Airspeed DNX HD media in realtime if using the Interplay Media Indexer v1.6 or later.

Avid Unity ISIS

PLAYBACK OF 1080p59 DNx90 MAY DROP FRAMES

Playback of 1080p59 DNx90 video stored on Avid Unity ISIS v2.0.1 with a Broadcom card may drop frames.

HD CAPTURE AND PLAYBACK

Avid Unity ISIS can only support compressed HD capture and playback. If the sequence is set to uncompressed, any ISIS video media will appear as non real-time playable.

Workaround: Set the sequence preferences to any DNxHD compression.

CAPTURE INTERRUPTION

On remote storages, ISIS capture in 720p 59 might be interrupted after a few minutes (message displayed is "Hardware overrun error").

Workaround: Disable the viewer (little "grid" button at the bottom right of the right-hand screen). This will give the workstation the necessary processing bandwidth to achieve a capture.

Color Management

RGB SEQUENCE IN A YUV SEQUENCE

When dropping an RGB 4:4:4 sequence in a YUV sequence, some changes to the color correction setting may be required to account for the gamma in the YUV project.

Workaround: Set the cross-converter to YUV 4:2:2 and output to tape directly from the RGB 4:4:4 sequence.

COLOR MANAGEMENT COMPATIBILITY ISSUES BETWEEN AVID DS VERSION 8.4 AND VERSION 10.x

For 4:4:4 sequences, the media captured in Avid DS version 8.4 may not show the same colors when used in version 10.x. If you have an HD RGB sequence in version 8.4, you can restore it in version 10.x. The color management functionality will be partially disabled to make the captured media compatible. You will need to go to Viewer Properties and disable the viewer LUT, for the viewer to show the same colors displayed in version 8.4. The media captured in version 8.4 can only be used in the restored sequence, and not in a new sequence.

If you restored a sequence from version 8.4 in version 10.x, and need to recapture the media, create a new sequence using the default LUT. Drag and drop the old sequence into it, and then delete the old sequence. During the recapture process, select Recapture with Options and use the Capture Tool LUT, instead of the master clip LUT. This will ensure that the correct LUT is used when recapturing from tape.

NOTE: Contact customer support if you require help with the upgrade and project conversion.

Web Support: www.avid.com/ds/support

VIEWER SHOWS A BLANK SCREEN WHEN EXITING A COMPOSITE CONTAINER

Exiting a composite container while the DVE is in view mode may cause the viewer to show a blank screen.

Workaround: Reopen the container and exit again.

RELINKING PROBLEM WHEN CONFORMING AFEs

When conforming AFEs, single-frame files used as stills will not relink correctly if they are not in the same path specified by the AFE.

CONFORMING AAF/AFE/EDL WITH ALTERNATE SOURCE ERROR

If you are conforming an AAF/AFE/EDL with the alternate source pointing to a DPX folder where the pattern of a series of the DPX files does not fit the span of the timecode, you will receive an error. For example, if the name of the first file is test1.dpx with a head and tail of 10 frames.

Workaround: Use the File Renamer utility to rename the file(s) to match the span of the timecode. From the Start menu, go to All Programs > Avid> Avid DS v10.2> Tools > File Renamer. For example, rename the file mentioned above to test10.dpx.

MEDIA COMPOSER MACINTOSH CANNOT USE AVID DS MXF MEDIA

Avid Media Composer and other Avid editors running on a Macintosh system cannot use MXF media created by Avid DS due to a 31-character file name limit. This occurs when an Avid DS system creates a storage on an Avid Unity volume to share with other Avid editing systems. This problem does not affect Windows systems.

SUBCAP AND TIMECODE BURN-IN EFFECTS WILL NOT CONFORM IN AVID DS

The two effects in Media Composer located under generator, respectively named SubCap and Timecode Burn-in will not conform in Avid DS.

Workaround: For SubCap, export the effect from Media Composer using File of Type "Avid DS Caption File". On Avid DS, import the file using the standard procedure for importing subtitles. You will need to browse to the location where you exported the file.

LINKING TO MEDIA VIA AN AFE/AAF FILE

When conforming and linking to files, the AFE/AAF dialog box "Default Files Path" option allows you to specify the folder where your external media files are located. Note that subfolders in this path are not scanned.

MEDIA COMPOSER CLIPS WITH MIXED FRAME RATES NOT SUPPORTED IN AVID DS

With the new Frame Rate Mix and Match feature, Media Composer now supports mixed frame rate clips within the same sequence. However, it is not supported in Media Composer to DS conform operations.

Avid recommends that you avoid using clips with mixed frame rates in sequences that you intend to finish on an Avid DS system.

AVID DS CANNOT READ P2 AVCIntra MEDIA IMPORTED AND CONSOLIDATED BY MEDIA COMPOSER

MXF files with AVCIntra compression, that are created by Avid Media Composer will not relink in Avid DS.

Workaround: When conforming AAF containing AVCIntra clips, configure the storage to point directly to the native P2 card media, and not to the MXF files created by Avid Media Composer.

Customer Service Utilities

FAILED ATTEMPT TO GENERATE A .CAB FILE

If you are trying to generate a .cab file using VIE and no results are produced, please verify that Microsoft .NET framework v3.5 or later has been installed.

Documentation

APPLYING AVX AND AVX2 HOST EFFECTS

The documentation on applying AVX effects is broken into two sections in the Help.

To find the steps that accompany this task, run a search using "To apply an AVX or AVX2 plug-in effect" and select the " ImageFX.64.5.html" topic in the Search panel. To read its context, click the "Applying AVX and AVX2 Host Effects" link at the top of the Help.

Effects

PROBLEMS WHEN PROMOTING AN AVX1 TO AVX2

This problem occurs when user preferences are set to "auto promote effects" or "auto promote missing effects". If you attempts to open a DS sequence containing an AVX1 effect, when the AVX1 effects are missing from the system, the sequence will come in, but all animation will be lost. Note that this only applies to DS sequences, and conforming AAF/AFE sequences will not cause the animation to be lost.

Workaround: Make sure that all AVX1 effects are installed on your system. For Sapphire (from GenArts), both the AVX1 and the AVX2 can be installed using the same setup application. Run the setup again and make sure AVX1 is checked in the list of plugins that will be installed.

Graphics

NEWLY-CREATED ROLLED TITLES MAY NOT UPDATE

When you create a new rolling title and click the Build button, the title may not update if an animation other than the one generated by the rolling title exists. An example is an animation of the text face color.

Workaround: Remove the animation in the titling body on the property page before hitting the Build button.

GRAPHIC STROKES WITH A START TO END TIMESPAN ARE NO LONGER REAL-TIME PLAYABLE

On Avid DS Nitris systems, any graphics with a Start to End timespan cannot be played back in realtime. They will now have a red ribbon above the timeline. A fix will be available in the near future.

CANNOT LINK TO QUICKTIME MEDIA

When conforming Quicktime files via an AAF or AFE, logged clips will appear in the Avid DS Explorer or on the timeline even if the Create Linked file option is selected. You can then capture your Quicktime media from the logged clips.

FRAME DELAY ON SD DOWNCONVERT

On 1080 project types using uncompressed HD and DNXHD 10-bit, there is always a 1 frame delay on tape when doing an SD Downconvert. This is a problem due to delayed processing on the AJA card. As a result, the downconvert output will play 1 frame later than the HD SDI output. The embedded audio is nonetheless in sync with the video.

OMF EXPORT TO DIGI PRO TOOLS ONLY

The Avid DS OMF export is designed to export only to Digi Pro Tools LE, and not all Avid products. Please refer to the Exporting an OMF File in the Avid DS Help.

CANNOT EXPORT QUICKTIME REF FILES FROM AN RGB 4:4:4 SEQUENCE

Exporting a Quicktime Reference file when working in an RGB 4:4:4 sequence is not supported.

Workaround: Switch to an RGB 4:2:2 sequence.

CAPTURING CLIPS USING THE LTC XLR INPUT FOR TIMECODE

In sequences that support Drop frame (NTSC, 1080i-59, 1080p-29, 720p59, etc...), the drop frame format may not be recognized if captured via the XLR input of the Avid DS.

Workaround:

In order for Avid DS to create the master clips properly during Live capture, the following steps are mandatory:

1. Open or create a Drop Frame sequence.
2. In the Capture Tool, use a 29,97fps deck preset (not Internal or Fake-Deck), such as Sony DVW-A500 or AJHD-3700_29.
3. Disconnect the RS-422 9-pin connector from the workstation.

Note: The SMPTE field will be updated with the timecode value only during capture. Verify that the clip has been created with the proper format.

LEGACY GRAPHICS OPTION IN RGB SEQUENCE PRODUCES INCORRECT COLORS

Using the Legacy Graphics option in the Output Tool in an RGB sequence will produce incorrect color levels.

Workaround: Open or create a YUV sequence.

TIMELINE TO MC EXPORT WITH AUDIO WITH DS MIXER NOT FUNCTIONING

Exporting the timeline to MC with audio when the audio in the mixer is set from 5.1 to 8 tracks will not be successful.

Workaround: Set the Avid DS Mixer to Mono, Stereo, LCRS, or Quad.

VIDEO ISSUES WHEN USING AVID UNITY

Any 720p 10-bit uncompressed media captured to Avid Unity will be invalid. The image will shift horizontally across the viewer.

Workaround: Switch to a different bit depth or compression.

CANNOT OUTPUT WMV FILES WITH VARIABLE BIT RATE SETTINGS

If you use variable bit rate settings when outputting a .wmv file, the file will not be created on output.

To be able to work with WMV files, you need the Windows Media Encoder 9 Series x64 Edition. Please see the Avid Knowledge Base for an article that provides these details. Note that Avid DS only supports constant bit rate (cbr).

ACCURACY PROBLEMS IN 720P SEQUENCES

You may experience accuracy problems when working with captured clips in 720p sequences. The captured clips may start one frame early.

REIMPORT OF AVI REF DOES NOT WORK CORRECTLY

If you export an .AVI Ref from Avid DS, and then use that clip in another Avid DS sequence, the resulting image differs from what you originally exported.

THE CLIP ICON IN THE AVID EXPLORER DOES NOT REFRESH AUTOMATICALLY

The clip icon in the Avid Explorer does not refresh automatically after recapturing or purging media.

Workaround: Perform one of the following:

- Press F5 to refresh the bin.
- Switch to another view, then return to the Details view.
- Switch to another folder, then return to your project bin.

AVCINTRA MEDIA NOT SUPPORTED FOR 8-BIT SEQUENCES

AVCIntra media do not process properly in an 8-bit sequence on an HP 9300 or lower platform.

Workaround: Switch to 10-bit.

AVID INTERPLAY FRAMEWORK WORKGROUP NAME CANNOT BE CHANGED AFTER CONFIGURATION

Once an Avid Interplay Framework workgroup name has been created and the workgroup configured, the name cannot be changed even when the Interplay Adapter is removed and added back to the storage.

Workaround:

1. Remove the Interplay Adapter from the DS indexer storage table.
2. Restart the DS indexer service (ummds.exe).
3. Configure a new Interplay Adapter pointing to the new workgroup.

REINDEXING REQUIRED AFTER WORKSTATION REBOOT

After a workstation reboot, the project indexer and media indexer need to reindex all the projects. Note that this operation may take some time, especially if connected to Avid Unity (MN or ISIS).

Workaround: Offload this process to a separate indexing machine to free up your DS workstation.

CONFIGURING STORAGES AND NON-PURGEABLE OPTION PROBLEM

Adding a non-purgeable storage may clear the Capture To drop-down list in the capture settings.

Workaround: Select an available storage from the drop-down list.

MEMORY LOSS WHEN LINKING TO RED FILES ON A 32-BIT SYSTEM

When working on an Avid DS 32-bit system, linking to RED files may cause an out-of-memory error. The Avid DS viewer will also not display the clip.

Workaround: It is recommended that you use a 64-bit system when working with film material. This also applies to the Avid DS Training Edition.

CANNOT DELETE NON-NATIVE MXF FILES USING PROJECT MANAGER

Non-native MXF files cannot be deleted using the Project Manager.

Workaround: Delete the media manually.

Media Management

RECAPTURE ABORTS WHEN FILE IS MOVED

The recapture process may abort when a file has been moved from its original location. You will get an error message instead of a floating DS browser.

Workaround: Try again in a few minutes or restart the workstation.

Other

SYNC SOURCE LIGHT DOES NOT UPDATE IN PASSTHROUGH MODE

When you are in passthrough mode, after the output starts and the sync switches to external, the Sync Source light (S light) does not update.

REMOTE DESKTOP CONNECTION MAY INTERRUPT GRAPHIC COMMANDS

Connecting remotely to an Avid DS machine may invalidate some DS functions and commands.

RETRIEVING ORIGINAL RGB 4:4:4 SIGNAL

To get the original RGB 4:4:4 signal back once it has been converted, the SD downconvert must be disabled (set to none).

MEDIA COMPOSER SOFTWARE NOT SUPPORTED WITH INTERPLAY

Media Composer Software is not supported on Avid DS systems that are participating in an Interplay environment.

RECORD-SIDE TRACK PATCHING NEEDS TO BE ENABLED

The status of the tracks in the source-side view are not taken into account upon drag and drop operations to the timeline.

Workaround: Use the Insert Clip shortcut (V) or the button underneath the viewer.

Workgroup

CACHES NOT RELINKING WHEN PROJECT IS MOVED

When you move a project from one workgroup to another, the caches may not link properly to the new location.

Workaround: Open the Configure Storage tool, and select the appropriate media indexing service for your project. Then click Change and OK to exit the Configure Storage tool. This action resets the service and the caches reconnect to the sequence.
