



Avid® Editing Application

ReadMe for Media Composer® v7.0.4 and
NewsCutter® v11.0.4

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. 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.

Contents

If You Need Help	4
Changed in v7.0.4 and v11.0.4	4
Fixed in v7.0.4 and v11.0.4	6
Changed in v7.0.3 and v11.0.3	14
Fixed in v7.0.3 and v11.0.3	22
Changed in v7.0.2 and v11.0.2	24
Fixed in v7.0.2 and v11.0.2	25
New in Media Composer v7.0 and NewsCutter v11.0	30
Notes on Windows	36
Notes on Software Licensing	36
Qualified Hardware and Operating Systems	37
Compatibility Chart	44
Setting up the NVIDIA Card	50
Shared Storage Support	52
Feature Performance	53
Limitations	55
Documentation Changes	64

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.
Bold font	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.
Courier Bold font	Courier Bold font identifies text that you type.
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.

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/. 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 v7.0.4 and v11.0.4

The following has been added to the v7.0.4 and v11.0.4 release.

Support for Mac OS 10.9.2

With this release, the editing application supports Mac OS v10.9.2.

Interplay Sphere Plug-in Update

With this release of the editing application, a Sphere plug-in is no longer automatically installed when you install the editor. In order to work with Interplay Sphere, you must go to the

avid.com/download site and download the

Media_Composer_Cloud_Playback_Setup_1.1.2_Win.exe

Media_Composer_Cloud_Playback_Installer_1.1.2_Mac.zip

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

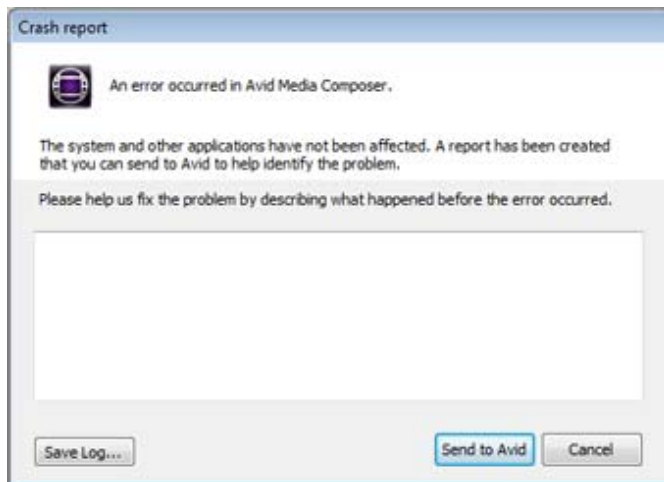
SGamut3.cine

(UDevC00183760) New SGamut3.cine LUTs from Sony have been added to the editing application.

Crash Report Log

A new report log has been added to the editing application that will allow Avid to identify the source of a crash. If you experience a crash and receive the following dialog, please enter information describing the crash and click Send to Avid.

If you are not connected to the Internet, you can choose Save Log and provide the saved file to Avid customer support.



Color Bars Update

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

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

Fixed in v7.0.4 and v11.0.4

The following have been fixed in this release:

- **Bug Number:** UDevC00180516. (Mac) Macintosh Interplay editing systems were not creating new media folders after reaching a limit of 5000 files.
- **Bug Number:** UDevC00183275. You could not import an MXF file from OpenCube into a bin.
- **Bug Number:** UDevC00183275. The disabledres.txt file did not filter out some h.264 and AVCI resolutions.
- **Bug Number:** UDevC00184357. (Mac) Moving a column in the Interplay Window could cause a “Segmentation Fault” error.
- **Bug Number:** UDevC00180461. The head frame moved to the tail when importing a 24p QuickTime movie into a 23.976 project.
- **Bug Number:** UDevC00182116. QuickTime files with Animation codec did not successfully AMA link when in a Japanese OS.
- **Bug Number:** UDevC00181352. Performing a Send to Workgroup between two editing systems was much slower than on previous releases.
- **Bug Number:** UDevC00181388. Importing MXF media from OpenCube resulted in a “MXFDomain_INIT_FAILED” error.
- **Bug Number:** UDevC00183904. (Windows) Exporting a QuickTime reference sequence with a Korean or Chinese name resulted in a “ ADD_MEDIA_DATA_REF_FAILED” error.
- **Bug Number:** UDevC00184091. Korean text in Assist locator window and Media Composer marker window did not display properly.
- **Bug Number:** UDevC00183643. There might have been audio shifts in some AMA linked ProRes media.
- **Bug Number:** UDevC00183430. The editing application did not launch on new Mac Pro systems.
- **Bug Number:** UDevC00182136. The Mojo DX was not recognized with Z400 Gen1 systems.

- **Bug Number:** UDevC00183183. You might have received “ADMConsumer::PreLoad” errors when trying to start play near several dissolves on audio tracks with 5.1 media.
- **Bug Number:** UDevC00182584. (Project Sync) Color space label in the bin column for ProRes 422 might have displayed incorrectly.
- **Bug Number:** UDevC00182239. (Project Sync) In a synced project, importing a QuickTime with alpha caused the editing application to hang as the clip was getting checked in.
- **Bug Number:** UDevC00181257. (Mac) Switching between the editing application and 3rd party applications when using Black Magic hardware resulted in errors.
- **Bug Number:** UDevC00173262. Consolidating or transcoding AMA linked 1080 XDCAM HD 50MB media was extremely slow.
- **Bug Number:** UDevC00182874. (Sphere) A user created SphereCache folder in a directory other than the default location was automatically deleted the next time the editing application was launched.
- **Bug Number:** UDevC00183761. (Sphere) If a portion of a clip was uploaded in a sequence and if you then upload a different portion of the same clip in a second sequence, you will received an error that there were no clips to upload.
- **Bug Number:** UDevC00180521. There have been performance improvements made to Avid Artist Color.
- **Bug Number:** UDevC00183735. 16x9 SD clips captured from Interplay Capture might have been incorrectly marked as 4 x 3 in the editing application.
- **Bug Number:** UDevC00183734. Pan might have changed on destination tracks after performing a dual mono mixdown.
- **Bug Number:** UDevC00184112. The application would hang when trying to export a sequence as QuickTime with 2 or more audio tracks and the QuickTime audio option set to Direct Out.
- **Bug Number:** UDevC00184266. (NewsCutter) Simplified Chinese characters displayed as a “?” in the NRCS Tool slug/story name.
- **Bug Number:** UDevC00184285. Effect names in the Effect window might have appeared distorted when working in the Japanese OS.
- **Bug Number:** UDevC00184354. (Mac) Performing an Option + click drag from the Interplay window did not duplicate the asset.

- **Bug Number:** UDevC00183238. (Mac) When opening a project, you might have received a “serious error has occurred” message if the display was being mirrored to a secondary display.
- **Bug Number:** UDevC00183495. You might have seen gray flashes in the viewer when using FrameFlex adapter interactive wireframes.
- **Bug Number:** UDevC00183602. With AMA volumes mounted, it was taking a long time to launch the editing application.
- **Bug Number:** UDevC00183543. (Mac) The editing application froze when waveforms were enabled for AMA QuickTime ProRes clips in the Timeline.
- **Bug Number:** UDevC00183154. (Mac) You might have received “Assertion Failed” errors when transcode to a different project rate.
- **Bug Number:** UDevC00182892. There have been performance improvements made to Fast Scrub when working in Color Correction Mode.
- **Bug Number:** UDevC00182427. Sync break detection stopped working after relinking to video tracks.
- **Bug Number:** UDevC00183050. Audio In / Out mixdowns unexpectedly modified pan settings.
- **Bug Number:** UDevC00183665. When the User Interface was set to a darker setting, it was difficult to read column names.
- **Bug Number:** UDevC00181859. (Sphere) The first upload after a reboot failed to upload.
- **Bug Number:** UDevC00174493. (Sphere) You should not have been able to select “Start Remote Sync” if Remote Sync was already in progress.
- **Bug Number:** UDevC00183492, UDevC00183080. (Sphere) An “Upload Not Available” message was appearing too often.
- **Bug Number:** UDevC00183791. AMA linked OpenCube AVCI media failed to play.
- **Bug Number:** UDevC00182768, UDevC00183640. (AS-11) You are now able to modify and overwrite an existing profile.
- **Bug Number:** UDevC00182767. (AS-11) An empty profile was automatically loaded.

- **Bug Number:** UDevC00183425. (AS-11) Files exported using UK DPP shims had incorrect Line Up/Ident timecodes.
- **Bug Number:** UDevC00182047. (AS-11)The Save Profile button is now located at the bottom of the page to make it more convenient when making changes to a Profile.
- **Bug Number:** UDevC00182911. Rendered audio dissolves referenced incorrect media.
- **Bug Number:** UDevC00182942. In some instances, Dongles might have been inadvertently deactivated.
- **Bug Number:** UDevC00177849. When switching workspaces, the user interface did not redraw properly.
- **Bug Number:** UDevC00181639. (Macintosh) You might not have received a failure notification for AMA linking with the wrong plug-in.
- **Bug Number:** UDevC00178123. Dynamic Relink might have displayed an incorrect resolution when using Highest Quality or Most Compressed options.
- **Bug Number:** UDevC00183909. Playback of AMA linked P2 media was sluggish.
- **Bug Number:** UDevC00182650. In some instances, DisabledRes text file did not filter out the resolution.
- **Bug Number:** UDevC00183059. You might have experienced audio dropouts when playing back Edit While Capture clips.
- **Bug Number:** UDevC00182411. You could not link to a Pan&Zoom image created on a v5.5.3.7 editing application.
- **Bug Number:** UDevC00184010. Exporting a QuickTime Reference of Autosynced clips with multiple audio tracks resulted in Exception errors.
- **Bug Number:** UDevC00184161. Loading a clip into the Source Monitor directly from the Interplay window resulted in a corrupt head frame.
- **Bug Number:** UDevC00175168. You would receive an Assertion failed error when exporting from a 25 project to XDCAM.
- **Bug Number:** UDevC00181836. In some instances, .mov files created from a Grass Valley K2 Summit video server would not AMA link or import.

- **Bug Number:** UDevC00182704. Exporting XDCAM QT Reference file times has been improved.
- **Bug Number:** UDevC00178823. QuickTime reference export of a stereoscopic sequence created two right eye files instead of a left and a right.
- **Bug Number:** UDevC00183280. The editing application would hang playing back some AMA Photo-JPEG QuickTime files.
- **Bug Number:** UDevC00181203. (Interplay) You can no longer change the Interplay user name while you are logged in to Interplay.
- **Bug Number:** UDevC00183532. When performing a Send to Playback on sequences that contained FrameFlex clips, you were prompted to perform an unnecessary transcode.
- **Bug Number:** UDevC00182366. While opening and closing folders and sub folders in a bin, folders would move to sub folders intermittently.
- **Bug Number:** UDevC00181601. You could not use the arrow keys or the Home and End keys to navigate with the Marker text box.
- **Bug Number:** UDevC00183016. Systems with an AJA Kona 3G card might have received “fatal I/O” errors after 30 minutes of playback.
- **Bug Number:** UDevC00183368. In some instances, importing a QuickTime with alpha resulted in an “assertion” error.
- **Bug Number:** UDevC00183122. In some instances, when the User Interface was set to a darker setting, the text in the Marker window was not visible if it was not selected.
- **Bug Number:** UDevC00180348. (Macintosh) You couldn’t open Marquee after switching users.
- **Bug Number:** UDevC00182298. Alt + clicking a custom column did not work if a field for a custom column was selected in the bin.
- **Bug Number:** UDevC00182649. You might have received DIDReader errors when playing or scrubbing into and out of the Capture in Progress Slide.
- **Bug Number:** UDevC00183848. When performing a send to playback on a sequence directly from a bin with multiple audio mixes enabled in transfer settings, you might have received an Access violation error.

- **Bug Number:** UDevC00177337. (NewsCutter) The default keyboard shortcut for Trim Mode did not work with a Spanish keyboard.
- **Bug Number:** UDevC00183125. Rendering times for AVC-Intra media have been improved.
- **Bug Number:** UDevC00183308. Exporting 1:1 to OP1A resulted in digital noise (green lines) across the top of the video.
- **Bug Number:** UDevC00183172. You could not scroll the Video or Audio list in the Effects Palette.
- **Bug Number:** UDevC00184060. Opening the marker window focused on the user name instead of the text box.
- **Bug Number:** UDevC00171537. Clicking between transitions in Trim mode was slower than in previous releases.
- **Bug Number:** UDevC00182990. In some instances, right-clicking on video in the Composer window and selecting Export and then sending as an AAF resulted in an Access Violation error.
- **Bug Number:** UDevC00182029. (NewsCutter) Mouse Settings were not saved.
- **Bug Number:** UDevC00182577. In some instances, selecting Special > Read Audio Timecode did not read timecode accurately.
- **Bug Number:** UDevC00180403. (NewsCutter) The clip color for Freeze Frames might have been wrong if Dynamic Relink was enabled.
- **Bug Number:** UDevC00180834. When performing a Digital Cut, Audio Project Output settings would change from Direct to Stereo when connected to Mojo DX.
- **Bug Number:** UDevC00181088. Consolidating DNxHD 444 resulted in a “foreign compression type” error.
- **Bug Number:** UDevC00182781. In some sequences, if tracks were sync locked and you performed a Transcode with media of different frame rates, black holes were created.
- **Bug Number:** UDevC00178268. Chinese text can now be imported and cut/paste into Title Tool (using Hei or Kai fonts).
- **Bug Number:** UDevC0182509. The creation time was incorrect for AS02 volume exports.

- **Bug Number:** UDevC00182176. If you saved an effect to the bin, assigned a color to it, you could not apply the effect to multiple clips in your sequence.
- **Bug Number:** UDevC00183367. You might have received “ADM_Coreaudio_underrun” errors when performing an Audio Punch-In.
- **Bug Number:** UDevC00182511. The default Segment Mode Lift/Overwrite button on a Dutch keyboard did not work properly.
- **Bug Number:** UDevC00179406. You could not rename a 4GB or greater file on an ISIS workspace if the Avid editing application was open.
- **Bug Number:** UDevC00175919, UDevC00178267. (Marquee) In some languages, text in the Tabs and tool tips was unreadable.
- **Bug Number:** UDevC00182940. In some instances when “Use Enable Tracks” was selected, sequences with MP2 audio track exported successfully.
- **Bug Number:** UDevC00180757. The Aspect Ratio was not properly detected for import of certain media.
- **Bug Number:** UDevC00182880. When performing a check-in to ProTools, the mixdown would not create a stereo clip.
- **Bug Number:** UDevC00182518. In some instances, selecting AltGR with foreign special characters did not work properly.
- **Bug Number:** UDevC00183358. Audio Punch-in did not work properly on some supported laptops.
- **Bug Number:** UDevC00183298. Certain audio clips did not retain pan values when cut into a sequence.
- **Bug Number:** UDevC00175274. If video was not selected in the background, Marquee Title Tool “color picker” menu could be black and unreadable.
- **Bug Number:** UDevC00177165. In some instances, a saved title appeared shifted in the Timeline.
- **Bug Number:** UDevC00182176. If you saved an effect to the bin, assigned a color to it, you could not apply the effect to multiple clips in your sequence.

- **Bug Number:** UDevC00183269. After minimizing a Tool (for example, the Console window of the NRCS Tool) and switching between workspaces, the Tool window would not respond if you tried to access it again.
- **Bug Number:** UDevC00183369. Black lines appeared on the sides of Color Bars.
- **Bug Number:** UDevC00182990. In some instances, right-clicking on video in the Composer window and selecting Export and then sending as an AAF resulted in an Access Violation error.
- **Bug Number:** UDevC00183421. Rendered audio dissolve played at different level than real time.
- **Bug Number:** UDevC00181001. (EDL Manager) CDL information in an EDL (ASC_SOP and ACS_SAT) might have wrapped to a second line. The CDL information is now on one line.
- **Bug Number:** UDevC00181948. (Macintosh) You might have received “UME-1012 Exception” errors when launching the editor as a different user than the user who initially launched the application.
- **Bug Number:** UDevC00182828. Exporting to a P2 device resulted in a “connect a P2 device” error even when the device was properly connected.
- **Bug Number:** UDevC00181765. P2 Legacy imported clips appeared offline if Dynamic Relink was enabled.
- **Bug Number:** UDevC00182758. After opening the Capture Tool via “Go to capture mode” some fields were unavailable after moving or resizing the window.
- **Bug Number:** UDevC00170179. When performing a dynamic relink to XDCAM 50-bit media after using the master clip in a sequence that was subsequently consolidated, the first frame of the consolidated portion of the original master clip may have been pixelated.
- **Bug Number:** UDevC00180834. When performing a Digital Cut, Audio Project Output settings would change from Direct to Stereo when connected to Mojo DX.
- **Bug Number:** UDevC00182403. Ikegami AMA material did not import with the correct timecode.
- **Bug Number:** UDevC00181315. You would receive an error message if you searched for the apostrophe (') in the Find window.
- **Bug Number:** UDevC00182340. Slate text was truncated on long clip names in the Script Window.

- **Bug Number:** UDevC00180663. Color Correction mode did not refresh if you switched back from another workspace.

Changed in v7.0.3 and v11.0.3

The following changes were made in Media Composer v7.0.3 and NewsCutter v11.0.3.

OS Support Updates

The following Operating Systems have been qualified with this release of the editing application:

- Windows v8.1
- Mac OS v10.8.5, v10.9, v10.9.1



(Macintosh) If you upgrade your Mac OS to v10.9, note there are known QuickTime issues. For details see [this Knowledge Base article](#).



(Macintosh) Note the following if you use Promise drives: Avid Video Raid SR (Promise 16 drives) will not be supported on MAC OS v10.9. ATTO specific drivers for Avid Video Raid SR are not available for this new OS.



UDevC00182512: Currently, the Matrox hardware does not support Windows v8.1. If you are on a Windows v8.1 system, disconnect your Matrox hardware to bootup properly. See www.matrox.com to ensure you have the latest version of the Matrox software.

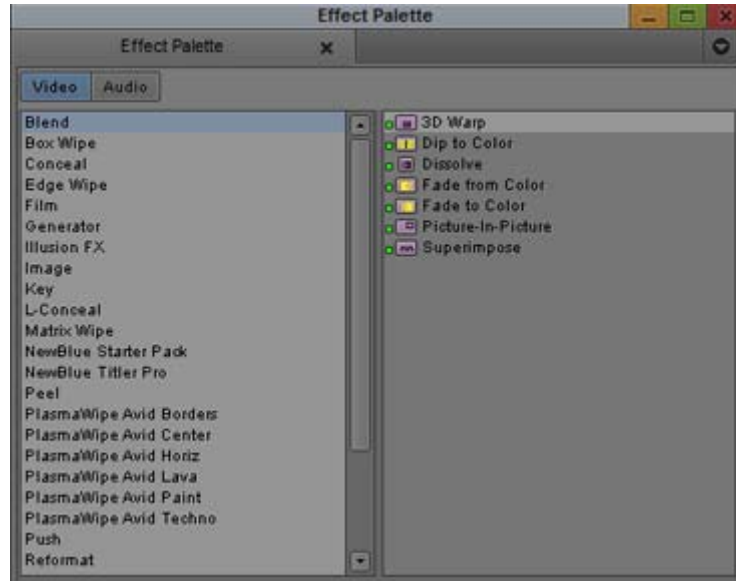
Updated NVIDIA Driver

The Nvidia Drivers supported with this release are:

- v320.78 - for use with Windows 7 and Windows 8 systems.
- v331.65 - for use with Windows v8.1 systems.



Effect Palette Change

To help organize the effects in the Effects Palette, the video and audio effects are now displayed under the applicable tab. To access video effects, click the Video tab in the Effect Palette. To access the audio effects, click the Audio tab.




Using the Mark Markers Button with Spanned Markers






The following shortcuts have been added when working with Spanned Markers:

Shortcut	Description
Alt+ Mark Markers button 	If within a spanned marker, markers are applied to the spanned marker's range.
Shift + Alt + Mark Markers button 	(NewsCutter only) If within a spanned marker, audio markers are applied to the spanned marker's range.

Background Progress Indicator Changes

When files are placed in a Dynamic Media Folder, you will see a progress indicator in the Timeline that indicates the progress of the background progress. The icon colors have been updated. The See table below for a description of the progress indicator status.

Button	State	Description
	Solid green dot	You can access the DMF folder to ingest the assets into your bin.

Button	State	Description
	Spinning with or without a green center dot	This indicates that background processing is in progress.
	Grey	This indicates that the background services have been suspended. To restart the services, select Tools > Background Services and click Start.
	Yellow	This indicates the background service is paused. To restart a paused background service, select Tools > Background Services and click Start.
	Not spinning and no center dot.	This indicates that no background processing is in progress and there are no DMF assets to ingest.
	Icon with yellow triangle.	If any of the progress icons appear with a yellow triangle, an error has occurred during previous background processing. Right-click the progress indicator and select Generate Error Report in Console. The yellow triangle will remain until you generate an error report.

Support for 24 Frame Sound TC in 23fps or 24fps Non-PAL Projects

Previously, Sound TC was only supported at SD video rates (25 or 30). Historically, sound recording devices generally worked at 30 or 25 based timecode. Now that most 23 or 24 rate production uses 24 based timecode we have added support for this timecode rate for 23 or 24 based projects. The following explains how support has been added for 24 frame Sound TC in projects with rates of 23fps or 24fps (excluding 24p PAL).

There are two main ways to enter Sound TC into the editing application: ALE import and bin entry.

ALE Import

A new global title (not a column heading) has been added to the ALE format. This new element is called SOUNDTC_FPS and defines the number of frames per second for Sound TC in the ALE. Acceptable values are 30 or 24. If the SOUNDTC_FPS element is missing, you will be prompted to select the Sound TC rate if there is a Sound TC column in the ALE.

The SOUNDTC_FPS element is ignored with a warning in non 23 or 24 rate or PAL 24p projects.

If Sound TC already exists when performing an ALE merge, the new rate defined in the ALE or selected by you will be used.

Manual Entry of Sound TC

When entering Sound TC manually in the bin, you will be prompted for the Sound TC rate if there is no Sound TC for that clip. If Sound TC is already entered for this clip, the rate of the current Sound TC will be used. Thus, you must clear the Sound TC field if you wish to change the Sound TC rate.

When duplicating columns into the Sound TC field, you will be prompted for Sound TC rate for clips with empty Sound TC fields only. Clips with already defined Sound TC will re-use that rate when duplicating columns into the Sound TC column.

Transfer Setting Option

A checkbox has been added to the Transfer Settings option: “Minimum resolution warning threshold.” The Minimum resolution warning threshold allows you to specify the lowest resolution allowed to transcode before a warning message is displayed. The warning is on by default. If you do not want the warning to appear, deselect this option.

Frame Blending Option in Render Settings

Use frame blending in Motion Adapters: When clips of a different frame rate than the sequence are dropped on the Timeline, a motion adapter is automatically applied. Motion Adapter effects allow mixed rate clips to play at the project's frame rate and to have the correct field motion.

The frame blending setting will give you some flexibility with mixed-rate media by offering a choice between temporal smoothness and spatial smoothness. It controls whether or not any new motion adapters use the Blended Interpolated render option.

When this option is selected, the Blended Interpolated mode is used. The behavior is the same as previous versions of Media Composer, and uses Blended Interpolated for most motion adapters. When it is not selected, the Interpolated Field mode is used for interlaced clips, and Both Fields mode is used for progressive clips.



Changing this setting does not have any effect on existing motion adapters. If you want to apply this to an existing motion adapter, you will need to reload the cross-rate source clips into the source viewer after changing the setting.

Exporting a Simplified AAF

A new “Link To Effects Mixdown” export setting allows you to mix down both audio and video effects so that the exported AAF references only master clips. This might be useful for workflows with third party applications, such as Telestream® that want to link to the exported AAF media for further encoding. When the video is mixed down, if a segment of the video is an existing master clip or filler, a reference to that segment is added to the new sequence. If the segment is a transition or effect, a video mixdown occurs which creates a new master clip. The new mixed-down master clip is added to the project bin and a reference is added to the new sequence. For the audio mixdown, the editing application can limit the number of tracks included in the exported sequence to the first 2, 4, 8, or 16 tracks. If an audio track contains at least one effect or gain change, the entire track is mixed down to a new master clip. The new mixed-down master clip is added to the project bin and a reference is added to the new sequence.

To perform a simplified AAF Export:

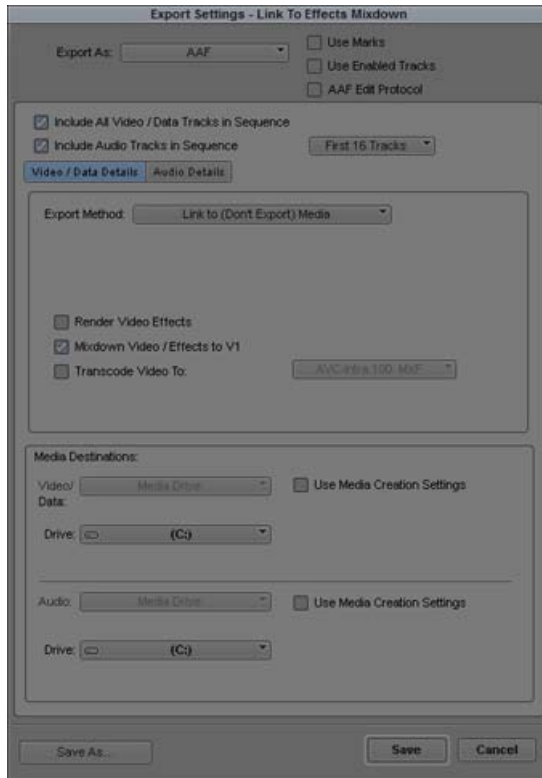
1. In the Project Window, click the Settings tab and select the Export Link to Effects Mixdown setting.

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

2. Select the sequence you want to export as a simplified AAF.
3. Select File > Export.
4. Click Options.

The Export Settings dialog opens.

5. Select AAF from the Export As menu.



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

Proxy Resolutions

The following proxy resolutions are available for all media creation except Capture.

Project	Proxy Resolution
1080i50	H.264 800Kbps Proxy
	H.264 2.0Mbps Proxy
1080i59	H.264 800Kbps Proxy
	H.264 2.0Mbps Proxy
1080p23	H.264 800Kbps Proxy
1080p24	H.264 800Kbps Proxy
1080p25	H.264 800Kbps Proxy
1080p29	H.264 800Kbps Proxy
23pNTSC	H.264 800Kbps Proxy
24pNTSC	H.264 800Kbps Proxy
24pPAL	H.264 800Kbps Proxy
25iPAL	AVCIBP-BLL2.0
	H.264 800Kbps Proxy
	H.264 1500Kbps Proxy
25pPAL	H.264 800Kbps Proxy
30iNTSC	AVCIBP-BLL2.0
	H.264 800Kbps Proxy
	H.264 1500Kbps Proxy
720p23	H.264 800Kbps Proxy
720p25	H.264 800Kbps Proxy
720p29	H.264 800Kbps Proxy
720p50	H.264 800Kbps Proxy
	H.264 2.0Mbps Proxy
	AVCIBP-BLL3.0

Project	Proxy Resolution
720p59	H.264 800Kbps Proxy H.264 2.0Mbps Proxy AVCIBP-BLL3.0

Updated RED AMA Plug-In

The following changes were made to the RED AMA Plug-In:

- Upgrade to RED SDK 4.5 (enables RED Dragon 6K format)
- Added support for RED Rocket-X hardware acceleration
- Bug fixes related to Rocket acceleration
- Changed clip name to remove span number
- Plug-in version changed to 1.10.0

Compatibility with Interplay Media Indexer Patch

Interplay Media Indexer Patch v3.0.50.12224 contains a full installer and has the following installation requirements:

Older editor versions will continue to run with the patched Media Indexer servers but they will still exhibit the following international character problem:

- The patch must be installed on all Media Indexer v3.0.x servers.
- The patch must also be installed on the following Avid editing systems if they have local Media Indexers:
 - Media Composer v7.0.3
 - NewsCutter v11.0.3

Bug Number: UDevC00181301. The Media Indexer would show an .mxf file as offline if the file name contained international characters. This means that you could not perform a Send to Playback operation on a sequence that contained international characters in the name.

Avid Artist Color

The responsiveness of the Avid Artist Color Controller has been improved with this editing application release.

Support for Russian Language

This version of the editing application supports the Russian language.

Fixed in v7.0.3 and v11.0.3

The following were fixed in Media Composer v7.0.3 and NewsCutter v11.0.3.

- **Bug Number:** UDevC00182424. Rendering imported media with effects such as AniMatte, Scrolling titles, paint effects, resulted in corrupted media.
- **Bug Number:** UDevC00180521. The responsiveness of the Avid Artist Color Controller has been improved with this editing application release.
- **Bug Number:** UDevC00181287. When both Segment Mode and Extract Smart Tools are active, in some instances dragging a clip would start in one mode and change to the other mode before the drag was complete.
- **Bug Number:** UDevC00182627. Performing a Perf Slip on an AMA linked Auto-Sync sub-clip that contained motion, spatial, or color adapters resulted in an “Only subclips can be slipped by perforation” error message.
- **Bug Number:** UDevC00181932. If your sequence contained audio, sometimes you could not perform a redo after performing an undo operation.
- **Bug Number:** UDevC00181905. Clips that have had their color space changed in the source settings did not play in Quad Split source view.
- **Bug Number:** UDevC00182064. In some instances, you could not render effects that had been added to a decomposed sequence.
- **Bug Number:** UDevC00181631. Some column headings were cleared after performing an ALE import with “Merge events with known masterclips” selected in the Import Settings.
- **Bug Number:** UDevC00178812. (Marketplace) The editing application might freeze after selecting the AMA Plug-ins tab for a second time.
- **Bug Number:** UDevC00181149. Reverse Match Frame was not working properly. In Film projects with perf slip, performing a reverse match frame on a sequence in the Record monitor with audio tracks enabled and a sub-clip in the Source monitor, resulted in the blue position bar going past the end of the sub-clip.

- **Bug Number:** UDevC00181075. Anymix Pro and Waves Panner Plug-ins did not appear in the RTAS menu.
- **Bug Number:** UDevC00181114. (Title Tool - Mac Only) A shadow layer might have appeared on video after adding a rolling title.
- **Bug Number:** UDevC00181911. You might have received crashes or segmentation faults intermittently when changing the name of a sequence.
- **Bug Number:** UDevC00181538. When connected to Black Magic I/O, you would receive acquisition errors when switching to the Title Tool and then back to the editing application.
- **Bug Number:** UDevC00181079. On keyboards without a numeric keypad, pressing the Ctrl key twice quickly, then pressing Shift and the + key and entering a value and pressing enter did not move the Timeline position bar.
- **Bug Number:** UDevC00181078. The numeric entry box would disappear if you pressed the ‘f’ key.
- **Bug Number:** UDevC00181326. In some instances, when comparing imported BWAV files to AMA linked BWAV files, there was a discrepancy in the FPS and Duration columns.
- **Bug Number:** UDevC00181709. Performing an AMA link to a file of a different project rate did not warn the user of the frame mismatch. Any mismatch between the project rate and the file’s internal rate will be reported in the console, along with the details of how the start time was computed.
- **Bug Number:** UDevC00181681. In some instances, AMA linked Sound Devices BWAV clips’ were 3 frames longer than expected.
- **Bug Number:** UDevC00181697. In some instances, AMA linked Sound Devices BWAV clips’ cut into sequences were too short.
- **Bug Number:** UDevC00181700. AMA linked BWAV clips’ timecode might have drifted over time.
- **Bug Number:** UDevC00181771. When in Effect mode, adding a 3D Warp might have resulted in “Effect Analysis” appearing in the Source Monitor. If you then pressed Command + Y, the editing application might have crashed.
- **Bug Number:** UDevC00181734. The “Circled” bin heading was not available when AMA linking to BWAV using the WaveAIFF AMA plug-in.

Changed in v7.0.2 and v11.0.2

The following changes were made in Media Composer v7.0.2 and NewsCutter v11.0.2.

Avid Attic Change

An additional option has been added to the Bin Settings. The option “Always keep one version of a bin in Attic” has been included with this release. This option is on by default and when enabled will always keep at least one version of each bin in the Attic. (Note: This enabled position is how previous releases of the editing application kept versions in the Attic.)

If you deselect this option, older bins may have all Attic versions removed to keep to the Max Files limit.

Services Name Change

The Avid Editor Services Manager has been renamed to Avid Background Services Manager. There is no functional change. The icon to access the services appears in the menu bar (Macintosh) task bar (Windows).

XDCAM EX 35 Capture

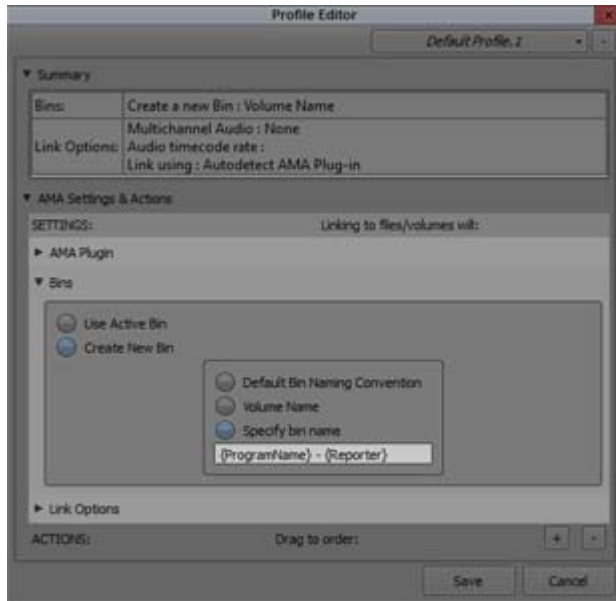
With this release, you can select XDCAM EX 35 for capture for any project types that support XDCAM EX.

Dynamic Bin Naming (DMF)

The editing application allows you to set the bin name according to custom bin columns. The metadata for the custom bin columns is added by the AMA plug-in. For example, if the plug-in your 3rd party device has metadata for custom columns such as a reporter’s name, entering that in the Specify bin name text field will use that when naming the target bin. You can choose to set the bin name when setting up the Profile for your DMF folder.

To specify the bin name:

1. To setup the DMF folder, follow the procedure described in “Creating Dynamic Media Folders” in the Help.
2. When you are setting the Profile for the DMF Folder click the Bins menu bar and select Create New Bin and select Specify Bin Name.



3. Enter the bin name, for example, `{CustomColumnName} - {CustomColumnName}`

The custom name is case sensitive. You must enter the exact custom column headings in brackets. You cannot enter any of the default bin column headings such as Format, Aspect Ratio, Audio Bit Depth, etc.

Fixed in v7.0.2and v11.0.2

The following were fixed in Avid Media Composer v7.0.2 and NewsCutter v11.0.2.

- **Bug Number:** UDevC00180204. AMA QuickTime Alpha settings have been moved from the Import Settings to the AMA Settings. Ignore, Invert, and Don't Invert appear in the Link Options of the AMA Settings.
- **Bug Number:** UDevC00181105. In some instances, m2ts files did not AMA link.
- **Bug Number:** UDevC00180346. The “DMF Services is not running” dialog was confusing. If either background transcode or DMF is not running, the message will be “Avid Editor Services are not Running.”
- **Bug Number:** UDevC00180129. When the User Interface was set to a dark setting, the Mark In, Mark Out and Phantom marks appeared with white markings around them.

- **Bug Number:** UDevC00181221. Play would stutter and performance would lag when using Fast scrub with Caps Lock On and performing a reverse scrub.
- **Bug Number:** UDevC00180459. A DNxHD QuickTime movie created with Spectrum Mediaport hardware did not AMA link.
- **Bug Number:** UDevC00181096. The position indicator would get stuck in the Timeline between the Mark In and Mark Out points when using the keyboard and mouse.
- **Bug Number:** UDevC00180468. In some instances, the space bar and other keys did not immediately respond when pressed.
- **Bug Number:** UDevC00180757. The Aspect Ratio was not properly detected for import of certain media.
- **Bug Number:** UDevC00180401. An asterisk now appears next to the mandatory fields in the AS-11 export dialog.
- **Bug Number:** UDevC00181101. The Source Settings now appear in the Clip menu. This allows you to map to a keyboard or button. You can use this menu option if a bin is active and has an appropriate selection, or if the Composer Window is focused with the Source monitor active and a clip is loaded.
- **Bug Number:** UDevC00181097. In some instances, video and audio were not playing while performing a trim.
- **Bug Number:** UDevC00180819. The Gain control slider incorrectly appeared on audio filler in the Timeline. It now only appears on audio clips.
- **Bug Number:** UDevC00180862. (NewsCutter) The Markers column was missing in the bin.
- **Bug Number:** UDevC00180362. (Macintosh) You might have received errors when playing back certain types of AMA linked BWF files.
- **Bug Number:** UDevC00180597. With waveforms enabled in the Timeline, playback of AMA linked six channel audio .wav files might have resulted in errors.
- **Bug Number:** UDevC00179632. The editing application was slowed down when performing a DMF Copy and Transcode of QuickTime files.
- **Bug Number:** UDevC00180299. (Macintosh) Installing the editing application on a system with Sibelius installed might have overwritten the Sibelius license.

- **Bug Number:** UDevC00179607. The editing application would either crash or display a segmentation fault error when enabling Waveform displays on Sony Raw clips.
- **Bug Number:** UDevC00179361. (NewsCutter) In some instances, you could not move the DMF window.
- **Bug Number:** UDevC00180272. If you linked to an AMA volume and then switched focus to another application, a Indexing dialog appeared when you switched focus back to the editing application.
- **Bug Number:** UDevC00176769. The wireframe disappeared from the viewer and was displayed in the Effect editor after performing an Undo.
- **Bug Number:** UDevC00178759. The previous frame would flash in the Source monitor after stopping playback in Group Clip mode.
- **Bug Number:** UDevC00179231. Overwriting an AMA-linked file in After Effects might have resulted in a “File in Use” error.
- **Bug Number:** UDevC00178766. (Macintosh) Pressing Shift + dragging to highlight track selectors did not always work.
- **Bug Number:** UDevC00179759. When clip gain was enabled, Timeline audio clips displayed 0.0 value. The numeric display is only required for non-zero values.
- **Bug Number:** UDevC00180327. Exported Wave and QuickTime files did not always contain the Master Fader effects.
- **Bug Number:** UDevC00180870. Dragging and dropping an RTAS effect while playing resulted in a “Segmentation fault” error.
- **Bug Number:** UDevC00179898. The Start timecode for an AS-11 clip export was incorrect.
- **Bug Number:** UDevC00179794. An AS-11 Export did not export if the bin containing the sequence was not the selected bin.
- **Bug Number:** UDevC00172455. Performing a Find on audio metadata did not always display AutoSync subclips made from those audio clips in the results window.
- **Bug Number:** UDevC00180447. You no longer need to have DX hardware attached to use the mouse jog/shuttle for playback.

- **Bug Number:** UDevC00177470. The AMA Relink option is now available for AMA QuickTime files with Alpha.
- **Bug Number:** UDevC00180415. Consolidating an AMA XDCAM MXF sequence resulted in a “Scanning volumes for media” error message that took a long time if the consolidation started while waveforms were drawing in the Timeline.
- **Bug Number:** UDevC00180290. If the cursor was on the top ruler in the Timeline, you could inadvertently scroll vertically when trying to scroll horizontally.
- **Bug Number:** UDevC00180019. The AMA Plugin is now listed in the DMF profile Summary pane.
- **Bug Number:** UDevC00179997. A warning message will warn the user when stopping services that a job that is in progress will be stopped.
- **Bug Number:** UDevC00180614. In some instances, dragging and dropping to the clipboard Monitor resulted in a crash.
- **Bug Number:** UDevC00180190. Turning pan knobs on the Audio Mixer Tool did not update the numeric display until the mouse click was released.
- **Bug Number:** UDevC00179163. You could not playback MP4 files linked through DMF.
- **Bug Number:** UDevC00179170. You could not transcode an MP4 file through DMF.
- **Bug Number:** UDevC00179210. You could not AMA link to 720p29 XDCAM EX 2 card spanned clips.
- **Bug Number:** UDevC00179030. (AS-11) The editing application became unresponsive when linking to an AS11 file using Autodetect.
- **Bug Number:** UDevC00179122. You could not transcode an XAVC clip in a non-native frame rate.
- **Bug Number:** UDevC00180078. (AS-11) Performing an SD export created an invalid MXF file.
- **Bug Number:** UDevC00179575. (AS-11) Exported files contained invalid product information.
- **Bug Number:** UDevC00179543. You might have received an “SFPlayConsumer::Execute Timeout” error when loading a Sony F65 clip in the Source/Record monitor.

- **Bug Number:** UDevC00180560. In some instances, the Timecode was wrong after performing a background consolidate of LongGOP clips with non-zero origin.
- **Bug Number:** UDevC00180422. Background transcodes failed on Fat32 volumes.
- **Bug Number:** UDevC0180333. Background transcodes of XDCAM OP1a were much slower than foreground transcodes.
- **Bug Number:** UDevC00177224. You might have received “AvidSphere_LocalHost” errors when uploading p1080p 29.97 proxy clips.
- **Bug Number:** UDevC00179214. OP1a exports did not import properly to the Sony Content Browser software.
- **Bug Number:** UDevC00179076. Typing Command +. to cancel a consolidation of an AMA linked XDCAM sequence resulted in a hang or a sharing violation.
- **Bug Number:** UDevC00180240. Spanned markers appeared on all Timecode tracks that were displayed. They now only appear on a single Timecode track.
- **Bug Number:** UDevC00177996. FrameFlex viewer showed corrupt image or AMA linked XDCAM EX clips.
- **Bug Number:** UDevC00180616. Color metadata was not read properly from YCbCr for AMA linked clips.
- **Bug Number:** UDevC00180001. A Freeze Frame was offline in a sequence if the original media it was generated from was deleted.
- **Bug Number:** UDevC00180116. You can now properly resize the DMF Profile Editor window.
- **Bug Number:** UDevC00177819. Background transcoded clips displayed as Media Offline inside the bin until they were loaded into the Source monitor.
- **Bug Number:** UDevC00179798. (AS-11) The File name in the AMA File export window was populated with the clip name from the last AMA-linked file.
- **Bug Number:** UDevC00178819. In some instances, placing an AMA linked clip in the Timeline resulted in the cursor appearing as a blue spinning donut inaccurately indicating the application was busy.
- **Bug Number:** UDevC00178979. Sliders would redraw with artifacts in the Effect Editor.

- **Bug Number:** UDevC00179284. Adding a second Data Track using the Add Track dialog did not notify you if the track had already been created.
- **Bug Number:** UDevC00177871. Clicking the Spanned Marker icon in the Source monitor, did not consistently open the Marker window.
- **Bug Number:** UDevC00180023. The text in the AMA link dialog indicating the Services were not running was difficult to read.
- **Bug Number:** UDevC00180010. The Interplay login window did not hide the inserted password.
- **Bug Number:** UDevC00179926. The icon for a batch imported matte key was not correct if that clip was originally AMA linked.
- **Bug Number:** UDevC00179452. The Cursor changed improperly on the Timeline audio gain mini fader if Smart Tools were ON.
- **Bug Number:** UDevC00179815. In some instances performing a Fit to Fill resulted in a blue unrendered effect in the Timeline.
- **Bug Number:** UDevC00180367. Pressing FF/RW keys stopped on all markers, whether they were hidden or not.
- **Bug Number:** UDevC00177901. Pressing FF/RW keys stopped on locations where there were no markers present.

New in Media Composer v7.0 and NewsCutter v11.0

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

With this release, additional services are installed with the editing application. If you uninstall v7.0 or v11.0 of the editing application, you must also uninstall the Avid Editor Transcode from the Add Remove Control Panel.

Before Installing the Editing Application

Change to AVCHD AMA Plug-In

IMPORTANT: (Windows Only) In releases prior to v7.0/11.0, the AMA AVCHD plug-in had its own installer. The plug-in was installed in Program Files\Avid\AVX2_Plug-ins\AMA\AVCHD. If you are upgrading from a version prior to v7.0/11.0, you must uninstall the AVCHD plug-in from the Control Panel before you install the editing application. Then install the editing application. The AVCHD plug-in will get installed to this location: C:\Program Files\Avid\EditorApplicationName\AVX2_Plug-Ins\AMA\AVCHD.

Interplay Sphere and Avid Editing Application

Bug Number: UDevC00180038. If you uninstall all Interplay Sphere components (Interplay v2.7) and then install Media Composer v7.0 or NewsCutter v11.0, the editing application does not install Editor Transcode, which is needed in non-Sphere configurations for background consolidate and transcode operations. Avid editing applications in a non-Interplay Sphere configuration must install Editor Transcode separately after uninstalling the previous version of Sphere components.

If you want to use background consolidate and transcode with Media Composer v7.0 or NewsCutter v.11.0 **after** uninstalling Sphere components, install Editor Transcode from the following location in your Avid installer folder: \SSetupPrerequisites\Avid Editor Transcode\setup.exe.

Installation Information

Read through the *Installation Guide for Avid Editing Applications*. This document is available on the Knowledge Base.

(Macintosh) This is a full version of the editing application. You should uninstall the previous build from your system before you install Media Composer v7.0.4 or NewsCutter v11.0.4.

(Windows) There is both a full version of the editing application installer and an update version of the installer. If you have v7.0.2 or v11.0.2 of the editing application, you can use the update installer, otherwise, use the full installer.

(Mac Only) Media Composer v7.0.3 was the first release of the editing application supporting Mac OS v10.9. If you had upgraded your system to Mac OS v10.9 on an editing version prior to v7.0.3, the uninstaller for that previous editing application will not uninstall the editing application successfully. To resolve this, use the uninstaller included in your v7.0.3 editor download to uninstall the previous version of the editing application.



Download Note

To avoid “File Path too long” or a “File cannot be copied” warning while unzipping the downloaded installer, try placing the installer .zip on the root level of your C:\ drive and unzip it from that location.

User Right to Raise Thread Priority

(Windows) Note for Domain Administrators: If your editing systems are part of a domain, you must give the user the right to “Increase Scheduling Priority.”

This must be done within the Domain Group Policy on the domain controller by giving the right explicitly to the user or giving the right to a group and adding the user to that group. You will not be able to launch as a regular user if this is not set properly.

Install as Administrator

You need to first install the editing application, EDL Manager, FilmScribe and MediaLog, 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.

After Installing the Editing Application

Additional Services Installed with the Editing Application

Additional services are installed when you install the editing applications. These services are the Avid DMF Service and Avid Editor Transcode Service. These services are turned off by default. If you want to use these features, you must start the services. See [“Starting and Stopping Avid Background Services” on page 33](#).

AMA Plug-Ins

You cannot install the AMA Plug-ins while the editing application background services are running. Make sure you Stop the services before installing the AMA Plug-Ins. The stop/start background services icon is on the menu bar (Macintosh) or taskbar (Windows). Once you install the new AMA plug-in, restart the services. See [“Starting and Stopping Avid Background Services” on page 33](#).

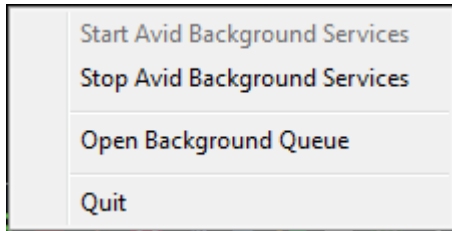
Not all third party plug-ins are available for release with Media Composer v7.0 and NewsCutter v11.0. For information on AMA plug-in compatibility with this editing application release, see the following Knowledge Base article. [AMA Plug-in compatibility](#).

Starting and Stopping Avid Background Services

The editing application installs a Background Transcode service and a Dynamic Media Folder service. The minimum memory supported for using these features is 8GB RAM, although Avid recommends 16GB RAM for using Background Transcode and Dynamic Media Folders. **These services are off by default. You must turn the Avid Services On if you want to use either Background Transcode or Dynamic Media Folders.** You can choose to turn the services on or off either from the taskbar (Windows) or menu bar (Macintosh). Or you can choose to stop, start, or pause the services from within the editing application.

To Start and Stop the Avid Services Outside the Editing Application:

1. Click the Avid Background Services Manager icon in the menu bar (Macintosh) or right + click the Avid Background Services Manager icon in the task bar (Windows) and choose to Stop or Start the services.



The icon changes color to represent the state of the services; green (services active) - gray (services not active) or orange (services paused).

2. To restart the services, click the Avid Background Services Manager icon (Macintosh) or right + click the Avid Background Services Manager icon (Windows) and choose to Start the services.

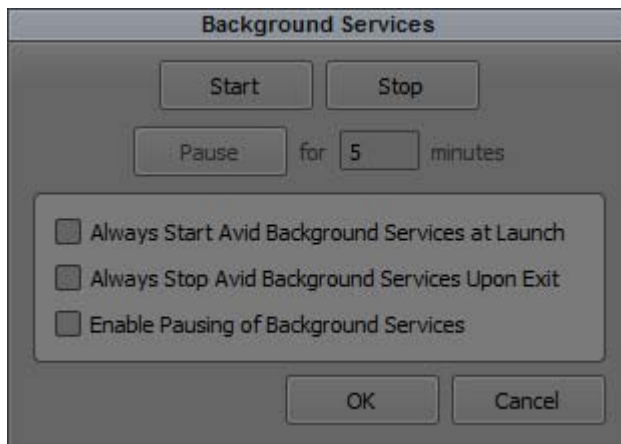


*If you choose to Quit the Avid Background Services, the icon will no longer appear in the taskbar. To get the taskbar icon to appear again, select **Tools > Background Services**, enable “*Always Start Avid Editor Services at Launch*” and restart the application.*



To Start, Stop or Pause the Avid Services from within the Editing Application:

1. In the editing application, select **Tools > Background Services**.

The Background Services window opens.



2. Choose from the following options:

Option	Description
Start	Immediately starts the background services if they are currently stopped.
Stop	Immediately stops the background services if they are currently running.
Pause	<p>Allows you to explicitly pause the background services for the specified amount of time. This might be useful if you are experiencing a slow down due to background services and need to temporarily stop the services from running.</p> <p>If the pause time period ends and you are in the middle of a play operation, the pause time period is extended.</p> <p> <i>If you quit the editing application while the system is paused, the system will clear out the pause so that background services can resume.</i></p>
Always Start Avid Background Services at Launch	Select this option if you want the background services to start when you launch the editing application.
Always Stop Avid Background Services upon Exit	Select this option if you want the background services to stop once you exit the editing application.
Enable Pausing of Background Service	<p>Select this option if you want to enable Pausing of the background services. Pausing can either be explicit using the Pause button in this dialog, or it can be automatically performed during critical UI operations such as playback, capture, and when using the Artist Surface.</p> <p> <i>If you uncheck this option and click OK, the pause state is cleared out and background services will resume.</i></p>

3. Click OK.

The services are either Active, Inactive or Paused depending upon the options selected.

Notes on Windows

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

Notes on Software Licensing

Avid Media Composer with Symphony Option

With this release of the editing application, the Symphony editing application is no longer sold as a separate application. You can buy the Symphony features (Secondary Color Correction and Universal Mastering) as an option of the Media Composer application.

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 8GB of RAM. Some features might require more RAM and specific hardware. See [“Feature Performance” on page 53](#) for more info.

Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See [“Feature Performance” on page 53](#) for more info.

The following tables provide the information on qualified Windows and Macintosh hardware.

For 3rd-Party Open IO hardware qualification refer to the manufacturer’s documentation. See the Open IO Frequently Asked Questions document on the Knowledge Base:

http://avid.force.com/pkb/articles/en_US/faq/en422991

The following tables also list the qualified Operating Systems. Depending upon your hardware the qualified Operating Systems are:

- Windows v7 64-bit SP1(Professional) and Windows v8, v8.1 (Professional and Enterprise)
- (Media Composer) Macintosh v10.7.5, v10.8.4, v10.8.5, and v10.9, 10.9.1, 10.9.2

Macintosh OS 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.

Macintosh v10.8.x and AVCHD

If you are working with AVCHD and have Macintosh v10.8.x (Mountain Lion) OS installed in your system, the AVCHD folder will appear as a QuickTime icon. When performing an AMA Link, you must right+click the AVCHD QuickTime icon and select Show Package Contents. Then you can see the BDV folder. Right +click the BDV folder and select Show Package Contents. Then you can see the files needed to perform an AMA Link.

Qualified Workstations and Laptops

The following tables list the qualified workstations and laptops for Media Composer and NewsCutter editing applications.

Qualified PC Workstations with Avid Media Composer and Avid NewsCutter

The following PC Workstations are qualified with Avid Media Composer and NewsCutter.

Qualified PC Hardware	Graphics Card	Supported with
HP z820 Dual 8 Core Intel Xeon E5-2665 2.4 GHz The HP z820 has not been qualified as a MediaNetwork client.	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX
HP z820 Dual 6 Core Intel Xeon E5-2640 2.5 GHz The HP z820 has not been qualified as a MediaNetwork client.	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX
Lenovo D30 Dual 6 core E5-2640 2.5Ghz or Dual 8 core E5-2660 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX
Lenovo C30 Dual 6 core E5-2640 2.5GHz or Dual 8 core E5-2660 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX
Dell T7600 Dual 8 core Intel E5-2665 2.4 GHz 16 GB DDR3-1600 memory	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX

Qualified PC Hardware	Graphics Card	Supported with
Dell T5600 Dual 6-core Intel E5-2630 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Q4000 or K4000	Software Only Nitris DX Mojo DX
Lenovo ThinkStation E31, "Intel Xeon E3-1245V2 3.40 GHz 8 GB DDR3-1600 RAM	NVIDIA Q600 or K600 graphics adapter or integrated Intel HD Graphics P4000	Software Only
HP z800 Dual 6 Core, 2.66 GHz	NVIDIA FX Quadro 4800 and Q4000	Software Only Nitris DX Mojo DX
HP z800 Dual Quad Core, 2.93 GHz or 2.66GHz	NVIDIA FX Quadro 4800 and Q4000	Software Only Nitris DX Mojo DX
HP z420 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory The HP z420 has not been qualified as a MediaNetwork client.	NVIDIA Q2000 or K2000	Software Only Nitris DX Mojo DX
Lenovo S30 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	NVIDIA Q2000 or K2000	Software Only Nitris DX Mojo DX
Dell T3600 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	NVIDIA Q2000 or K2000	Software Only Nitris DX Mojo DX
HP z400 Single 6 Core 3.33 GHz	NVIDIA Quadro FX 3800 Quadro 2000	Software Only Nitris DX Mojo DX
HP z400 Single Quad Core, 3.06 GHz or 2.93 GHz	NVIDIA Quadro FX 3800 Quadro 2000	Software Only Nitris DX Mojo DX
HP Z220 Quad Xeon E3-1245V2 3.4 GHz 8 GB DDR3-1600 memory (Tower or SFF)	Q600 or K600 HD4000	Software Only
HP Z1 Quad Xeon E3-1245V2 3.4 GHz 8 GB DDR3-1600 memory All-in-One	NVIDIA K1000M	Software Only

Qualified PC Hardware	Graphics Card	Supported with
Lenovo ThinkCentre Edge 92Z i7-3770S 3.1 Ghz 8 GB DDR3-1600 memory Quad core All-in-One	Intel HD4000	Software Only
HP z210 Quad Core Xeon 3.3- E3-1240, 3.4 E3-1270, 3.5 E3-1280	Quadro 600	Software Only
HP z200 Intel® Core™ i5-660 3.33 4MB/1333 Dual-Core	NVIDIA Quadro 600	Software Only
Dell™ T5500 Dual 6 Core, 2.66GHz	NVIDIA Quadro FX 4800 Quadro 4000	Software Only Nitris DX Mojo DX
Dell T5500 Dual, 2.93GHz Quad Core	NVIDIA Quadro FX 4800 Quadro 4000	Software Only Nitris DX Mojo DX
Dell T3500 Single 6 Core, 3.2GHz	NVIDIA Quadro FX 3800 Quadro 2000	Software Only Nitris DX Mojo DX
Dell T3500 Single Quad Core, 2.93GHz	NVIDIA Quadro FX 3800 Quadro 2000	Software Only Nitris DX Mojo DX
HP xw8600 Dual Quad Core, 3.0 GHz	NVIDIA Quadro FX 3700	Software Only Nitris DX Mojo DX
Dell T5400 Dual Quad Core, 2.5 GHz or 3.15 GHz	NVIDIA Quadro 3700	Software Only Nitris DX Mojo DX

Qualified PC Notebooks for Avid Media Composer, and Avid NewsCutter

The following PC Notebooks are qualified with Avid Media Composer and Avid NewsCutter. 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

Qualified PC Notebooks	Graphics Cards	Supported With
Lenovo ThinkPad W530 "Intel Core i7-3720QM 2.6 GHz, i7-3820QM 2.7GHz, i7-3920XM 2.9GHz	NVIDIA Quadro K1000M or K2000M	Software Only Mojo DX
HP 8770w i7-3720QM 2.6 Ghz, I7-3820QM 2.7Ghz, I7-3920XM 2.9GHz 17" 1920x1080 - 8 GB 1600MHz DDR3 Memory	NVIDIA Quadro K3000M or K4000M	Software Only Mojo DX
HP 8570w I7-3720QM 2.6GHz, i7-3820QM 2.7 GHz 15" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K1000M or K2000M	Software Only Mojo DX
Dell M6700 i7-3740QM 2.7 GHz 17" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K3000M or K4000M	Software Only Mojo DX
Dell M4700 i7-3740QM 2.7 GHz, 15" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K1000M or K2000M	Software Only Mojo DX
HP 8760w i7-2820Q, i7-2820Q 2.2 or 2.3 GHz	NVIDIA Quadro 3000M Quadro 4000M	Software Only Mojo DX
HP 8560w, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 17" 1920 x1080	NVIDIA Quadro 1000M Quadro 2000M	Software Only
Dell M6600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 17" 1920 x1080	NVIDIA Quadro 3000M Quadro 4000M	Software Only Mojo DX
Dell M4600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 15" 1920 x1080	NVIDIA Quadro 1000M Quadro 2000M	Software Only Mojo DX
HP 8740w X820, X920 Quad i7 (1.73, 2.0 GHz) 17" 1920x1200	NVIDIA FX 2800M NVIDIA FX 3800M	Software Only Mojo DX
HP 8540w X720, X820 Quad i7 (1.6, 1.73 GHz) 15" 1920x1080	NVIDIA FX 1800M	Software Only Mojo DX

Qualified PC Notebooks	Graphics Cards	Supported With
Dell M6500 i- 820Q, i7-840Q, i7-920X(1.73, 1.87, 2.0 GHz) 17" 1920x1200	NVIDIA FX 2800M NVIDIA FX 3800M	Software Only Mojo DX

Qualified Macintosh Workstations for Avid Media Composer

The following Macintosh Workstations are qualified with the Avid Media Composer.

Qualified Macintosh Hardware	Graphics Cards	Supported With
Mac Pro “Westmere” Two 2.66GHz 6-Core Intel Xeon (12 cores)	ATI Radeon HD 5770	Software Only Nitris DX Mojo DX
Mac Pro “Nehalem” 2.66 GHz or 2.93 GHz Dual Quad Core Intel Xeon	NVIDIA GeForce GT 120	Software Only Nitris DX Mojo DX
Mac Pro “Nehalem” Dual 2.26 GHz Quad Core Intel	NVIDIA GeForce GT 120	Software Only
Mac Pro “Harpertown” Dual Quad Core 3.0 or 3.2 GHz	NVIDIA GeForce 8800 GT	Software Only Nitris DX Mojo DX
iMac 27” 2.9GHz Quad-core Intel i5, 3.2Ghz Quad-core Intel i5, 3.4 GHz Quad Core Intel i7	NVIDIA GeForce GTX 660M or NVIDIA GeForce GTX 675MX	Mojo DX (Thunderbolt) Software Only
iMac 21.5” 2.9GHz Quad-core Intel i5, 3.1GHz Quad-core Intel i7	NVIDIA GeForce 650M	Mojo DX (Thunderbolt) Software Only
iMac 27” Display Quad Core 3.4 GHz	ATI 6970M	Mojo DX (Thunderbolt) Software Only
iMac 27” Display Quad Core 2.93 GHz	ATI 5750	Software Only
iMac 21.5” Display Dual Core 3.6GHz	ATI 5670	Software Only

Qualified Macintosh Hardware	Graphics Cards	Supported With
iMac 27" Display 2.8 GHz 4 GB Quad Core 1066MHz	ATI Radeon HD 4850 Graphics Processor	Software Only
Mac mini 2.3/2.6GHz quad core Intel i7	Intel HD 4000	Mojo DX (Thunderbolt) Software Only
Mac Mini Server 2.0 GHz i7 Quad core Thunderbolt - 4GB 1333MHz DDR3	Intel 3000	Mojo DX (Thunderbolt) Software Only

Qualified Macintosh Notebooks for Media Composer

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

Qualified Macintosh Notebook	Graphics Cards	Supported With
MacBook Air 13" - 2.0 GHz I7 Dual-Core Thunderbolt - 8 GB 1600MHz DDR3L	Intel HD4000	Mojo DX (Thunderbolt) Software Only
MacBook Air 13" 1.7GHz Dual-Core Intel Core i5 or 1.8GHz Dual-Core Intel Core i7	Intel 3000	Mojo DX (Thunderbolt) Software Only
MacBook Pro 15" 2.3/2.6/2.7 GHz I7 Quad-Core - Retina & Thunderbolt 8 GB 1600Mhz DDR3L Memory	HD4000 GeForce GT 650M	Mojo DX (Thunderbolt) Software Only
MacBook Pro 17" 2.2/2.3/ GHz Quad Core i7	6750M Intel 3000	Mojo DX (Thunderbolt) Software Only
MacBook Pro 15" 2.0/2.2/2.3GHz Quad Core i7	6490M 6750M Intel 3000	Mojo DX (Thunderbolt) Software Only
MacBook Pro 15" 2.53GHz Dual Core i5 15" or 17" 2.66GHz Dual Core i7	GT 330M	Software Only 17" only - Mojo DX (no DNxHD capture)

Compatibility Chart

The following table lists the NVIDIA[®] driver, QuickTime[®], Windows Media[™], 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[®].

Item	Versions	Comments
QuickTime Support	v7.7.4 (Windows) v10.x, (v7.x legacy) (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 www.microsoft.com . Windows Media export compatibility is subject to Microsoft Windows Media updates.
Avid Interplay Support	Search the Knowledge Base for “Avid Editing Application Compatibility with Interplay Releases.”	
NVIDIA Driver Support	v331.65	See “Setting up the NVIDIA Card” on page 50 . 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 “Shared Storage Support” on page 52 .

Item	Versions	Comments
Pro Tools		<ul style="list-style-type: none"> For information on supported versions of Pro Tools in an Interplay environment, see the Avid Interplay ReadMe or http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=353977&Highlight=Pro+Tools+Interplay For Co-install information, see Avid Editing Application Compatibility with Pro Tools. For Video Satellite information, see the Video Satellite Guide or http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=354337&Highlight=video+satellite
Sony XDCAM driver	v2.13 (XDCAM Transfer for Macintosh) Win 7-64 FAM 2.3.2 and VFAM 4.0.1	The VFAM firmware version is 2.45. The driver can be downloaded from Sony's website http://esupport.sony.com/ .
Panasonic P2 drive	(Macintosh) No device support for Lion (Windows 7) Driver version for P2 devices:v2.16	There is currently no P2 writeback support for Macintosh clients.
Boris Continuum Complete	v8.1.1	Ships with: Avid Media Composer with Symphony option
Avid DVD by Sonic	v6.4.4	Ships with: Avid Media Composer Avid NewsCutter
Sorenson Squeeze	v8.5	Ships with: Avid Media Composer Avid NewsCutter
Avid FX	v6.4 (Windows) v6.4 (Macintosh)	Ships with: Avid Media Composer Avid NewsCutter

Item	Versions	Comments
iZotope Insight	iZotope Insight is automatically installed with the editing application and is a 30 day trial. The trial will start once the RTAS plug-in is inserted onto an audio track. For information on iZotope Insight, see www.izotope.com	Ships with: Avid Media Composer Avid NewsCutter
NewBlue Titler Pro v1	Titler Pro v1 is automatically installed with the editing application and is a full version that does not need a serial number. For information on NewBlue Titler Pro v1, see www.newbluefx.com .	Ships with: Avid Media Composer Avid NewsCutter
Avid Artist Series (Euphonix)	EuControl software v2.6.2 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 10 system, this is named the "Safe Uninstall." On a Macintosh Pro Tools 11 system no uninstallation is required. On a Windows Pro Tools 10 or 11 system, you must select the first uninstall option - "Pro Tools Only" - which is not selected by default.
- Mojo SDI will not be supported with Media Composer or Pro Tools 11, but can still be connected in a co-install configuration for use with Pro Tools 10.

- 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

Pro Tools Product	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Pro Tools Software Only	Co-install	Co-install	Co-install
Pro Tools HD Native	Co-install/ Audio Device	Co-install	Co-install
Pro Tools HD	Co-install/ Audio Device	Co-install	Co-install
Pro Tools HD, with chassis	Not Tested	Not Tested	Not Tested

Avid Mbox Family Audio Devices (3rd Generation)

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Mbox (USB)	Co-install/ Audio Device	Co-install	Co-install
Mbox Pro	Co-install/ Audio Device	Co-install	Co-install
Mbox Mini (USB)	Co-install/ Audio Device	Co-install	Co-install

Avid Mbox 2 Family Audio Devices

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

Other Avid Audio Devices

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
Digi 002 (1394)	Co-install/ Audio Device (Windows)	Co-install	Co-install
Digi 003 (1394)	Co-install	Co-install	Co-install

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ with Nitris DX
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

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 (MC/NC only)	Command 8	Avid Artist Control	Avid Artist Mix	Avid Artist Transport	Avid Artist Color
Control surface for transport controls and other functions	Yes	Yes	Yes	Yes (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	

Feature	Digi 002 (MC/NC only)	Command 8	Avid Artist Control	Avid Artist Mix	Avid Artist Transport	Avid Artist Color
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 ^a	No	No	No	No	
Latch mode (also known as Snap mode)	Yes	Yes	Yes	Yes	No	
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.

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. See the “[Compatibility Chart](#)” on page 44 for information on the supported driver(s).

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 the Driver for Avid Editing Environments

1. Right-click the Desktop, and select Nvidia Control Panel.
2. Click Manage 3D Settings.
3. Click the Global Setting tab.
4. Under Global presets, select Base Profile.
5. Scroll to locate the Power Management Mode. Select Prefer maximum performance.
6. 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

- There is no support for ethernet attached clients in a MediaNetwork environment.
- MediaNetwork clients are not supported with Media Composer v7.0 and NewsCutter v11.0 in an Interplay v3.0 environment.

The editing application has been tested in a shared storage environment with the following.

Editing Application Operating System	ISIS Clients	ISIS 5500 5000 Server	ISIS2000 Server	ISIS 7500 7000 Server	Media-Network Client^a	Media-Network Server
Windows 8	v4.5, v4.6	v4.0.1, v4.0.3, v4.0.4, v4.5.1, v4.6	v4.1, v4.2, v4.5, 4.6	v4.0.1, v4.0.3, v4.0.4, v4.5, 4.6	not supported	not supported
Windows 7 64-bit	v4.2, v4.5, v4.6	v3.2, v4.0.1, v4.0.3, v4.0.4, v4.5.1, v4.6	v4.1, v4.2, v4.5, v4.6	v2.4, v4.0.3, v4.0.4, v4.5, v4.6	v5.4	v5.1.3
Macintosh Mavericks v10.9	vv4.6	v4.0.1, v4.0.3, v4.0.4, v4.5.1, v4.6	v4.1, v4.2, v4.5, 4.6	v4.0.1, v4.0.3, v4.0.4, v4.5, 4.6	not supported	not supported
Macintosh Mountain Lion v10.8.x	v4.2, v4.5	v3.2, v4.0.1, v4.0.3	v4.1, v4.2	v2.4, v4.0.3, v4.0.4	not supported	not supported
Macintosh Lion v10.7.5					v5.5.1	v5.1.3

a. Avid Media Composer v7.0 and NewsCutter v11.0 will be the last supported version of the editing application with MediaNetwork shared storage.

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. For a list of the qualified systems, see [Qualified Workstations and Laptops](#).

Feature	Description	Recommended System
DMF and Background Transcode	8 GB RAM minimum. 16 GB RAM recommended	See Qualified Workstations
Editing High Resolution Media (Higher than 2K+)	8 GB RAM minimum. 16 GB RAM recommended	Qualified Dual 6 Core, Dual 8 Core systems
J2K Capture		Qualified Dual 6 Core, Dual 8 Core systems
HD Long GOP 9-way MultiCam with high stream count sequences	Avid recommends 16 GB RAM	Qualified Dual 6 Core, Dual 8 Core systems Storage: 10Gb Ethernet ISIS,
Stereoscopic 3D	For optimal performance with Stereoscopic 3D, use these higher performance systems. Avid recommends a minimum of 12GB RAM when using Stereoscopic 3D.	Qualified 6 core Xeon Workstations
XDCAM HD50 Capture	Baseband capture through Nitris DX, Mojo DX	Qualified 6 core Xeon Workstations
HD RGB 4444 ProRes 4444 DNxHD 4444	HD RGB capture requires a high end workstation with Nitris DX and fast storage.	Qualified Dual 6 Core, Dual 8 Core systems Storage: 10Gb Ethernet ISIS,
AMA (RED)	AMA is a processor intensive operation. Older platforms may not offer optimum performance. you will get better performance with higher end workstations.	Qualified Xeon Workstations
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. (Dual 6 Core or Dual 8 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.	4-Way MultiCam Playback Dual Quad Core, Dual 6 Core or Dual 8 Core Systems Four Stream Playback: Dual Quad Core, Dual 6 Core or Dual 8 Core Systems

Limitations

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

AMA

- **Bug Number:** . Since a given file type may be supported by multiple AMA plug-ins, for best results choose a specific AMA plug-in rather than Autodetect when performing an AMA Link to File. When performing an AMA Link to a volume, Autodetect will normally select the correct plug-in, but if it doesn't, choose a specific AMA plug-in and perform the AMA Link to volume again.
- **Bug Number:** UDevC00182286. When performing an AMA link to MXF media, you should not select the Autodetect plug-in option. Choose the applicable plug-in to perform the AMA Link to File.
- **Bug Number:** UDevC00179996. If you load an AMA-linked clip into a monitor, then enable Dynamic Relink and set the Preferred media format in the Dynamic Relink Settings dialog box to “Any native media,” the media displays as offline. This is as designed. If there is no native MXF or OMF media to display, the AMA-linked clips only display when you select AMA as the preferred media format.
- **Bug Number:** UDevC00178140, UDevC00180089. If you are AMA linking BlackMagic Cinema Camera DNxHD movies, these files link as Matte Key effects rather than master clips. Therefore these files cannot be transcoded. To workaround this, open Import Settings, and in the Image tab set Alpha Channel to Ignore.
- **Bug Number:** UDevC00180039. Media Indexer limitation: When you check in an AMA file, the system does not create .spaaf files if the workspace for .spaaf files is not mounted correctly on the ISIS client. Before you begin to check the AMA files into Interplay, you must manually create the top level folder for the .spaaf files and configure the Media Indexer to index that folder. Avid recommends that you dedicate a specific workspace for the spaaf files. The spaaf workspace on ISIS must be mounted and accessible by the editing user on the editing machine. On a Mac OS X system, the workspace must be mounted using the same name as the workspace. The checkin will fail if this condition is not met.

The following shows mount point examples for a workspace named “spaafFiles”:

- Correct: /Volumes/spaafFiles
- Incorrect: /Volumes/spaafFiles1

The incorrect mount point can occur if you have duplicate workspace names. The ISIS client adds a digit to a workspace name if it encounters a duplicate name. This can happen if you have two ISIS systems. Avoid duplicate workspace names.

- **Bug Number:** UDevC00179925. AS-11 export currently does not include a data track in the resulting file.
- **Bug Number:** UDevC00178051. Do not enable Audio Waveforms if you are AMA linking to Arri clips.
- **Bug Number:** UDevC00178650. XDCAM AMA linked files might not appear in the Media Tool. XDCAM AMA linked volumes do appear in the Media Tool.

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:** 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:** 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:** 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.

Background Transcode

- **Bug Number:** UDevC00178938. The Background Queue window might stop refreshing intermittently. Select Open Background Queue window from the task bar (Windows) or menu bar (Macintosh) to view the background status in a browser.
- **Bug Number:** UDevC00180218. If you perform an ‘alldrives’ Console command and mount a network drive, a background transcode will not be successful to the mounted network drive. A foreground transcode will transcode successfully.

Capture

- **Bug Number:** UDevC00181736. If you are on a Windows 8 system, you might notice a slight stutter while recording (or in Capture Mode) but the video will record without any skips or dropped frames.

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.
- **Bug Number:** UDevC00173830. When attaching and detaching the Nitris DX hardware the system might restart.

DMF

- **Bug Number:** UDevC00180779. If you select the QuickTime folder plug-in from the DMF drop down menu and attempt to link to QuickTime files inside the DMF watch folder, an error message will occur stating the files cannot be linked and the DMF process will terminate.

Workaround: Select the Autodetect AMA Plug-in from the DMF drop-down menu to link to QuickTime files and/or folders.

- **Bug Number:** . If you are using a removable drive or reader as a DMF watch folder, make sure that “Automatically AMA-link to volumes” is deselected in the AMA Settings.
- **Bug Number:** . The following media types are not currently supported with Dynamic Media Folders in Media Composer:
 - Uncompressed 8bit and 10b QuickTime files
 - QuickTime files that include an alpha channel
 - Sony XDCAM-EX

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

- **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.

iXML Metadata in BWA V Files

- **Bug Number:** . Multi-channel track identification information is not read from iXML
- **Bug Number:** . Markers in the iXML are not imported when the file is linked.
- **Bug Number:** . Implied channel group information by file name pattern, as used by the audio import code, is not available when using the WaveAIFFF AMA.
- **Bug Number:** . Channel group information, the iXML data that is used to group multiple mono files into a single clip, is not interpreted. To workaround this, reconstruct the channel groups manually with AutoSync.

To reconstruct the multi-channel track identifications, set in the AMA setting link options for Multichannel audio prior to linking, or edit afterward with multi-channel audio pane of clip menu “modify” dialog.

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.

Performance

- **Bug Number:** UDevC00179008. Foreground performance of the application could be impacted while waveforms cache for systems attached to XDCAM EX device.

PhraseFind

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

Play

- **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.

Project Sync

- **Bug Number:** UDevC00179779. If you use Interplay Assist to create shotlists, you can save the shotlists in a folder within a synced project folder in your Interplay database. However, updating the synced project from Media Composer or NewsCutter does not update the bin with the shotlist. This is as designed. The Interplay synced project workflow uses projects created and edited in your Avid editing application and then saved to Interplay so other Media Composer or NewsCutter users can access the same project.

Workaround: Create your shotlists in Media Composer or NewsCutter and then update your project. The shotlist appears in the synced project folder in Interplay as well as in the bin in your editing project.

- **Bug Number:** UDevC0017968. If you create a new synced project, delete it before opening the project on your Avid editing machine, and then add the project from Interplay and open it, the project is empty and contains no bins. This results from creating a synced project, which creates the necessary synced project folder in your Interplay database, but not creating any content for the project.

Workaround: If you open a project that has no content, you can create a new bin. The new bin is saved to Interplay, which then creates the folder structure for the media in your synced project.

- **Bug Number:** UDevC00179847. Opening a bin from another project while you work in a synced project does not add that bin to the project saved to Interplay, and updating a synced project from Interplay does not update a bin opened from a different project. Only bins that are part of an Interplay synced project are saved to Interplay.

Workaround: If you want to add media from another project to your Interplay synced project, create a new bin and add the media directly to it. When the bin is saved to Interplay, your synced project updates correctly.

- **Bug Number:** UDevC00180164. You cannot update a sequence from Interplay in a synced project by right-clicking the Source or Record monitor and selecting Update from Interplay.

Workaround: To update a sequence in a synced project, click the bin with your sequence to activate it, and then select File > Save Bin, or select the bin, and then select Bin > Update Bin from Interplay. For more information on saving sequences to Interplay, see “Updating a Synced Project” in the Help for your Avid editing application.

- **Bug Number:** UDevC00180195. If two or more editors are working on the same Interplay synced project, deleting folders and bins by one user might create conflicts and cause the second user’s editing application to become unstable. This can happen when one editor moves a folder that contains a bin to the Trash and then saves the project. This updates the project on Interplay. If a second editor working on the same synced project at the same time has the bin open, updates his project from Interplay, the now-deleted bin stays open in the local project even though the Trash folder shows the bin has been deleted. If the second editor then makes a change to this bin and tries to save it, the editor receives an error stating that the bin has been deleted from Interplay. This error message might appear several times. If the second editor dismisses the error messages and tries to close the bin, an assertion error appears and the application becomes unresponsive.

Workaround: Avid recommends that you do not delete folders from your Interplay synced project if other users are working on the same project simultaneously.

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. 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.

Title Tool

- **Bug Number:** UDevC00176468. (Macintosh) Icelandic characters are not supported when working with the Title Tool. As a workaround, you can use the NewBlue Titler Pro plugin which does support Icelandic characters.

XDCAM

- **Bug Number:** UDevC00177208. XDCAM Multicam media might appear choppy in the Source/Record monitors when you perform reverse playback with the J key.
- **Bug Number:** . You cannot export an XDCAM clip or sequence that is less than 2 seconds long.

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:** 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 documentation changes were made after the initial documentation release was finalized. These will be corrected in the next release of the product.

AS-11 Profiles

The Profile option in the “AS-11 Support” topic is not included with this release of the editing application. Disregard the optional steps included in the procedure in the Help.

iZotope Insight and NewBlue Titler Pro v1 Effects

The editing application installs the iZotope Insight plug-in and the NewBlue Titler Pro v1 plug-in effect. For information on iZotope Insight, see www.izotope.com. For information on NewBlue Title Pro v1, see www.newbluefx.com.

Legal Notices

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

This product is subject to the terms and conditions of a software license agreement provided with the software. The product may only be used in accordance with the license agreement.

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

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

Copyright © 2013 Avid Technology, Inc. and its licensors. All rights reserved.

Portions © Copyright 2003-2007 of MOG Solutions.

Attn. Government User(s). Restricted Rights Legend

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

Trademarks

003, 192 Digital I/O, 192 I/O, 96 I/O, 96i I/O, Adrenaline, AirSpeed, ALEX, Alienbrain, AME, AniMatte, Archive, Archive II, Assistant Station, AudioPages, AudioStation, AutoLoop, AutoSync, Avid, Avid Active, Avid Advanced Response, Avid DNA, Avid DNxcel, Avid DNxHD, Avid DS Assist Station, Avid Ignite, Avid Liquid, Avid Media Engine, Avid Media Processor, Avid MEDIArray, Avid Mojo, Avid Remote Response, Avid Unity, Avid Unity ISIS, Avid VideoRAID, AvidRAID, AvidShare, AVIDStripe, AVX, Beat Detective, Beauty Without The Bandwidth, Beyond Reality, BF Essentials, Bomb Factory, Bruno, C|24, CaptureManager, ChromaCurve, ChromaWheel, Cineractive Engine, Cineractive Player, Cineractive Viewer, Color Conductor, Command|24, Command|8, Control|24, Cosmonaut Voice, Countdown, d2, d3, DAE, D-Command, D-Control, Deko, DekoCast, D-Fi, D-fx, Digi 002, Digi 003, DigiBase, Digidesign, Digidesign Audio Engine, Digidesign Development Partners, Digidesign Intelligent Noise Reduction, Digidesign TDM Bus, DigiLink, DigiMeter, DigiPanner, DigiProNet, DigiRack, DigiSerial, DigiSnake, DigiSystem, Digital Choreography, Digital Nonlinear Accelerator, DigiTest, DigiTranslator, DigiWear, DINR, DNxchange, Do More, DPP-1, D-Show, DSP Manager, DS-StorageCalc, DV Toolkit, DVD Complete, D-Verb, Eleven, EM, Euphonix, EUCON, EveryPhase, Expander, ExpertRender, Fader Pack, Fairchild, FastBreak, Fast Track, Film Cutter, FilmScribe, Flexevent, FluidMotion, Frame Chase, FXDeko, HD Core, HD Process, HDpack, Home-to-Hollywood, HYBRID, HyperSPACE, HyperSPACE HDCAM, iKnowledge, Image Independence, Impact, Improv, iNEWS, iNEWS Assign, iNEWS ControlAir, InGame, Instantwrite, Instinct, Intelligent Content Management, Intelligent Digital Actor Technology, IntelliRender, Intelli-Sat, Intelli-sat Broadcasting Recording Manager, InterFX, Interplay, inTONE, Intraframe, iS Expander, iS9, iS18, iS23, iS36, ISIS, IsoSync, LaunchPad, LeaderPlus, LFX, Lightning, Link & Sync, ListSync, LKT-200, Lo-Fi, MachineControl, Magic Mask, Make Anything Hollywood, make manage move | media, Marquee, MassivePack, Massive Pack Pro, Maxim, Mbox, Media Composer, MediaFlow, MediaLog, MediaMix, Media Reader, Media Recorder, MEDIArray, MediaServer, MediaShare, MetaFuze, MetaSync, MIDI I/O, Mix Rack, Moviestar, MultiShell, NaturalMatch, NewsCutter, NewsView, NewsVision, Nitris, NL3D, NLP, NSDOS, NSWIN, OMF, OMF Interchange, OMM, OnDVD, Open Media Framework, Open Media Management, Painterly Effects, Palladium, Personal Q, PET, Podcast Factory, PowerSwap, PRE, ProControl, ProEncode, Profiler, Pro Tools, Pro Tools|HD, Pro Tools LE, Pro Tools M-Powered, Pro Transfer, QuickPunch, QuietDrive, Realtime Motion Synthesis, Recti-Fi, Reel Tape Delay, Reel Tape Flanger, Reel Tape Saturation, Reprise, Res Rocket Surfer, Reso, RetroLoop, Reverb One, ReVibe, Revolution, rS9, rS18, RTAS, Salesview, Sci-Fi, Scorch, ScriptSync, SecureProductionEnvironment, Serv|GT, Serv|LT, Shape-to-Shape, ShuttleCase, Sibelius, SimulPlay, SimulRecord, Slightly Rude Compressor, Smack!, Soft SampleCell, Soft-Clip Limiter, SoundReplacer, SPACE, SPACESHift, SpectraGraph, SpectraMatte, SteadyGlide, Streamfactory, Streamgenie, StreamRAID, SubCap, Sundance, Sundance Digital, SurroundScope, Symphony, SYNC HD, SYNC I/O, Synchronic, SynchroScope, Syntax, TDM FlexCable, TechFlix, Tel-Ray, Thunder, TimeLiner, Titansync, Titan, TL Aggro, TL AutoPan, TL Drum Rehab, TL Everyphase, TL Fauxlder, TL In Tune, TL MasterMeter, TL Metro, TL Space, TL Utilities, tools for storytellers, Transit, TransJammer, Trillium Lane Labs, TruTouch, UnityRAID, Vari-Fi, Video the Web Way, VideoRAID, VideoSPACE, VTEM, Work-N-Play, Xdeck, X-Form, Xmon and XPAND! are either registered trademarks or trademarks of Avid Technology, Inc. in the United States and/or other countries.

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

Avid Media Composer, NewsCutter, ReadMe • Part Number 9329-65261-00B • 5/9/14