



Avid Media Composer[®]

Version 2.7 ReadMe

Revision History

Date Revised	Changes Made
March 21, 2007	Included additional information in the Limitations and Avid Interplay Support section.

IMPORTANT: Avid periodically makes Avid Assurance software updates and Customer Patch Releases (CPR) available for download on Avid.com at the following location:

www.avid.com/support/downloadcenter/index.asp

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.

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

Latest ReadMe

Information might be added even after this ReadMe is complete. For the most up-to-date ReadMe, check the Knowledge Base at <http://www.avid.com/readme>.

Latest Drive Striping Tables

To find the latest striping tables:

1. Access the Knowledge Base at www.avid.com/online-support/.
2. Type “striping tables” in the Search Knowledge Base text box.
3. Click Search.
4. Select the table appropriate for your product.

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New Features in Media Composer v2.7

The following table lists the new features and where you can find additional information on the feature.

New Features

Feature	Description	More Info
DNxHD 36	Avid editing applications now support the DNxHD 36 resolution.	See “Resolution Specifications: HD” in the Help.
Compressed Audio	Use dynamic relink to link the low-resolution media to the high-resolution source media stored on the media network.	See “Dynamic Relink Settings” in the Help.
Lan Browsing 100Base T to ISIS	You can now view media with a 100Base-T Connection to Avid Unity ISIS.	See “Viewing Media with a 100Base-T Connection to Avid Unity ISIS” in the Help.
Mac Pro support	The Avid Media Composer and Avid Xpress Pro editing applications are now available for the Mac Pro systems.	See “ Media Composer - Macintosh ” on page 9.
720p/50 Support	Avid editing applications now support the 720p/50 format.	See “Resolution Specifications: HD” in the Help.
Sony® XDCAM Workflow Improvements	You can now export media to an XDCAM device.  <i>The location for choosing to export to an XDCAM device is from the Output > Export to Device menu.</i>	See “Exporting Media to XDCAM Devices” in the Help.
Panasonic® P2 Workflow Improvements	You can now copy your P2 card to a FireWire® Drive or network drive, import clips and media directory from the P2 card, or write your sequence back to the P2 card.  <i>The location for choosing to export to a P2 device is from the Output > Export to Device menu.</i>	See “Workflow for Editing with P2 Media” in the Help.

New Features (Continued)

Feature	Description	More Info
Script-Based Editing Updates	<p>Script-Based editing is a new feature for the NewsCutter.</p> <p>The following feature updates are new for all editing applications:</p> <ul style="list-style-type: none"> • The ability to select all text and takes. • The ability to double-click any line in a take to select the take and load it into a monitor. • The ability to specify the text encoding of the script. 	See “Script-Based Editing” in the Help.
ScriptSync	ScriptSync uses phonetic-indexing technology from Nexidia to analyze the audio portion of a clip and match it to lines of the script text.	See “Marking with ScriptSync” in the Help.
AudioSuite plug-ins	The editing applications now include the Time Shift Audio Plug-In.	See “Time Shift AudioSuite Plug-In” in the Help.
Scrolling Timeline	You can have the Timeline scroll over the position indicator while you play a sequence.	See “Setting the Scroll Option for the Timeline” in the Help.
Advanced Keyframe Improvements	Allows you to adjust your view of advanced keyframe graphs.	See “Adjusting Advanced Keyframe Graph Display” in the Help.
Frame Chase Capture	The media becomes available for viewing and editing from any applications in the workgroup while the capture is still in progress.	See “Frame Chase Capture” in the Help.
MXF vs. OMF default media.	In previous releases, the default media type in the Media Creation settings was set to OMF. The default media type is now set to MXF.	See “Media Creation Settings: Media Type Tab” in the Help.
Adding Text to Multiple Clips	Allows you to enter the same comment to several clips at once.	See “Adding Text to Multiple Clips” on page 8.

Adding Text to Multiple Clips

If you want to enter the same comment to several clips at once, you can use the “Set *column name* for selected clips” feature. For example, if you have twenty clips that all need to have their tape name modified, you can select all twenty clips and type the new tape name, and the system updates the tape name across all twenty clips. If you have twenty clips that need the same information added to the Comment field, you can use this feature to add comments to multiple clips. You can use this feature whether you are modifying column text or adding new column text.

The columns affected by this feature include: Audio SR, Audio Format, Camera, Camroll, Drive, DiskLabel, Format, IDataLink, Journalist, Labroll, LUT, Name, Offline, Production, Project, Pullin, Pullout, Reel #, Scene, Shoot Date, Soundroll, Take, Tape, TapeID, Tracks, UNC Path, VFX Reel, Video, and Video File Format.

To apply one comment to multiple clips:

1. In a bin, Shift+click or lasso multiple clips.
2. Position the cursor over the column where you want to add the comment.
The cursor changes to a double-arrow.
3. Right-click (Windows) or Shift + Ctrl-click (Macintosh) the column and select “Set *column name* column for selected clips.” For example, “Set Production column for selected clips.”



Depending on the column you have selected, the column name appears in the menu.

The Set *column name* dialog box appears, for example, the Set Production dialog box opens.



If you already have entered a value in one cell of a column and wish to use it in several cells, position the cursor on that cell as you Right-click the column; the text will appear in the dialog box as an initial value.

4. Type the text you want to appear for all clips.
5. Click OK.
The system asks if you are sure you want to apply the comment.
6. Click OK.
The comment appears for all selected clips.

Requirements

For the list of qualified and supported platforms:

1. Go to www.avid.com/products/
2. Choose your product.
3. Click System Requirements.

Media Composer - Macintosh

The minimum system requirements for Media Composer on the Macintosh are:

- Macintosh OS X 10.4.8.
- System memory
 - 2 GB minimum
 - 3 GB recommended for HD or high stream count SD projects
- Dual 2.0 GHz Power Mac[®] G5, or MacBook Pro 2.16 GHz, or Mac Pro with Dual-Core Intel Xeon Processor
- Qualified graphics card (specified per model) as supported by Apple[®]
- IEEE-1394 FireWire[®] port (integrated)
- 40 GB internal IDE drive
- DVD-ROM or DVD+RW drive

Media Composer - Windows

- Windows XP Professional with Service Pack 2
- System memory
 - 2 GB minimum
 - 3 GB recommended for HD or high stream count SD projects, or for workgroup-connected systems
- Dual 3.06 GHz Xeon[®] processor or higher
- Qualified graphics card (NVIDIA[®] Quadro FX 1100, FX 1300, FX 1400, FX 3400, FX 3450)



Some existing customers upgrading to this release might need to update their graphics card to a qualified card.

- IEEE-1394 FireWire port (integrated or add-in card)
- 40-GB internal IDE drive

- DVD-ROM or DVD+RW drive

Macintosh OS X Support

The Macintosh editing applications were tested with Macintosh OS X v10.4.8.

QuickTime Support

Avid has tested and approved the use of Apple QuickTime® version 7.1.3 You must install QuickTime from the Apple web site. This is not supplied by Avid. Avid does not recommend you update to a later version at this time.

Avid Interplay Support

This release of the Avid Windows editing application is supported in an Avid Interplay v1.1 environment. These editing applications are not supported in an Avid Interplay v1.0 environment. For more information, see your Avid Interplay ReadMe.

Shared Storage Support

The editing application has been tested in a Shared Storage environment with the following:

- Avid Unity™ MediaNetwork v4.2.1 (Windows and Macintosh PowerPC)
- Avid Unity MediaNetwork v4.1.5 and v4.2.3 (Windows, Macintosh PowerPC, and Mac Pro systems)
- Avid Unity ISIS v1.2 (Windows, Macintosh PowerPC)
- Avid Unity ISIS v1.3 (Windows, Macintosh PowerPC, and Mac Pro systems)

Supported NVIDIA Driver (Windows)

The supported NVIDIA graphics driver is version 84.26.

Qualified Graphics Card Setup (Windows)

Although other graphics cards might work, for full performance the editing application supports the graphics cards listed in “Requirements” on page 9 for full 3D OpenGL[®] compatibility.

Driver versions change frequently. Please go to the online support page at www.avid.com for the current driver version information.

For specific information on which graphics card your system supports, go to: www.avid.com/products/newscutter/index.asp.



See the following sections for adjustments you might need to make for the NVIDIA to work properly with your Avid system setup.

Legacy Graphics Cards (Windows Only)

With some older generation (or legacy) graphics cards, you might find that desktop video runs very slowly or that a “Serious Error has Occurred” error might appear on startup. Some systems with legacy cards might run better if you use the old legacy (DirectDraw overlay) code instead of the current OpenGL shaders. If you receive the “Serious Error has Occurred” error upon start, hold down the “L” and “O” keys when launching until the first dialog box appears. This turns the Legacy Overlay feature on until you restart the system again.

To turn the Legacy Overlay feature on:

1. Select Tools > Console.
2. In the Console command line, type:
`legacyoverlay on`
3. Press Enter.

You can turn off the feature by typing “LegacyOverlay off” and restarting the application.



On some legacy display cards, especially when they are set to higher resolutions, you might need to disable the OpenGL effects to get the overlays to function. This can be done by holding down the "O" and "G" keys, or using the `diable3d` console command.



The following features are affected when you set the Legacy Overlay feature on:

- *No Full Screen Playback.*
- *Full resolution HD does not work due to Direct DrawOverlays size limitations.*

- *On some cards, driver versions, and resolutions, overlays don't work, so you won't see video playing.*

NVIDIA Card Not Installed

If you do not have an NVIDIA card installed on your system and NVIDIA drivers are installed, a dialog box opens informing you that NVIDIA DLL could not be loaded. You can either click through the dialog boxes and ignore the message, or uninstall the NVIDIA drivers.

To uninstall the NVIDIA driver:

1. Select Start > Settings > Control Panel > Add or Remove Programs.
2. Click NVIDIA Drivers.
3. Click Change/Remove and continue through the dialog boxes.
4. If the problem persists, or the NVIDIA driver was not listed in the Add or Remove Programs window, delete the following file from your system:
C:\\WINNT\\SYSTEM32\\nvoglnt.dll

Setting up the NVIDIA Card

To setup 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.

Checking the NVIDIA Display Driver Version

Prior to setting up the NVIDIA card, check to make sure you have the correct display driver version.



Avid has tested the specific drivers for each NVIDIA board and supplies them in the Program Files\\Avid \\ Utilities \\NVIDIA folder on the system. Avid recommends that you do not go to the NVIDIA Web site and download the latest drivers.

To check the NVIDIA display driver version:

1. Right-click the Desktop and select Properties.
The Display Properties dialog box opens.
2. Click the Settings tab.
3. Click the Advanced button.
4. Click the Adapter tab.
5. Click Properties.

6. Click Driver Tab.

The version number is listed under the Driver Version Information. It should be 84.26.

Installing the NVIDIA Display Driver

If you do not have the proper NVIDIA driver, perform the following.

To install the NVIDIA display driver:

1. Double-click
Program Files\Avid \ Utilities \NVIDIA\ 84.26_winxp2K_international_whql.exe
2. Unzip the NVIDIA file to C:\NVIDIA.
3. Double-click C:\NVIDIA\Winxp(8.4.2.6)\Setup.exe file.
4. Follow the on-screen instructions and then restart your system.

After you update your driver, when you start the editing application, make sure the OpenGL setting is set to your NVIDIA Display Card.

1. In the Avid editing application, open a new or existing project.
2. In the Project Window click the Settings tab.
3. Double-click Video Display.
4. In the OpenGL Hardware area, choose your NVIDIA Display Card.

Configuring the NVidia Display Settings for Multiple Display Systems

To set the Dualview mode and set acceleration on a primary monitor, do the following.

To set Dualview mode:

1. Right-click the Desktop, and select Properties.
The Display Properties dialog box opens.
2. Click the Settings tab.
3. Click the Advanced button.
4. Click the Quadro tab.
5. In the pop-up settings window to the left of the Window, click nView Display Settings.
6. Select nView Display Modes > Dualview.
7. Click Apply, and then click OK.

To set acceleration on a primary monitor:

1. Right-click the Desktop, and select Properties.
The Display Properties dialog box opens.
2. Click the Settings tab.
3. Click the Advanced button.
4. Click the applicable Quadro tab.



Depending on the display driver version you have, the names of the settings might be different.

5. In the settings window to the left of the Window, click Performance and Quality Settings.
6. From the Active Profile select Global Driver Settings.
7. From the Global Driver Settings, select Advanced Settings
8. Scroll down and select Hardware Acceleration in the settings box.
9. Click on the Hardware Accelerator slider at the bottom of the dialog and move the slider to the middle, choosing Multi-display compatibility mode.
10. Click Apply and then click OK.

Disabling the NVIDIA Driver Helper Service

The NVIDIA driver Helper Service is a background program that runs with the NVIDIA Driver installed. This service informs you when an update to the NVIDIA Driver is available. There have been instances where this service causes slow restarts and shutdown with the Avid DNA hardware attached. The service also can prevent the Adobe® Photoshop® Gamma loader from operating, which causes color correction settings not to work properly. If this occurs, you should disable the NVIDIA Driver Helper Service.

To disable the NVIDIA Driver Helper Service:

1. Right-click My Computer.
2. Click Manage.
3. Double-click Services and Applications.
4. Double-click Services.
5. Right-click NVidia Display Driver or NVidia Driver Helper Service.
6. Click Properties.
7. Select Startup Type > Disable.
8. Click OK.



Every time you update or reload the driver, this service is enabled again.

Installation Notes

See the following topics for special installation notes:

- [Administrator Privileges](#)
- [Starting the Application](#)

Administrator Privileges

For all Avid editing applications, you must first log in as an Administrator, install the application, and initially launch the application as an Administrator. You may then subsequently run the Avid editing application as a Regular User.



An editor in an Avid Interplay environment must be a Power User.

Starting the Application

When you first start the application, if a dialog box opens requiring you to update the Avid DNA firmware, choose to Update. When you restart the Avid DNA hardware and start the application again, you might receive the dialog to update again, if applicable. Select Update and follow the prompts. The firmware is then updated, and you should be able to restart and launch the application.

Upgrade Information

If you are upgrading from a Media Composer[®] Adrenaline[™] or an Avid Xpress Pro HD, note that the folder names have changed. The new folder names are now Avid Media Composer and Avid Xpress Pro. During the installation process, the installer will prompt you to uninstall the previous editing application. Any non-user created files will be upgraded and placed in the new folders. Any user created files will remain in the old folders.

Also, the default location of the Avid Projects folder has changed. See “Default locations of Avid Projects” in the Help. If you have existing projects in an Avid Projects folder, you might want to manually move them to one of the new locations. If you do not manually move your projects, they might not appear in the projects list.

Upgrading the Software



If you are upgrading from a version of the Macintosh editing application prior to Media Composer v2.5 or Avid XpressPro v5.5, you **must** uninstall the old version of the editing application before upgrading to the new version.

The installer application for the current release of the editing application is not the same as the installer application used with our previous releases. Therefore, the current installer cannot successfully uninstall the previous editing application. If you are upgrading, you must uninstall the old editing application first.

To remove a previous version of the editing application:

1. Insert the new editing application DVD.
2. Open the Other Installers folder.
3. Double-click the MCArenaline Uninstaller or AvidXpressPro Uninstaller.
4. Click Continue.
5. Select Uninstall from the pull-down menu.
6. Click Uninstall.

The original editing application is uninstalled. You can proceed with the installation of the new editing application.

Special Upgrade Installation Instructions

The following procedure is required only if you are upgrading from a Media Composer Adrenaline prior to version 1.8.2.

A change in the 1394 (FireWire) bus of the new Apple dual core Power Mac G5 systems requires an update to your Avid® editor application and Avid DNA (Adrenaline or Avid Mojo®) firmware. The new systems require Avid Media Composer Adrenaline v1.8.2 or later. You need your old non-dual core Power Mac to update the firmware on the Adrenaline or Avid Mojo.

If you attempt to attach an Adrenaline or Avid Mojo to your new dual core Power Mac G5 system *prior* to following these steps, the system will not recognize the Adrenaline or Avid Mojo and you will not be able to run the Avid editor application.

To update the firmware on your Adrenaline:

1. On your old non-dual core Power Mac system with the Adrenaline attached, install the Avid Media Composer Adrenaline v1.8.2 or later application.
2. Follow the instructions to install the software.

This software updates the Adrenaline or Avid Mojo firmware.

3. Start the Avid Media Composer application.
4. A message box opens informing you that you need to power cycle the Adrenaline and quit the application.
5. Shut down your Power Mac system and the Adrenaline.
6. Disconnect your Adrenaline.
7. Connect the Adrenaline to your new dual core Power Mac G5 system.
8. Install the new Avid Media Composer application on your new system.
9. Follow the instructions to install the software on your new dual core Power Mac G5 system.

You can then run the Avid editor application with the updated Adrenaline.

Interlok Driver Install (Macintosh Only)

In previous releases, the Macintosh version of the Avid editor automatically installed the InterLok drivers. These drivers are required for Avid ProTools®. The installer application for the current release of the editing application is not the same as the installer application used to create the InterLok installer. Therefore, you have to manually install the InterLok drivers.

Whether you are using Avid ProTools or not, you need to install the drivers.

To manually install the InterLok drivers:

1. Browse the editing application DVD to access the InterLok installer. It is located in “Other Installers” folder
2. Double-click the InterLok Extensions installer executable.
3. When the InterLok Extensions Install window appears, click Install to install the drivers.

Dongle Compatibility

Dongle part numbers from Avid have identifiers on the end that indicate which version of the software they are compatible with. Avid dongles do not have the Avid part number label attached to the product, so use the Model Number listed on the dongle to identify it. If you use an incorrect combination of software and dongle, you will receive a “No valid Dongle was found” error.

Dongle Part Number	Model Number	Can be used with:
0060-03016-10	SRB11249	<ul style="list-style-type: none"> • Avid Xpress Pro v4.0 and higher • Avid NewsCutter XP v5.0 and higher • Avid NewsCutter Adrenaline v5.0 and higher • Avid Media Composer v1.0 and higher
7060-03016-12	SCT11871	<ul style="list-style-type: none"> • Avid Xpress Pro v5.x and higher (v5.1, v5.2.x, v5.5.x, v5.6, v5.6.1, v5.6.2, and v5.6.3) • Avid NewsCutter XP v6.x and higher (v6.1, v6.2.x, v6.5.x, v6.6, v6.6.1, v6.6.2, and v6.6.3) • Avid NewsCutter Adrenaline v6.x and higher (v6.1, v6.2.x, v6.5.x, v6.6, v6.6.1, v6.6.2, and v6.6.3) • Avid Media Composer v2.x and higher (v2.1, v2.2.x, v2.5.x, v2.6, v2.6.1, v2.6.2, and v2.6.3) • Avid Symphony Nitris v1.0 and higher (v1.0, v1.1, v1.2.x, v1.5.x, v1.6, v1.6.1, v1.6.2, and v1.6.3)
7060-03016-14	SCT12096	<ul style="list-style-type: none"> • Avid Xpress Pro v5.6.4 and higher • Avid NewsCutter XP v6.6.4 and higher • Avid NewsCutter Adrenaline v6.6.4 and higher • Avid Media Composer v2.6.4 and higher • Avid Symphony Nitris v1.6.4 and higher.

Windows Media Format Runtime Libraries

(Windows Only) The Avid editing application requires you to have the latest Windows Media™ Format runtime libraries that ship with Windows Media Player 10. If you do not have Windows Media Player 10, go to the Installers/WindowsMediaInstall folder on the application DVD, double-click the wmfdist95.exe file, and follow the instructions in the dialog boxes.



Windows Media export compatibility is subject to Microsoft® Windows Media updates.

Unity Client Configuration Notes

If you install SP2 on an Avid Unity client system, do the following:

1. Launch the Security Center application from Start > Programs > Accessories > System Tools > Security Center.
2. Click Windows Firewall.
3. In the General tab, make sure Firewall is turned ON.
4. In the Exceptions tab, make sure the Avid Unity Connection Manager is listed in the exceptions list and has a check mark next to it.
5. In the Advanced tab, navigate to the ICMP area and click the Settings button.
6. Make sure “Allow incoming echo requests” has a check mark next to it.
7. In the main Security Center window, click Windows Update. Make sure the “Turn off Automatic Windows Updates” is selected.

Configuring PCI Bus with the Avid DNA Device

The FireWire interface for the Avid DNA device cannot be on the same PCI bus as any storage devices. Depending on your system, your PCI bus configuration can be different. For examples of different configurations, go to www.avid.com/products/dna/ and select your DNA device and then click specifications.

When you are using an Avid Adrenaline or an Avid Mojo and you want to use 1394 (FireWire) drives, you need a second 1394 OHCI board on a different bus segment in your Avid editing system. See your computer manufacturer’s documentation to identify a PCI bus slot that is on a different bus segment than the 1394 port used for the Avid Adrenaline or Avid Mojo.

FireWire Cable Requirements

The IEEE 1394 cabling standard requires that 1394 devices be within 14.76 ft. (4.5 m) of the next bus connector. When you connect a 1394 device (drive, camera, or deck), your FireWire cable must not exceed this length. Avid products do not support the use of 1394 repeaters to boost or extend the signal to the device.

In addition, Avid does not support any type of cable extender or FireWire hub between the Avid editing system connection and the Avid Adrenaline. If the Avid editing system does not sense a direct connection to the Avid Adrenaline, the Avid editing system enters a non-operating mode.

XDCAM Support

Make sure you are using the correct Sony firmware and driver versions that have been tested with the Avid editing application. The latest Sony XDCAM driver versions that are officially supported for this release are the following:

- Driver version for XDCAM SD only: v1.0.06
- Driver version for XDCAM SD and HD: v1.3.4.0

Panasonic P2 Support

In your Avid editing application, you can edit directly from a P2 card inserted into a PCMCIA PC card slot in a laptop computer (you cannot use a standard PCMCIA slot, which is an older technology). You can also copy media files from the card to a local media drive or consolidate them to an Avid workgroup. You need to install the correct Panasonic® P2 card driver. The versions supported for this release are the following:

(Macintosh PPC and Windows) Driver version for all P2 devices: v1.06.0047

(Macintosh PPC) With this driver loaded on the Macintosh, it is no longer necessary to switch the P2 cards to write-protect mode when using them. This is for the PowerPC Mac only; there is currently no driver support from Panasonic for the MacIntel platform.

Panasonic P2 Device Configurations Supporting Write-Back

Device	Platform	Connection
AG-HVX200P	PC	USB
AJ-PCD20	PC	USB
	PC	Firewire (1394)
	Mac PPC	Firewire (1394)
AJ-PCD10	PC	USB
	Mac PPC	USB

The Interplay Media Indexer does not support P2 files created by a Panasonic SPC700 camera that uses a firmware version earlier than December 2005. To prevent this limitation, update the camera firmware.

Disabling Automatic Software Updates

Avid cannot guarantee the compatibility of the Avid editing application with automatic updates to system software components. You should disable automatic updates.

Installing the Fibre Channel Driver (Windows)

The Avid application doesn't automatically load the Fibre Channel driver or firmware. The ATTO™ 4-GB Fibre Channel adapter boards, both optical and copper, use the same driver.



The drivers and firmware for SCSI devices are automatically loaded by the Avid application installation software.

To install the Fibre Channel adapter board and driver:

1. Install the board into the proper slot.
2. Do not connect any drives to the ATTO Fibre Channel board.
3. Replace the side panel.
4. Plug the power cord into the system.
5. Turn on the system and log in with administrator privileges.
A Found New Hardware Wizard appears.
6. Select "Install the software automatically (Recommended)" and click Next.
Windows installs the driver.
7. Click Finish.
8. Click Next.
The Install Complete window opens.
9. Click Done.
10. Restart the system.

Installing the Fibre Channel Driver - Macintosh

The Avid application doesn't automatically load the Fibre Channel driver or firmware. The ATTO 4-GB Fibre Channel adapter boards, both optical and copper, use the same driver.



The drivers and firmware for SCSI devices are automatically loaded by the Avid application installation software.

To install the Fibre Channel adapter board driver:

1. Navigate to the following location:
Macintosh HD/Applications/Utilities/UpgradeDriver.
2. Double-click the osx_drv_celerity_240Avid.dmg.gz file.
3. Double-click the osx_drv_celerity_240Avid.dmg file
4. Double-click the ATTO CelerityFC_240Avid.pkg file.
5. Follow the on-screen prompts.
6. When prompted, choose to restart the system.

Formatting and Striping Media Drives

To use all the resolutions that the editing application offers, you need to format your media drives using a four-way stripe.



(Windows) Disk drives must be configured as Dynamic if you are striping drives.

See your operating system documentation for information on creating partitions.

Avid provides recommended drive striping information for your product.

To find the latest striping tables:

1. Access the Knowledge Base at www.avid.com/onlinesupport/.
2. Type "striping tables" in the Search Knowledge Base text box.
3. Click Search.
4. Select the table appropriate for your product.

Installing Command|8 Drivers on a Windows System

You can use the Command|8[®] as a control surface for your Avid editing application as well as for Pro Tools. Access the Pro Tools 6.9 or higher installer CD, and launch the Command|8 installer located at \Drivers\Command8\Command8 setup.exe. For more information on using the Command|8 with your Avid editing application, see “Using an External Fader Controller or Mixer” in the Help.

Limitations

Audio

- If your system is an HP XW8400, you must customize the sound configuration in order for the editing application to correctly control the levels of the microphone or other connected audio device:

To customize the sound card configuration:

1. In the Project window, click the Settings tab.
 2. Double-click Sound Card Configuration.
 3. Ensure the Record/Input descriptions match the Playback/Output settings. For example, if you have a microphone plugged into the rear pink connector, then the Playback/Output option should be set to Rear Pink In. If you have a Line input audio device connected to the front black connector, the Playback/Output option should be set to Front Black In.
- **Clip Pan:** When you add an audio dissolve between two clips with Clip Pan onto a single audio track, the audio dissolve uses the Clip Pan setting on the outgoing source for the duration of the dissolve.

Pan Automation (overrides Clip Pan when applied): When you add an audio dissolve between two clips with Automation Pan onto a single audio track, the audio dissolve interpolates the pan values between the pan keyframe value at the beginning of the dissolve and the pan keyframe value at the end of the dissolve. Any pan keyframe that exists in the middle of the dissolve is ignored.

Workaround: Place the two clips on separate tracks using Clip Pan, and fade one to silence, and fade the other up from silence.

- Open a 720p59 HD project. Open Capture Tool window, select HD-SDI video and Audio input. Capture an HD Clip from Satellite source using HD-SDI Embedded feature, saved it to Bin. Create an HD sequence using above saved HD Clip. Configure the Panasonic HD 150, set the deck to accept HD-SDI audio Embedded. Open Video output dialog: Turn on HD-SDI Audio Embedded ON. Attempt to output an HD sequence (Preview) to a HD deck using HD-SDI audio Embedded feature completely fail. There is no audio output signal seen on Deck.
- The Panasonic HD150 deck will not decode the HD embedded audio stream from Adrenaline or Nitris®.

Workaround: Connect AES audio from the Avid DNA hardware to the deck and disable the embedded audio.

Audio Punch-In Tool

- You could monitor input during preroll in previous versions. If you have a software-only system, you can still monitor input during preroll. If you have an Avid Mojo, input monitoring begins at the IN point, not during preroll.

Avid Unity MediaNetwork

Avid Unity MediaNetwork and Power User login: If you log into your Windows system as a Power User and use the same login in the Connection Manager to log onto Avid Unity MediaNetwork, you won't be able to play media.

Workaround: In order to use an Avid editing application in Interplay you must log in as a Power user. However, do not use the same login when you use the Connection Manager to log onto Avid Unity MediaNetwork. Use a different login for the Connection Manager. This problem does not exist on Avid Unity ISIS.

Capture

- (Macintosh) You might receive a "Mac Error - 37" error when accessing a target drive or workspace with 28 or more characters.

Workaround: Make sure the target drive or workspace names are less than 28 characters.

- If you capture clips with an Avid editing system on two or more days and use the same project and the same tape name (for example, if you capture on two separate days from a cable feed named "Live"), relinking the clips might cause the old clips to relink to the new clips. Because the clips in this instance are captured on different days but use the same 24-hour timecode and have the same tape name, the Avid system treats the captured material as coming from the same source. When you relink the clips, they relink incorrectly.

Workaround: Avid recommends that you avoid using generic or nondescriptive tape names — for example, do not use the tape name “Live” for a live feed. Instead, use distinctive tape names for each capture. Also, you can use separate projects when capturing with your editing system. When you change projects, even if you use the same tape name for your captures the Avid system generates new source IDs. This prevents the relink problem.

- ▶ The Sony HVR-M10U deck failed to find preroll. If you are working with DV tapes in the Sony HVR-M10U you might experience “failed to find preroll errors”.

Workaround: Change the machine template to the “Generic_DVDevice-NTSC” or “Generic_DVDevice-PAL” template. This will force the software to use a different method for cueing to the preroll timecode.

- ▶ The editing application does not warn you if you try and send a Frame Chase editing clip to Media Services Transcode. Do not send ingesting clips to Media Services Transcode. Wait until the clip is completely ingested.
- ▶ When you are capturing and using the passthrough monitor, desktop passthrough might cover error messages that are in the same space as the passthrough monitor, preventing you from being able to read them.

Workaround: Move the affected window or message box away from the Record monitor, put another application in front of the Avid application, and then go back to Avid to force the UI to refresh.

- ▶ When you capture from an HDV device through 1394 into an HDV interlaced project, you might see the video break up into squares. The captured media is intact and complete, however.
- ▶ When you capture media that includes invalid frames, you might see an error message that the capture has been aborted and the invalid frames discarded; it asks you if you want to keep the clip. This message is incorrect; the invalid frames have not been discarded.

Workaround: Click No to discard the clip, and then recapture using new marks that exclude the bad sections on the tape. Do not keep the clip.

- ▶ When you deselect Enable Confidence View in the Video Display Settings dialog box and then open the Capture tool, the Client monitor does not display passthrough.

Workaround: Do one of the following:

- ▶ Select Enable Confidence View.
- ▶ Click the Capture button in the Capture tool.

- In an HDV project, you can only capture audio at the 48k sample rate. Because the incoming audio is digital over FireWire, the software is unable to up-sample 32k and 44.1k audio reliably during capture. If you try to capture audio at another sample rate, you do not receive the error message warning that the audio on the tape does not match the setting in the Audio Project Settings dialog. Currently, only the 48k sample rate is supported in the HDV project format.
- If you lose connection to your 1394 port or receive “OHCI Port Busy” errors, check the Firewire cable length. See [“FireWire Cable Requirements” on page 19](#).
- When you capture HDV, the system might not find the preroll point if the Preroll setting is set to 3 or below. The default is set to 6. Do not set this option to 3 or below.
- (HDV) Passthrough does not work if Delay Audio is set to 7 frames or greater. (The Delay Audio option appears in the Capture tool.)

Workaround: Set Delay Audio to 6 or less.

- Drop frame/Non-drop frame mismatch errors occurred often when capturing. A new Deck Preference setting has been added. Access the Deck Preferences Settings dialog box. A new “When the deck contains no tape Log as” option appears. Select the timecode format (Drop Frame or Non-drop Frame) for logging clips when no tape is in the deck. When a tape is in the deck, the system automatically uses the existing timecode format on the tape.
- (HDV) When switching from one project format to another while connected to an HDV device, you must turn the HDV device off and then turn it back on again.
- (Windows) If after initially setting up a DV deck for the first time, or after a system recovery you cannot see the deck, manually register the DV buffers file by doing the following:
 1. Go to Program Files\Common Files\Avid.
 2. Right click Dvbuffers.ax.
 3. Select Open.
 4. Choose to select the program from a list and click OK.
 5. Browse to windows/system32.
 6. Select regsvr32.exe.
- The following error message, “Exception: ADM_DIO_ERROR_OCCURRED, DIOerr:Expected DV50 NTSC but received DV25NTSC” appears if you attempt to capture DV 25 from a DV 50 source or DV 50 from a DV 25 source.

- When you batch capture long clips with a lot of metadata, the following error appears and no media is captured: “Exception: MXFDomain::SaveMetaDataToFile - Failed to save meta data to file.” This does not occur when you batch capture OMF.
- When you capture from a Panasonic AJ-SD93P or Panasonic AJ-SD93E, note the following: the Panasonic default for DIF SPEED is set to S400. The Adrenaline and Avid Mojo expect a DIF SPEED of S100. Capture fails, producing scrambled or blocky images.

Workaround: From the Panasonic DVCPRO deck's menu, set the menu DIF SPEED to S100.

- When you capture DVCPRO HD from a Panasonic HD 1200A deck, keep the menu DIF SPEED set to S400.

Compatibility

- (Filmscribe) The Tape Name does not appear in a cut list when selecting the TapeID column heading.

Workaround: If you select both the Reel# and TapeID column heading, the Tape Name appears.

- (Macintosh) When you are using the search feature in the Avid editing application Help, a bug exists if Safari is your default browser. You might experience issues when performing searches. You need to empty the Safari cache in between searches (Select Safari > Empty Cache.) This search issue does not occur when using Firefox as your browser.
- The use of Avid ScriptSync™ with language models other than North American English is not currently supported. Language models other than North American English have been provided with your Avid editing application as a convenience to enable customers to begin experimenting with ScriptSync technology prior to the official qualification of these additional language models by Avid.
- If you are using an MBox2 and an HP8400 computer, you should connect the MBox2 to a rear USB port. The USB ports on the front of the HP8400 can cause problems with the Digidesign Driver Installer. Once the installation is complete, you can connect the MBox2 to the front or rear USB ports.
- MetaSync has not been thoroughly tested on the Macintosh platform.
- If you are using the Safari browser to access the Avid Learning Excellerator site (Help > Learning Resources, click on the Avid Learning Excellerator link), you must have Javascript and cookies enabled (Safari > Preferences > Security).

- Due to changes in Avid Media Composer v2.5.x (Mac) and Avid Xpress Pro 5.5.x (Mac), some third party AudioSuite and AVX plug-ins may not load properly. This is due to moving the Avid editors to Xcode® from CodeWarrior™ 9 for support of the new Mac Intel® based systems. Customers may need to upgrade their AudioSuite and AVX plug-ins. Please note that Avid has informed Third Party partners of this change. Third Party plug-ins that have not been updated will not be supported in this release.
- If you are logged in as a non-administrator, you may receive a “DAE error” trying to launch AudioSuite Plug-Ins.
- If you are using the Safari browser to access the Avid Learning Excellerator site (Help > Learning Resources, click on the Avid Learning Excellerator™ link), you must have Javascript® and cookies enabled (Safari > Preferences > Security).
- You currently cannot select HDV projects in the MediaLog™ application.
- (Media Composer with Adrenaline or NewsCutter with Adrenaline only) If you uninstall a v2.5 Media Composer or a v6.5 NewsCutter, reinstall 2.2.1 or 6.2.1, and then update the firmware, you might see a message that your HD board firmware program failed.

Workaround: Turn off your system, turn it on again, restart your Avid editing application, and run the updater again.

- Sending to Digidesign ProTools: When you export an OMF 2.0 file that links to MXF media, you should first transcode the MXF Media to OMF media. If you have a long sequence containing MXF media, you are not prompted prior to the export process that the export will not be successful. To save time, transcode MXF media to OMF media prior to exporting as OMF 2.0.

Digital Cut

- (Macintosh only) When performing a 720p/59.94 digital cut, the first frame of the sequence may be missing.

Workaround: Add 1/2 second of black before the sequence.

- The first 35 frames of a sequence might be missing when you perform a digital cut after selecting Crash Record and Ignore Time in the Digital Cut tool.

Workaround: Add filler to the beginning of the sequence.

- When performing an HDV Digital Cut, the last few seconds are not cut to tape.

Workaround: Generate a clip of black and add it to the end of the sequence.

- A digital cut of an HD project might drop the last frames of audio.
Workaround: Add 10 frames of audio to the end of the sequence.
- When you perform a digital cut using the Pioneer® PRV-LX1 DVD recorder, select Ignore Time in the Digital Cut Tool window.
- A video underrun might occur at the start of a digital cut if the Digital Cut tool does not have focus when you click the Play Digital cut button. The Digital Cut window must be active before you click either the Start or Preview button. If an underrun occurs at the very start of the digital cut, you should be able to perform the digital cut without a problem.
- When you perform a digital cut to a Panasonic DVCPro HD deck using HD-SDI with 720p/59.94 material, several frames of black might be written to tape before the start of the outputted sequence. This might result in the end of the sequence being truncated on tape.
Workaround: Place several seconds of black or color bars at the end of a sequence.
- The Digital Cut tool does not allow certain durations of black to be added to the tail of a sequence. Certain values (including 20 minutes, 30 minutes, 60 minutes, and so on.) resets the clock to zero when applied. If the value you entered resets to zero when applied, adjust the value upward or downward until a satisfactory length is determined (at which point the clock does not reset itself and the desired duration is correctly applied).

Dynamic Relink

- When working with HDV projects, HDV resolutions are not available for Dynamic Relink.
Workaround: Choose “Use Closest Media” instead of “Relink to Offline” when in HDV projects and “Specific Resolution” is selected as the Relink Method. If you do not choose “Use Closest Media”, captured clips will appear as offline when Dynamic Relink is enabled.
- If you want to recreate title media at a target format other than the working format, you must change the project format to that designated for the target, otherwise only the working format resolutions will be available.

Effects

- If you include progressive clips, for example, 1080p 25, in an interlaced project, for example, 30i or 25i, or the reverse (interlaced clips in a progressive project) and then add effects, you might experience an Assertion Failed error.
Workaround: Do not mix progressive and interlaced material.

- Safe Color limits might be exceeded in SD downconverted output from an HD project. In an HD project, if you use the Safe Color Limiter effect to ensure safe colors in a sequence and then output that sequence using SD downconvert, some transient pixel values might exceed your safe color ranges. This is a consequence of the resizing process performed in the Nitris or Adrenaline hardware during an SD downconvert.

Workaround: Change the project type to an SD type before you output or render the sequence.

- In 30i or 1080i60 projects, Timewarp effects that use the Film With 2:3 Pulldown Input format might not render correctly. Some frames might remain unrendered or it might not be possible to complete the render. This problem is known to occur in the specific circumstances described below, but might also occur in other circumstances.

Partial Render. The problem might occur if you perform a partial render of a Timewarp effect using the Film With 2:3 Pulldown Input format, then render the remaining part of the segment. Some frames might remain unrendered or the second part of the segment might not render.

Division of rendered segment. The problem might occur if you render an entire Timewarp effect using the Film With 2:3 Pulldown Input format, and then divide the segment (for example, by performing an overwrite edit of new material into the middle of the segment). Some frames in the second part of the divided segment might become unrendered.

Trimming head frame of rendered segment. The problem might occur if you render an entire Timewarp effect using the Film With 2:3 Pulldown Input format, and then trim the head frame of the segment. Some frames in the segment might become unrendered.

- You might not be able to render a FluidBlur, FluidColorMap, or FluidMorph effect in an HD project if there is not enough memory available.

Workaround: Try one of the following:

- In the Bins tab of the Project window, click the Clear button, and render the Fluid effect (see “Managing Bins and Memory” in the Help).
- Close all unused bins, relaunch, and render the Fluid effect.
- In the Format tab of the Project window, switch the project format to an SD format, render the Fluid effect, then switch back to HD.

- In previous releases, when moving a multi-stream effect such as PIP slowly across the screen, the edges could be blurred and aliased. With this release, the edges of the multi-stream effect have improved with the use of a new high quality filter algorithm. With this improved quality, you may experience reduced stream count.

- Very high speed Motion Effects with rates greater than 500% no longer play in real time; they now appear in the Timeline as a blue dot effect, and must be rendered. Since any motion effect with a rate greater than 100% plays back inefficiently, and the higher the rate the less efficiently it plays back, real time playback efficiency will improve by rendering such motion effects.
- (HDV) If a clip contains Timewarp effects, you should render the effects.
- You may experience effects render issues with stacked effects.

Workaround: Render each individual track starting with the bottom track.

- When you are working with AVX effects, performing an Expert Render or a Render IN to OUT on a sequence that contains multiple third-party AVX effects might lead to excessive memory consumption that could cause the application to hang or to display errors.

Workaround: Render the effects in smaller groups.

- AVX1 effects might have invalid color levels.
- You might see problems with superblacks in 16-bit mode.
- Performing an Add Edit on a promoted Advanced Keyframe Picture-in-Picture effect might cause a “DataPointOneError”.

Workaround: Instead of first promoting to 3D, then Advanced Keyframe, promote in the reverse order.

- Most effects support 16-bit processing. The following lists the effects that *do not* support 16-bit processing at this time.
 - Avid Pan & Zoom
 - Blur effect
 - Mosaic effect
 - Paint effect
 - Region Stabilize
 - Scratch Removal
 - Animatte™
 - RGB Keyer
 - Pan and Scan
 - Illusion FX

- PlasmaWipes
- AVX 1.x effects

Whether a particular AVX 2.0 effect supports 16-bit processing is up to the plug-in vendor.



Rendering times are slower when you use 16-bit processing because 16-bit effects have two times the data of classic 8-bit effects.

- You might see a “FluidMotion Vector Edit Requires Full Resolution” error if you work in FluidMotion™ Vector Edit mode in anything other than full resolution (green mode in the Timeline). Render FluidMotion effects before you combine them with any other effects, especially any other time-based effects.
- (Progressive projects only) If a clip contains any of the following effects, you must render the effects before you apply Scratch Removal:
 - Timewarp effects
 - Any effect that has been promoted to the Advanced Keyframe model
- Removing or undoing some timewarp effects might cause audio and video to lose sync.
- 4In the Transition Corner Display mode, two of the six frames display incorrect frames during trim operations initiated from the Timeline.

Workaround: Trim using the Trim buttons.

- The Fluid film 2:3 timewarp effect might render incorrectly when you are rendering fluid motion type. The effect might flash a crop of left and right edges.

Workaround: Set the left and right mask in the FluidMotion Editor to zero.

- (HD only) Any animated alpha matte over 35 seconds long might fail.
- When an Avid effect is applied in an SD 24p progressive project, it can create unwanted aliasing on the resulting clip.

Export

- An error might occur when exporting to HDV when the first frame of the sequence is a video mixdown clip.

Workaround: Place filler or a frame of non video mixdown media at the head of the sequence.

- If you select multiple clips or sequences in a bin, and then select Special > Export to Device > device (that is, P2, XDCAM, or HDV), only the first item is exported.

Workaround: Export only one item at a time using the Export to Device command.

- Currently, our export settings allow a 720x486 size when exporting Avid DV, which creates a field alignment issue. Make sure that you set the export settings correctly for 720 x 480 for DV exports. Currently, QuickTime must do a a resize from 486 lines down to 480 and you receive an odd interpolation. (Unfortunately, if you do specify 720x486, the Quicktime file displays 720x480).
- In NTSC, QuickTime Same as Source and QuickTime Reference clips containing DV material can sometimes show visual distortions when burned to DVD from Avid DVD. This is because the DV portions are resized from the DV raster size 720x480 up to the standard NTSC raster size 720x486.

Workaround: When exporting the QuickTime Same as Source or Quicktime Reference clips, choose “Use Avid DV” .

- (Macintosh) The editing application might crash after exporting to an Avid Unity ISIS Read-only workspace. Make sure you are exporting to a Read/Write workspace. You can determine whether a workspace is Read/Write through the Client Manager application. Navigate to the Workspaces tab in Client Manager. The Read/Write workspaces are listed with an R/W under the name of the workspace.
- If you have a mixed-resolution DV 25 sequence and try to export it as QuickTime for DVD using the Apple DV Codec, the .mov might contain artifacts.

Workaround: You must use the Avid DV Codec for this kind of sequence.

- You might receive exception errors when exporting HDV 1080i/59.94 or 1080i 50 as Windows Media.
- When exporting to an HDV device, at least 4 to 5 seconds of media might be missing from the beginning of the sequence.

Workaround: Add 10 seconds of color bar or black filler at the beginning and at the end of the sequence.

- When you export a QuickTime Reference movie, do not mix DV and non-DV media. If you mix DV and non-DV media, the resulting movie might contain line shifts.
- When you export pan automation on an audio clip as AAF, it does not translate in Pro Tools. Pro Tools does not accept varying value pan controls during import.

- In the Export Settings dialog box, the default size is not the image size of the opened project.
- When you play an exported clip in the Windows Media Player, the sequence stalls in the desktop monitor. The audio plays, the blue bar progresses in the Timeline, and the video and audio output to the client monitor is OK. If the clip that is loaded in Windows Media Player is removed, then the Play operation plays properly in both the desktop and client monitors.
- Exporting Locators exports only a .txt file with frame count information, not timecode or Feet and Frames. Import also supports only frame count.
- A “Not enough memory is available to complete this operation or WM_BeginWriting_FAILED” error results from the application running out of available memory (RAM) while you perform the encode. Encoding to a Windows Media Video codec requires a lot of memory. The amount of memory required is directly related to the number of audio and video profile streams, width, height, bit rate, number of passes, VBR/CBR, and quality of the encoded video, as well as the resolution of the source media. If you encode HD media, you might need to reduce the bit rate, turn on 2-pass encoding, turn on VBR, lower the quality, or reduce the frame dimension.
- A “WM_FindInputFormat_FAILED” error might appear if the Windows Media exporter cannot find a suitable input format for a video or audio stream contained in the current Windows Media Export setting's stream profile. For example, using non-standard frame dimensions might result in this error. See the Microsoft Windows Media web site for more detail.

ICS (International Character Support)

- If you capture a clip from a workspace with a French name through CaptureManager™, in the Avid editing application the bin heading Drive might be empty where it should list the French name of the workspace.
- If you change the font or font size of your input, and see characters rotated 90 degrees, make sure you select the correct font. Do not use any font that begins with the “@” symbol.
- Do not create a Project using the Euro currency character (ALT 0128). The Project fails to be created and a “Can't Open Project” error message is displayed.
- Certain Asian characters might not appear in the correct order in some text boxes in your Avid editing application.

Import

- Occasionally, if you cancel an import of a clip, you might receive a “DISK_SHARING_VIOLATION” error.

- When you import an uncompressed QuickTime file, a PICT image, or a TIFF image, the first 4 or 5 vertical columns of pixels might truncate when you display the file in the Source, Record, or client monitors.
- When you batch import a sequence with a graphic animation that was created in a 30i project and then modified in a 720p project, it might not import.

Workaround: Import the graphic and manually edit it back into your sequence.

- Avid editing systems cannot import AVI files created on Avid DS Nitris systems. The import fails with an error message stating that the file format is not supported for import.

Interplay Workgroup

- When you make a local modification to a sequence or clip in a bin and then select Update Bin from Interplay, a dialog box warns you, “This update includes an item that has been locally modified. Updating it will cause local changes to be lost.” The dialog box lists the following options:
 - Update Anyway
 - Keep Local Modifications
 - Cancel

The default choice is Update Anyway, which overwrites any changes to the media that were made on your local system. Do not accept the default choice if you want to preserve your changes.

Also, if you close the dialog box by clicking the Close button (the “X” at the top of the dialog box) rather than selecting one of the options, the bin is updated from Interplay. Clicking the Close button does not cancel the update and your local changes are lost. Do not use the Close button to close the dialog box.

Workaround: If you want to save your local changes, click Keep Local Modifications. If you want to cancel the update operation, click Cancel.

- Batch Import of files containing Alpha. This problem occurs if you want to batch import files in SD and HD formats and then use Dynamic Relink to switch between the different formats. The problem occurs with QuickTime movies, graphics, and sequences that contain alpha. You can batch import the files and relink to the different formats, but if you exit and then restart the Avid editing application you can no longer relink to the HD format. The system displays an “Exception: NO Compressed Data Format found” error message.

Workaround: You cannot use Dynamic Relink with HD and SD clips that contain alpha. Import the HD files with alpha as individual clips. When you want to switch to HD format, edit the HD versions into your sequence.

- If you import a graphic from your local drive into a project in an Avid editing application, change the original name of the clip to a name of your choice, and check that clip into a folder in the Interplay Window, the new name does not appear in the Interplay Window even when you refresh the window. You see only the original name.
- When you import a clip onto local storage into a local bin and then delete the clip's media, you continue to see the clip in the Avid editing application Source monitor instead of the message "Media Offline." If you try to play the clip, an error message box opens.

Workaround: Open another clip in the Source monitor, and then reopen the clip with the deleted media to correctly see the "Media Offline" message.

- When you incorporate clips and subclips that include locators added in Interplay Assist into a story in Instinct, the locators do not appear in the story. If you open the same story (sequence) in an Avid editing application, the locators do not appear there, either.
- In the Avid editing application, the Record Track monitor buttons might be deselected if the following happens:
 1. On System 1, you create a sequence and check it into a folder in the Interplay Window.
 2. On System2, you check out the sequence and load it into the Timeline.
 3. On system1, you edit the sequence and check it into the Interplay folder again.
 4. On system2, you refresh the Interplay window then check out the same sequence again.

Workaround: Select the Record Track buttons again.

- In an Avid editing application, if you have a sequence that you have not checked into the Interplay Window and you try to use the Transfer > Send to Workgroup command, you might experience an error.

Workaround: Check the sequence into the Interplay Window before you attempt to transfer it.

- In workgroup environments prior to Avid Interplay, you could automatically consolidate from NewsCutter during Send to DMS. With the Avid Interplay release, the automated consolidate is not available. Choose to consolidate prior to sending to DMS.

- When working with MultiRez, high quality audio cannot be distinguished with up-sampled proxy audio created with previous versions of the editor. For instance, an 8kHz proxy audio up-sampled to 48 kHz on import in Interplay version 1.0 will be considered as good as a real 48 kHz high quality audio. In that case, if MultiRez is set to use 48 kHz audio, it will pick up the most recent file of the two.

Locators

- If you add a locator to a shotlist, and then open the sequence in an editing application, the locator appears, but if you perform a match frame on the locator, it might not appear in the master clip.

Workaround: In the editing application, check the master clip in question out of Interplay and then update the bin or the clip. The locator appears.

- A new item has been added to the Fast menu in the Locators window. “Disable Locator Popup” disables the locator pop-up window. It is disabled only for the work session. When you restart the Avid application, the locator pop-up menu is enabled.
- (Macintosh) When you export locators from the Locator tool, the file might not be saved with the correct .txt extension and you might not be able to import it.

Workaround: In the Choose Location for Exported Locators dialog box, add the file name extension .txt to the end of the file name before you click Save, or add the extension to the saved file before you import it.

Panasonic P2

- When you view a P2 clip that spans across multiple P2 cards in the timeline, you might be surprised as to what you see and don't see due to the history of mounting P2 cards on your current system and the P2 cards that are currently mounted. Be aware that even though media is offline, or you are not able to view the P2 media in the timeline, the media is not lost. The media appears when the card containing it is mounted.
- If you have P2 clips on a P2 card and you display the clips in the Media tool, you might be able to delete the audio and video .mxf files from the Media tool.
- (Panasonic P2) If you remove a card from a slot in the P2 reader and do not put another card in the reader, you must delete the P2 folder before inserting that same card in another slot.
- (Panasonic P2) A DVD Drive cannot be a media drive. If a CONTENTS folder is located on the root level of the DVD, you may receive a “No clips were found” message when performing an Import P2 Clips to Bin.

Workaround: Create a folder that contains the CONTENTS folder on the DVD. This instructs the editor to mount a virtual drive.

- (Panasonic P2) When the CONTENTS folder is located at the root level on a drive where the Avid editing application looks for media files, you might encounter errors when importing P2 clips. For example, if you are working on a laptop, the Avid editing application and local storage folders are on the same drive and are usually located at the root level. If you create virtual P2 volumes on the Desktop, you might encounter a “No clips were found” message when trying to import the P2 clips and media.

Workaround: If you locate the virtual P2 volume in a different location such as a sub-folder on the Desktop you should be able use virtual P2 volumes.

- If you experience unusually long scan times, check to make sure both the local time and Greenwich Mean Time (GMT) are set correctly on your camera. If the GMT is not set correctly, you may need updated firmware for your camera.
- Play performance for a multi-stream sequence suffers when directly accessing media from the P2 media cards in the AJ-SPX800P camera.
- If you turn off the P2 card reader while a bin accessing P2 media is open, attempting to load any P2 clip results in a DISK_FILE_NOT_FOUND message in the Source monitor window. The message should read Media Offline.
- Dupe detection is not available for P2 source material.

Play

- When you play media, and then you press stop, the source monitor stops, but the external client monitor steps back approximately 2 frames.
- (Macintosh) QuickTime reference movies are useful as long as you are working with Avid media files available on your local system or in an Avid Unity environment. However, if you expect to move the exported QuickTime file to a system that doesn't have access to the media, then you should use the standard QuickTime export so the media files and QuickTime wrapper can be moved as one file.
- With Full Screen Playback enabled on a single monitor, the video might stutter and you might notice tearing toward the top of the image during playback. Tearing might also appear if you use variable-speed play.

- When the Avid editing application stops streaming play, a number of additional frames are sent to the DNA device in order to keep the client monitor synchronous with the desktop display. The DNA device must play out that number of frames after the desktop has stopped playing. To make sure you view the actual last frame, the application then snaps the client monitor back to the frame on the desktop. This might be more apparent when playing HD media.
- If you do not see video output to your device, make sure that the appropriate device is selected in the Special > Device menu. If FireWire is selected in the Device menu, make sure Output to Device is selected in the Video Display Settings.
- If you experience a flashing monitor when attempting to play using the Japanese version of Windows XP, and your monitor does not appear to be covered by anything, adjust the state of your Language bar by maximizing and minimizing it. This restores the ability to play.
- (Adrenaline) LTC output is now off by default. To turn it on, open General Settings and enable “Generate LTC On Playback”.

Projects

- (Windows Only) Avid Attic folders can only be created by Administrators. An Administrator has to first launch the application, open a project, close the project and quit the application. Then when a non-Administrator user uses the application, their work will be saved to the Avid Attic.

Settings

- Do not carry User Profiles from a previous version to this version. Create new user settings. If you do use previous settings, the size of tools and windows might not be as expected, especially tools and windows that have been updated for this version.

Titles

- If you re-create a rolling or crawling title in your sequence, the Scroll Position parameter values for the first and last keyframes will not be preserved. They will be set to the default values (start and end).

Workaround: Promote the title to advanced keyframe model before you re-create.

- (Mac only) If you select the classic Title tool eyedropper and then quit the Avid application, the application hangs.

Workaround: Deselect the Title tool eyedropper before you exit the Avid application.

- 6-bit processing of 10-bit resolution titles (static and animated only, not rolling or crawling) can produce artifacts around soft shadow edges. This can occur when 10-bit playback mode is enabled or when you render using 16-bits of precision.
- (Mac only) Certain AVX plug-ins installed on your system might crash the Avid Marquee title tool. Avid is working with our third-party AVX plug-in vendors to resolve this issue.
- Avid suggests that you do not attempt to edit the nested tracks of a re-created rolling or crawling title. If you attempt to select or edit one of these types of nested tracks, an error occurs. This is also the case with a re-created static title on its alpha channel subtrack.
- A `sys_error` occurs when you modify a title to an available drive with Render settings that are set to an unavailable drive (a drive that you do not have write access to). A `.bak` file of the title also appears in the bin.

Workaround: Close the Title tool and change the Render settings to a drive that you do have write access to.

- Character spacing might be inaccurate in Title Tool titles using large font sizes. Some character pairs might appear too close together, or overlapping. In HD projects, the problem is only visible in the rendered title clip in the bin. In SD projects, the problem is visible immediately in the Title Tool. Also, once the problem has occurred in text using a large font size, it might persist when you create other text objects in the title at any font size.

Workaround: The best general workaround is to promote the title to Marquee. Text in Marquee titles does not have the same problem at large font sizes. Also, if you do not need your final text to use a large font size, avoid converting it to a large font size at any point in your workflow, or retype it as a new text object at a smaller size if increasing the font size causes the problem.

- Marquee title format does not need to change in normal workflows. In most normal workflows, the title format in Marquee automatically matches the project format in your Avid editing application and you do not need to change it. If you change the title format in Marquee so that it does not match the project format in your editing application, you might see artifacts around the edges of some title objects. One situation in which you might need to change the Marquee title format occurs when you are creating a title by opening an existing `.mqp` file. If the `.mqp` file's format does not match the project format in your Avid editing application, you should change the title's format to match the project format in your editing application. For more information on changing the title format, see "Changing Title Formats" in the Marquee Help.
- When you render a rolling or crawling NTSC SD title with Same as Source selected in the Media Creation dialog box in an HD project, you might see problems with the title.

Workaround: For highest quality titles, re-create your title media in the format of the project in which you are working; in this case, re-create your SD title media in an HD format.

- Unrendered back-to-back titles in a 1080i HDV sequence might not play in real time. The second title does not display.

Workaround: Render the titles.

- Rolling and crawling titles in 24p and 25p projects might display a “Layout Mismatch” error when in Full Quality mode.

Workaround: Select another quality mode. The error also goes away if you toggle to the HD project equivalent and load the title.

- When you reedit a Marquee title in the Timeline, you might see artifacts in the video background. This is cosmetic only and does not appear in the resulting title.

Workaround: If you reedit the title in the bin rather than the Timeline, the artifacts do not appear.

- For projects whose formats are changed to HD, if there are Marquee crawls in sequences, these need to be modified to keep them as Avid DSK titles. Reedit these titles by using the effect editor to bring up Marquee. If when saving to a bin in Marquee you receive a message that the title is animated or that it cannot be saved directly to the Timeline, then perform the following workaround.

Workaround: Select the Crawl text box. Press the “C” toolbar button within Marquee to cause the crawling text box to extend for the new larger width of the title. Now you should be able to save to the bin or the Timeline as before and the title will not be animated.

- Page breaks appear on rolling and crawling titles when an HD title is over SD media, or an SD title is over HD media.

Workaround: Recreate the title at the same resolution as the underlying video.

- HD titles appear aliased when you are not in Effect mode.

Some titles you create in HD projects might look aliased (blocky) when you view them at Full Quality in Source/Record mode. To improve the visible quality, render the title or view it in Effect mode.

- The application might appear frozen after you edit a Marquee title in the Timeline.

If you edit a Marquee title that is already part of a sequence in the Timeline and then exit Marquee, you might not be able to perform any other operations.

Workaround: Press the Escape key. Use a different user setting to avoid the problem.

- Rolling titles created in SD and rendered in HD display 1 line at the top of the matte when they are rendered.

Workaround: Recreate the title and matte before you render.

- If you change the size of text, it might yield different kerning results. If you highlight text and change the text properties, the kerning result might be different than if you had changed the text properties in the Parent text box. For consistent results, change the text properties in the Parent text box.

- When you edit large or unrendered SD crawling or rolling titles in an HD project, switch to SD, promote the title to Marquee, save the title in SD, then open the title in HD.

This workaround is not possible for a 720p project, but you can open the 720p bin in a 30i project and modify the title there, as long as there is an SD version of the sequence.

- Titles created in 4x3 SD and then re-created in 16x9 (SD or HD) appear to shift to the left. You must manually reedit the title in 16x9 for correct positioning.

Workaround: In 16x9 mode, load the original 4x3 title in the Title tool. Click the Selection tool, select Edit > Select All, and then click Object-Group. Click Alignment > Center in Frame Horiz. Save the title to the bin.

- You might receive an “Out of Range” error when you try to modify and then re-create rolling and crawling titles in the timeline in a 720p project.

Workaround: Manually reedit the titles into the sequence.

XDCAM

Importing XDCAM Files

- When you import XDCAM files, be aware that Avid does not support the batch import workflow when you are working in the following Sony XDCAM camera modes: Picture Cache Record Mode, Interval Record Mode, or VFR (Variable Frame Rate) Mode

(UCC/OCC - Undercrank/Overcrank). An error message appears which informs you that the video is not supported. However, the High-Rez versions of these clips can be imported. Their timecode values, however, will be inaccurate. The Avid editor appends its own generic timecode to clips recorded in any of the previously mentioned modes.

- XDCAM proxy media might not export to a QuickTime reference movie successfully.

If you export as a regular QuickTime movie, MPEG 4, or as Windows Media 9, the export is successful. Or, you can transcode the proxy sequence to DV 25 or MPEG-IMX and then export as QuickTime reference.

Workaround: Import the whole XDCamHD clip and then transcode it.

- The Avid editing applications refer to XDCAM HD 25 Mbits media files as HDV 1080i 50/60. These Dynamic Relink settings are only available in project types 1080i/59.94 HDV or 1080i/50 HDV.

Suggestions for Optimum Performance

Background tasks can interrupt time-critical operations, such as capturing, playing, or rendering. Make sure that background tasks are not running while you are working on the Avid editing system.

Turn Off Simple File Sharing (Windows)



Turning off Simple File Sharing is required. If you do not do this, you might get Access Denied errors after moving files.

To turn off Simple File Sharing:

- Double-click My Computer.
- Select Tools > Folder Options > View.
- Scroll down to the bottom of the window and deselect “Use simple file sharing (Recommended)”.

Optimum Performance (Windows)

The following list contains suggestions for ensuring optimum performance when working with the Avid editing system:



The steps below might vary depending on if you have Windows Classic mode or Windows XP mode selected.

- Disable CPU throttling:
 - a. Select Start > Control Panel.
 - b. Double-click Power Options.
 - c. Select Power schemes > Always On.
- Do not enable the Windows Display setting “Show window contents while dragging.” This setting hinders redraw performance on the Avid editing system. Do the following:
 - a. Select Start > Control Panel.
 - b. Double-click Display.
 - c. Click the Appearance tab.
 - d. Click the Effects button.
 - e. Deselect “Show window contents while dragging.”
- Do not leave the Console window open when you are editing. The Avid editing system performance slows considerably when the Console window is open.
- Do not leave a Windows Explorer window open. Windows Explorer tries to update file information.
- Do not leave an e-mail application open if it is set to do periodic checks for mail.
- Do not run any application that periodically “wakes up” and performs an action (for example, virus scanners and disk fragment utilities).
- Disable screen savers.
- Do not keep media on the same partition where the application is installed. Avid recommends external media drives.
- Always disable system sounds:
 - a. Select Start > Settings > Control Panel.
 - b. Double-click Sounds and Audio Devices.
 - c. Click the Sounds tab, and select Sound scheme > No Sounds.
 - d. Click OK.
- Always use small fonts with the display driver to avoid missing characters in the application dialog boxes.
- After moving a drive from one system to another, you must restart your system. Windows does not recognize the drive until you restart the system.
- To ensure you do not accidentally delete locked items from your desktop:
 - a. Right-click the Recycle Bin icon on your desktop.
 - b. Select Properties.

- c. Click the Global tab.
 - d. Select “Display delete confirmation dialog.”
 - e. Click OK.
- When you are advancing by single frames through the Timeline, deselect Clip > Render On-the-Fly to enable faster response time.
 - Do not name files with special characters (/ \ : ? ” < > | *), because Windows does not recognize special characters in file names. Bin names are limited to 27 characters (not including the four characters reserved for the file name extension).
 - Do not schedule automatic backups at times when your Avid editing system might be in use.
 - Do not run any application that includes prescheduled or automatically scheduled activities, such as a calendar program.
 - Do not leave other applications running. Some applications, such as Microsoft Office, run background processes.
 - Do not allow the Find Fast background process (find.exe) to run. The process tries to update its cache of file and folder locations. Check your Startup folder, and delete the file if it is there. To locate the find.exe, select Start > Search > find.exe.
 - Turn off AutoPlay for Multimedia devices. Windows XP uses an AutoPlay feature to automatically run programs and open files that it encounters on CD-ROMs and DVDs. If you plan to use the Online Library and Online Tutorial CD-ROMs, you should turn off AutoPlay for CD-ROMs that contain mixed content.
 - a. Double-click the My Computer icon on your desktop.
 - b. Right-click the CD-ROM or DVD drive you want and select Properties.
 - c. Click the AutoPlay tab, and select Mixed content from the pop-up menu.
 - d. Select “Select an action to perform,” and then select Take no action.
 - e. Click OK.

Optimum Performance (Macintosh)

- Disable the energy saver:
 - a. Select System Preferences > Energy Saver.
 - b. Drag the System Sleep slider to Never.
 - c. Drag the Display Sleep slider to Never.
 - d. Deselect “Put the hard disk to sleep when possible.”
 - e. For PowerBook system, click the Options tab and set the Processor Performance to Highest.

- Turn off Classic mode as follows:
 - a. Select System Preferences > Classic.
 - b. Click the Start/Stop tab.
 - c. Click Stop.
 - d. Select “Start Classic when you log in.”
- Turn off folder size calculations:
 - a. With a window in List view, select View > Show View Options.
 - b. Deselect Calculate all sizes.
 - c. Click All Windows.
- Turn off file sharing:
 - a. Select System Preferences > Sharing.
 - b. Click the Services tab.
 - c. If the Services section shows Personal File Sharing On, click Stop.
- Do not move the cursor to the Dock during capture or other time-critical operations. OSX does frequent computations in order to display the Dock.
- Do not leave other applications open. Determine which applications are currently running.

In the Dock, any application that is running has a triangle below the application’s icon.

- Determine which processes are consuming processor resources:
 - a. Navigate to /Applications/Utilities.
 - b. Double-click Process Viewer.

This shows you the processes currently running and how much CPU time they are consuming. You can use this as a guide to determine which applications are using the most processor time.



There are many system processes running in the background; you should not interrupt these processes.

- Do not leave an e-mail application open if it is set to do periodic checks for mail.
- Do not schedule automatic backups at times when your Avid editing system might be in use.
- Do not start any application that includes prescheduled or automatically scheduled activities, such as a calendar program.
- Do not keep antivirus software running in the background.

Some antivirus software tries to scan media files while you are capturing. This might cause underruns or other application problems with Media Composer Adrenaline.

- Disable screen savers.
- Do not transfer network data during critical operations.
- If you have more than one drive, your media should go on a drive other than the one containing the operating system files.
- Some systems can control their processor performance. You can adjust this for the best possible realtime performance. To determine if your system is capable of this:
 - a. Select System Preferences > Energy Saver.
 - b. Click the Options tab.
 - c. If Processor Performance is listed as an option, set it to Highest.

Extending Your Usable Address Space and Adding RAM for Improved Performance (Windows)

The Microsoft Windows XP operating system limits every program to 2 gigabytes (GB) of address space. It reserves the remaining 2 gigabytes of address space for its own use. The operating system includes a boot-time mechanism that allows applications access to a larger virtual address space than was previously available. Avid provides a utility for setting the boot-time mechanism to extend the process address space. See [“Using Install3GB.bat to Extend Your Usable Address Space” on page 47](#) for information on using the utility.

Setting your Avid editing system to access a larger virtual address space might improve working with HD projects without running out of memory.



Even though you might gain more memory space, this can be quickly consumed with bins and complex HD effects.



For best performance, if you choose to extend your address space beyond 2 gigabytes, you should install an additional 1 or 2 GB of RAM.

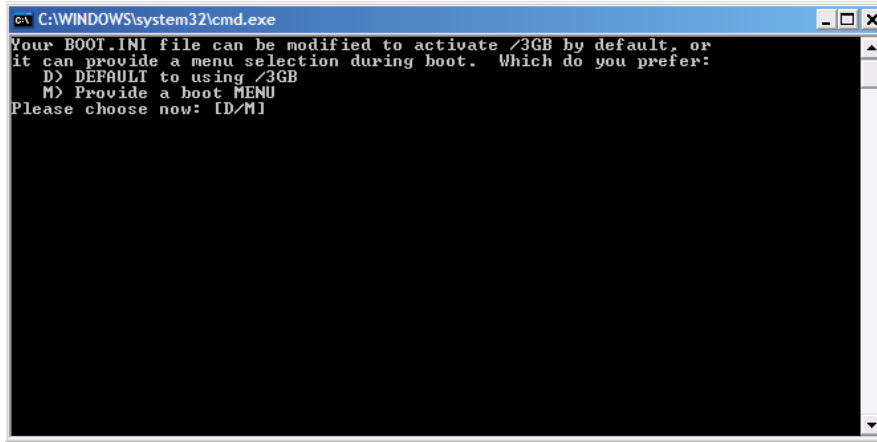
Using Install3GB.bat to Extend Your Usable Address Space

Use the following procedure to extend your usable address space.

To extend address space:

1. Double-click Program Files\Avid\Utilities\3GB\Install3G.bat.

The following window opens.



```
C:\WINDOWS\system32\cmd.exe
Your BOOT.INI file can be modified to activate /3GB by default, or
it can provide a menu selection during boot. Which do you prefer:
D) DEFAULT to using /3GB
M) Provide a boot MENU
Please choose now: [D/M]
```

2. Choose one of the following:

- ▶ If you want to always use the extended memory every time you boot the system, type D.
- ▶ If you want the option to choose between the extended memory and the original default setting whenever you reboot, type M.

3. Restart your system.

If you typed D in step 2, the 3G extended memory is automatically used. If you typed M in step 2, you are presented with a list like the following:

1. Microsoft Windows XP Professional
2. Microsoft Windows XP Professional /3GB /userva=2700

4. To boot with extended address space, choose 2.

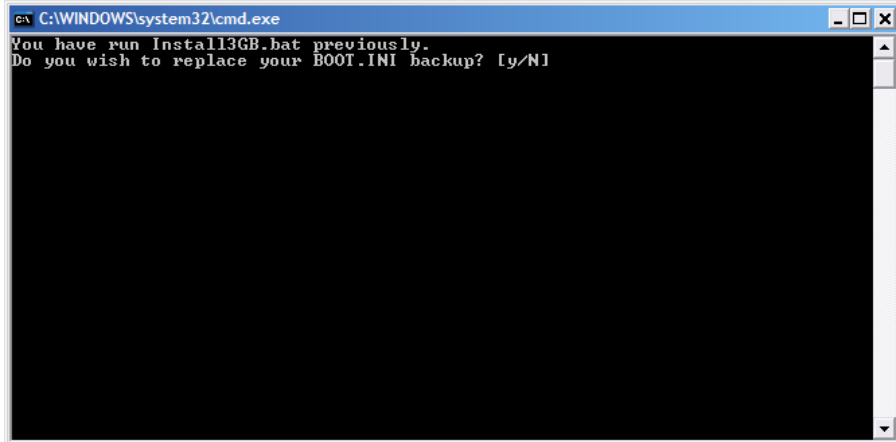
Restoring the Boot.ini Backup file

If you run the Install3GB.bat a subsequent time, it will determine that you have already modified the Boot.ini file and gives you the option to restore the boot.ini file to its original state prior to running the utility.

To restore the Boot.ini backup file:

1. Double-click Program Files\Avid\Utilities\3GB\Install3G.bat.

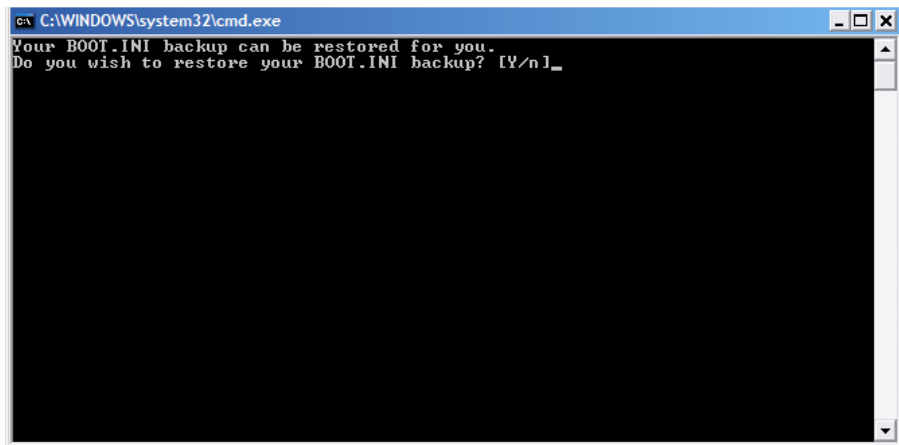
The following window opens.



The only time you should select Y at this prompt is if you had run the utility previously, had chosen the “D” option in step 2 on page 48, and had installed another copy of Windows operating system on a different partition.

2. Type N.

The following window opens.



3. Type Y to restore the Boot.ini file.

If you type N, you exit the utility without making any changes.

Special Notes

This section contains important information about system-level changes that affect the way your Avid software and hardware operate.

Antivirus Applications

Antivirus programs containing autoscanning features can interfere with the operation of the Avid editing application. For example, some antivirus programs can be configured to run in the background and scan *all* files for viruses whenever they are opened, copied, or moved. Since virus scanning is a processor-and disk-intensive activity, it can interfere with capturing and playing real-time effects in the Avid editing application.

Avid recommends you do not scan all files or schedule any background tasks such as virus scanning when you are using your Avid editing application.

File deletion protection utilities also consume system resources and could interfere with the proper operation of the Avid editing application. These utilities automatically back up any files that are deleted, even temporary files created and deleted by the Avid editing application. This consumes a large amount of disk space.

Turn off Automatic Reboots (Windows)

The Automatic Reboot option is turned on by default on some Windows XP systems. You should turn off this option.

To turn off automatic reboot:

1. Select Start > Settings > Control Panel.
2. Double-click System.
3. Click the Advanced tab.
4. Click the Settings button in the Startup and Recovery area.
5. Deselect Automatically restart in the System failure area.
6. Click OK and then click OK again.

Goodies Folder

Avid supplies a Goodies folder located on the editing application DVD. Access the Goodies folder by browsing the DVD. This folder contains programs and files you might find useful when trying to perform functions beyond the scope of the editing application software.



The information in the Goodies folder is provided solely for your reference and as suggestions for you to decide if any of these products fit into your process. Avid is not responsible for the manufacture, support, or sales of these products. Avid is also not responsible for any loss of data or time, or any other adverse results related to the use of these products. All risks of using such products or accessing such Web sites are entirely your own. The Web sites listed in the Goodies folder are not under the control of Avid, and Avid is not responsible for their content, any changes or updates to them, or the collection of any personal data or information by the operators of such Web sites. All information and product availability is subject to change without notice.

Panasonic AG-DVX100 Camera

Avid recommends that you use certain device settings when using the AG-DVX100 camera with an Avid editor.

Device Setup

Make sure the device is in VTR mode by toggling the button on the front of the camera. Adjust the following Device Menu Settings on the camera:

Recording Setup

- REC SPEED - **SP**
- 1394 TC REGEN - **OFF**
- TC MODE - **DF/NDF** (Must match the tape in the device)
- TCG - **REC RUN**
- FIRST REC TC - **REGEN**

AV In/Out Setup

DV OUT - **OFF**

Using the Panasonic AG-DVX100 Camera with a 24p Project

To capture an NTSC 24p project in DV, your footage needs to have been shot with advanced pulldown. This is currently available using the Advanced option of the Panasonic AG-DVX100 camera.

If you want to use 1394 deck control to capture from the Panasonic AG-DVX100 camera, set the menu in the device as follows:

Menu > RECORDING SETUP > 1394 TC REGEN > OFF

Panasonic AG-DVX100 Camera Communication Error

You might lose communication with the Avid DNA hardware if you switch between the Capture tool and the Digital Cut tool when performing a digital cut with DV device control.

Workaround: Close each tool after you are through using it.

If you lose communication, quit the application, power cycle the Avid DNA hardware, then restart the application.

Disconnecting Devices

Do not disconnect devices while running the Avid application. Before starting the Avid application, make sure all your devices are connected first.

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