# Avid Editing Application

## ReadMe

## Installation Note

On a Windows® system, if you have already installed a patch on your system, you must first uninstall the previous patch before installing a new patch.
On a Macintosh system, there is a full installer, not just a patch. You must completely uninstall the previous Macintosh version.

For details on installing a patch, see the *Patch Installer Instructions* pdf on the download page.

## Macintosh OS

The following Macintosh operating systems have been qualified with this release: 10.8.2, 10.8.1, 10.7.5 and 10.7.4.

## Fixed in v6.0.3.2 and v10.0.3.2

The following were fixed in Avid Media Composer v6.0.3.2, Avid Symphony v6.0.3.2, and NewsCutter v10.0.3.2.

➤ **Bug Number:** UDevC00173561. If you had greater than 23 tracks, audio mixdown track placement was inconsistent.

➤ **Bug Number:** UDevC00169958. (NewsCutter) When monitoring audio input there may have been delays at start of play.

➤ **Bug Number:** UDevC00174270. Mouse wheel stepping did not work properly.

➤ **Bug Number:** UDevC00172982.  With a French or German keyboard, the AltGr key did not work.

➤ **Bug Number:** UDevC00174277.  Ctrl+Alt+E (Windows) and Command+Option+E (Macintosh) did not allow reverse sort in bins.

➤ **Bug Number:** UDevC00170550.  You might not have been able to map anything to mouse buttons.

➤ **Bug Number:** UDevC00173321.  Selecting the "Levels" tab in Color Correction mode was taking longer than in previous releases.

➤ **Bug Number:** UDevC00174262.  Permanent locked files were removed when a bin was closed.

➤ **Bug Number:** UDevC00172961.  The Assemble edit option was available in the Digital Cut menu even if the "Allow assemble edit & crash record for digital cut" setting was not active. in the Deck Preferences dialog in the Settings list.

➤ **Bug Number:** UDevC00171032.  In Multicam mode, renders did not become unrendered when the clip source was changed.

➤ **Bug Number:** UDevC00172409. Exporting to a P2 device might have resulted in corrupt media.

➤ **Bug Number:** UDevC00173980. Video Output settings might have been corrupted after toggling the HW/SW switch.

➤ **Bug Number:** UDevC00173839. You might have received an access violation error after committing Multicam edits.

➤ **Bug Number:** UDevC00173213. Dynamic Relink site settings reverted after a project with a different format was created.

➤ **Bug Number:** UDevC00172889. If you had a corrupt file on local storage, you might have seen a "Segmentation fault" error when exiting the application. If this condition occurs now, you will receive a message indicating you have a corrupt file on local storage.

➤ **Bug Number:** UDevC00173402. You could not import XDCAM mxf files from 3rd party Digital Rapid transcodes.

➤ **Bug Number:** UDevC00171444. In some instances, you could not save a bin on ISIS 5000. This was due to path issues. A dialog now appears if you open a project via a UNC path, prompting you to open the project from a mapped volume.

➤ **Bug Number:** UDevC00172152. (AMA) When exporting to an XDCAM device, you might have received failure to write errors.

➤ **Bug Number:** UDevC00168963. A Title background might have appeared distorted when editing with Marquee.

➤ **Bug Number:** UDevC00168231. (NewsCutter) The shortcut Ctrl + . (period) did not work properly with a French keyboard.

➤ **Bug Number:** UDevC00168231. (Symphony Macintosh) Double clicking on an exported ALE file did not launch ALE Manager. To open, right click on the file, select Open With and select TextEdit or navigate to a TextEdit application.

➤ **Bug Number:** UDevC00173435. Using the mouse wheel to change Effects parameters was not working properly.

➤ **Bug Number:** UDevC00166907. The Duration column was not accurate for 720p/30 AVCHD media in a 720p/29.97 project.

➤ **Bug Number:** UDevC00171508. Long sequences containing Multicam were taking a longer time to check into Interplay.

➤ **Bug Number:** UDevC00172320. A/V frame accuracy improved for Dolby E workflows using Avid DX hardware.

➤ **Bug Number:** UDevC00168319. If the Find filter was set to search based on columns, after the search, the filter was reset to "Any Column."

➤ **Bug Number:** UDevC00168885. You might have received an Exception Out of Range" error when selecting a value in a custom column after adding a long comment in Script View.

➤ **Bug Number:** UDevC00168867. The blue bar position didn't update while playing back in the Keyframe Graphs.

➤ **Bug Number:** UDevC00166490. If the Sorenson Squeeze application was not installed, the editing application might have crashed when trying to send a sequence to Sorenson Squeeze with the Auto Load option enabled.

➤ **Bug Number:** UDevC00168159. (FilmScribe) You might have received an exception error after selecting options in the Remote Settings window.

➤ **Bug Number:** UDevC00171751. (Windows) The infinity symbol in the Audio Mixer tool might have appeared corrupted.

➤ **Bug Number:** UDevC0172244. The editing application might have crashed if you typed console log into the Console window and then dragged a clip or sequence to the Console window.

➤ **Bug Number:** UDevC00171667. You might have needed to move the Title Tool Color Picker window when first opened in order to use it.

➤ **Bug Number:** UDevC00172163. The editing application might have crashed after closing the Media Tool window.

➤ **Bug Number:** UDevC00172249. 3D Warp tracker edits were ignored unless the position parameter was modified.

➤ **Bug Number:** UDevC00172128. 3D Warp position tracking was not applied with default position parameters.

➤ **Bug Number:** UDevC00172595. With the position bar on a video clip in the Timeline, the video did not appear in the background when you launched the Title Tool.

➤ **Bug Number:** UDevC00172943. After switching viewer quality between 8bit and 10bit, you might have seen artifacts when playing AMA linked QuickTime movies.

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➤ **Bug Number:** UDevC00173060. With European keyboards, users could accidentally delete projects from the startup window by accidentally pressing Delete and Enter. The default has been changed from OK to Cancel to prevent this.

➤ **Bug Number:** UDevC00172479. The last configured bin layout might not have been restored after relaunching the editing application.

➤ **Bug Number:** UDevC00173088. AMA linked still images and thumbnails might not have displayed correctly.

➤ **Bug Number:** UDevC00144458. After performing an AAF export/import or checking in/out from Interplay, you could not promote 2D effects to 3D effects.

➤ **Bug Number:** UDevC00173067.  Hardware output appeared blank after setting Timeline quality to 10bit and changing a property value on an effect overlay.

➤ **Bug Number:** UDevC00173165.  You might have received an ADM Player error in the source monitor when running in Software mode.

➤ **Bug Number:** UDevC00173432.  (Nitris DX) With Video Track Monitoring Off in Color Correction mode, scrubbing in the Timeline was sluggish.

➤ **Bug Number:** UDevC00170891.  You could not authorize iZotope AudioSuite plugins with the editing application.

➤ **Bug Number:** UDevC00171249.  (Avid Artist Color) Avid Artist Color performance degraded when waveforms were displayed.

➤ **Bug Number:** UDevC00173359.  (Avid Artist Color) If the Color Correction settings enabled 10bit RGB, no cursor was displayed on the Color Correction Curves graph.

➤ **Bug Number:** UDevC00172704.  When performing a Firewire capture, you might have received an "Exception: Capture aborted because audio attempted to overrun its buffers" error.

➤ **Bug Number:** UDevC00169228.  (Macintosh) In a Japanese locale, trying to rename a bin with Japanese symbols might have resulted in a crash.

➤ **Bug Number:** UDevC00138627.  IN points marked in Capture mode changed to arbitrary values when entering data in the Name field.

➤ **Bug Number:** UDevC00170977. When in Frame view, the bin would redraw all headframes every time a clip was loaded in the source monitor.

➤ **Bug Number:** UDevC00169708. When working with mixed rate clips, the "Use closest media" option was not considered, leading to unpredictable results.

➤ **Bug Number:** UDevC00153926.  The "Arrows at selected transition" option in the Trim settings has been removed.

➤ **Bug Number:** UDevC00169019.  (Macintosh) With a dual monitor system, it was possible to slide the editing application windows off the desktop.

➤ **Bug Number:** UDevC00172341.  Comments added to a group clip were lost once you committed the Multicam edits.

➤ **Bug Number:** UDevC00173485.  In a shared project on Interplay, if Sync lock was set to REF, and then the project was closed and then reopened, the Sync lock was reset to Internal.

➤ **Bug Number:** UDevC00169597.  In some instances, the NewsCutter editing application would freeze when performing a Send To Playback with sequences using the Chryon Lyric plug-in.

➤ **Bug Number:** UDevC00168813.  Available space for large media drives did not display correctly in the Consolidate/Transcode window.

➤ **Bug Number:** UDevC00171879.  If a sequence or clip name was too long to appear in the Source or Record window, it appeared with an ellipsis (...). The previous release added a random character instead of the ellipsis. The long name now displays with the ellipsis.

➤ **Bug Number:** UDevC00173393.  You could not Send To Playback an online sequence that used a clip that was partially offline.

➤ **Bug Number:** UDevC00172913. You might have seen artifacts after transcoding AMA linked clips with different frame rates/sizes.

➤ **Bug Number:** UDevC00156194.  If loop play was initiated from Pro Tools, the editing application did not loop play.

➤ **Bug Number:** UDevC00170978.  You might have received "Property Merge Asset Property: GFX/Video Level" errors when trying to perform a checkin to Interplay.

➤ **Bug Number:** UDevC00171116.  It was taking longer than in previous releases to drag and drop a sequence into the Console window.

➤ **Bug Number:** UDevC00172801.  In some instances, the Source/Record monitors toggled to four-frame display regardless of whether or not four-frame display was enabled in Timeline Settings.

➤ **Bug Number:** UDevC00172154.  (NewsCutter) If Render-on-the-Fly was enabled, effects were not displaying properly while in Trim Mode.

➤ **Bug Number:** UDevC00169387. You might have seen performance regression when using the Stabilize effect.

➤ **Bug Number:** UDevC00172968. Regaining mouse control was slow after dragging and dropping an audio clip from the bin to the Source Monitor.

➤ **Bug Number:** UDevC00171716. (NewsCutter) The F10 key default mapping is now correctly set to the Edit workspace.

➤ **Bug Number:** UDevC00173196. (NewsCutter) The editing application would fail if you tried to transcode a one frame clip.

➤ **Bug Number:** UDevC00169196. The name of an AMA linked QuickTime file might have appeared as "ASlot" in the Timeline.

➤ **Bug Number:** UDevC00169814. Video scrolling was not working properly when in the Capture mode workspace.

➤ **Bug Number:** UDevC00172982. With a German or French keyboard, some special characters such as @ were not working properly.

➤ **Bug Number:** UDevC00172204. When using a French keyboard, using the Quick Transition shortcut caused the Timecode numeric entry box appear in the Record monitor.

➤ **Bug Number:** UDevC00172173. The RAmi PJO600 might not have been working properly with the editing application.

➤ **Bug Number:** UDevC00170832. You might have received "QuickTime_OPServer.exe has stopped working" errors when trying to play an AMA linked .mov file. With correct AJA QuickTime codec files, this error does not occur.

➤ **Bug Number:** UDevC00167246. The Time Compression Expansion AudioSuite plugin displays incorrect information. This has been fixed. Avid does recommend that you use the Time Shift plugin.

➤ **Bug Number:** UDevC00171502. It took several seconds for the menu to appear when performing a right+click on a large ProRes file.

➤ **Bug Number:** UDevC00172100. You could not read audio timecode from AMA linked media.

➤ **Bug Number:** UDevC00173445. Audio only clip names might have appeared truncated in the Timeline.

➤ **Bug Number:** UDevC00169672. You might have received an "Exception:pglue" error after rendering a Time Shift Audio Suite effect.

➤ **Bug Number:** UDevC00167263. Using Volume control buttons on some keyboards put the editing application in Trim mode.

➤ **Bug Number:** UDevC00167191. The Save button was not always enabled in the Save as Template dialog box.

➤ **Bug Number:** UDevC00169223. When in the RGB color space, the waveform or vectorscope did not display properly in the monitor.

➤ **Bug Number:** UDevC00167687. Text in the Digital Cut window was truncated.

➤ **Bug Number:** UDevC00170301. Clips might have disappeared from the bin after you dropped and dragged clips from the bin to the clipboard.

➤ **Bug Number:** UDevC00168148. You might have received an "INT_DIV_BY_ZERO" error when trimming audio when the Hide Video option was enabled.

➤ **Bug Number:** UDevC00172255. The Timeline audio meters did not function properly unless the Audio Tool was open.

➤ **Bug Number:** UDevC00173157. If you enabled tracks in the Capture tool then clicked on your desktop, the tracks were not enabled when you returned to the Capture tool.

➤ **Bug Number:** UDevC00172254. Changing the audio input in the Capture tool also changed the video input.

➤ **Bug Number:** UDevC00170484. You might have received an "Assertion GetExecMode() =pem_Passthrough" error when trying to capture without selecting a video track.

➤ **Bug Number:** UDevC00173161. Certain special characters might not have displayed correctly.

➤ **Bug Number:** UDevC00168246. Region Stabilize Auto Zoom was not working properly.

➤ **Bug Number:** UDevC00171494. Story timing could differ between the NRCS tool, iNEWS and Instinct tools.

➤ **Bug Number:** UDevC00172687. Corner pin keyframes were not displayed and created correctly when cropping was enabled.

➤ **Bug Number:** UDevC00171992. Pressing the (Windows) Enter (Macintosh) Return key did not advance to the next comment field in the Marker Window.

➤ **Bug Number:** UDevC00172230. The Import setting for Broadcast Wave Groups was not visible in the Japanese OS.

➤ **Bug Number:** UDevC00171340.  A promoted Pan&Zoom effect could not import an image if the precompute was no longer available.

➤ **Bug Number:** UDevC00172775.  You might have received a "Cannot find the QtNetwork4.dll" error when trying to launch Dongle Manager.

➤ **Bug Number:** UDevC00170536.  While in an Interplay environment, opening bins with 1080p clips in a1080i project might have resulted in a "Segmentation fault" error.

➤ **Bug Number:** UDevC00170980.  (Macintosh) Occasionally the editing application would hang when rebuilding databases.

➤ **Bug Number:** UDevC00172277.  When in a 30i NTSC project and exporting to a P2 device, you might have received an "Assertion failed/alignedBitesToWrite" error.

➤ **Bug Number:** UDevC00169291. EDL Manager would crash if you opened a sequence containing audio from a stereoscopic clip.

➤ **Bug Number:** UDevC00172542. Adding a line to the Timecode window resulted in information displaying incorrectly in the window.

➤ **Bug Number:** UDevC00171745. Using the ALT key as a modifier to move keyframes in the Timeline was not working properly.

➤ **Bug Number:** UDevC00169675. Scrolling did not always work properly when you were dragging a clip in a bin in Script or Text view.

➤ **Bug Number:** UDevC00167697. The text "Check for additional or updated AMA plugins at avid.com" was cut off in the AMA Settings window.

➤ **Bug Number:** UDevC00168837. When a closed bin was dragged from the Project Window into an open pane, it did not become the active bin.

➤ **Bug Number:** UDevC00169018. The Timewarp Motion Effect Editor Anchor icon is now blue so it is easier to see if the User Interface is set to a darker color option.

➤ **Bug Number:** UDevC00166963. When selecting a clip in Text View, pressing Numeric Enter key should have taken the clip out of text edit mode and just highlighted it. Instead, the Numeric Enter key scrolled down the clip list and puts each newly selected clip into text edit mode. Pressing the Numeric Enter key now takes the clip out of text edit mode and highlights it.

➤ **Bug Number:** UDevC00168063. Previously, you could not map the Import P2 menu option to the keyboard.

➤ **Bug Number:** UDevC00170103. Performing an Auto Title in Marquee with more than 59 titles resulted in errors and the editing application closing.

➤ **Bug Number:** UDevC00167454. The editing application might have crashed if you AMA linked to a 16 channel Op1A MXF file.

➤ **Bug Number:** UDevC00172850. You could not resize the Timecode window if there were 27 or more tracks in the sequence.

➤ **Bug Number:** UDevC00173409. After choosing to eject a tape from the Capture tool, you were not prompted for the next tape name.

➤ **Bug Number:** UDevC00170125. During recording from a RME ADI 4DD converter through the Nitris DX ADAT input, you might have heard an audio crackle on the ADAT out of the Nitris DX.

➤ **Bug Number:** UDevC00172885. With a long XDCAM clip, you might have received Access violations when consolidating subclips.

➤ **Bug Number:** UDevC00172465. When you modified a sequence containing mixed frame rates, the Timecode values were not always accurate.

➤ **Bug Number:** UDevC00169012. Duplicate stereo tracks were created if you chose to split a stereo master clip to mono. The "split to mono" option should only have been available when selecting a sequence.

➤ **Bug Number:** UDevC00152550. Extending the length of a clip containing a rendered Audio EQ effect did not retain any previous changes made to that clip with the Audio Mixer tool.

➤ **Bug Number:** UDevC00171247. When selecting Arabic text in the NRCS tool, the read-time displayed and calculated incorrectly.

➤ **Bug Number:** UDevC00171029. Performing an Export as AAF with a sequence containing a Spectramatte effect did not retain the effect parameters.

# Fixed in v6.0.3.1

he following was fixed in Avid Media Composer v6.0.3.1, Avid Symphony v6.0.3.1 and NewsCutter v10.0.3.1,

➤ **Bug Number:** UDevC00172652 . (Macintosh - Mountain Lion) Avid Marquee Title Tool did not launch when trying to create a new title. This has been fixed.

➤ **Bug Number:** UDevC00173161. (Windows) Special characters that displayed correctly in previous releases did not display correctly in v6.0.3 or 10.0.3.

➤ **Bug Number:** UDevC00173165. (Windows) You might have received "ADirectSoundAudioDevRep::InitNotificationsForPlayback() iActivePlayBufferRef is set to NULL" errors when playing back in the source monitor while in software only mode.

➤ **Bug Number:** UDevC00172704. (Windows) You might have received "Exception: Capture aborted because audio attempted to overrun its buffers" errors when trying to perform an OHCI capture.

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