



# Avid Editing Application

## ReadMe

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### 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.

#### Revision History

Date	Description
March 28, 2013	Updated NVIDIA Driver information.

### Changed in v6.5.2.1 and 10.5.2.1

The following have changed with this release of the editing applications:

- [Updated NVIDIA Driver](#)
- [Exporting and Importing Markers as an XML File](#)

#### Updated NVIDIA Driver

NVIDIA driver version 310.90 has been qualified with this release.

UDevC00176976 The editing application has qualified NVIDIA driver v310.90. The standard configuration requires that the Global preset of the Global Settings for the NVIDIA driver be set to “3D App - Video Editing.” However, with this setting, the Marquee Title tool

will not launch. If you need to use Marquee, set the Global preset to “3D App - Default Global Settings.” If you do not use Marquee, keep the Global preset set to “3D App - Video Editing.

## 16 Audio Tracks

You can now import 16 audio tracks when importing ALE.

## Exporting and Importing Markers as an XML File

You can export markers from a sequence or a clip. A text (.txt) or XML (.xml) file is created when you export the marker and a tab-delimited file or XML file displays all the information about the marker. You can then send the .txt or .xml file to those who need to review and give feedback about the sequence or clip. They can place additional comments in the text file or XML file and send it back for you to reimport the marker comments back into your sequence.



*You can also import the text file into a spreadsheet program, such as Excel.*

You can also use the Markers window to import markers back into your sequence.

### **To export markers:**

1. From the Markers window, right-click and select Export Markers and select Text or XML.

A dialog box opens, asking if you want to export only the selected markers or export all markers.

2. Click All or Selected.

The Choose location for Exported Markers dialog box opens.

3. Type a file name and click Save.

The marker is saved as a either text file (.txt) or XML (.xml) file.

### **To import markers.**

1. With a sequence loaded in the Source/Record monitor, right-click and select Markers.
2. With a sequence loaded in the Record monitor, right-click and select Markers.
3. From the Markers window, right-click and select Import Markers.

The Import dialog box opens.

4. From Files of type, select the tab-delimited file or Text/XML file containing the markers you want to import, and then click Open.

5. (Option) Another way to import a marker file is to select the tab-delimited marker file or the xml file and drag it into the Markers window.

## Fixed in v6.5.2.1 and v10.5.2.1

The following were fixed in Avid Media Composer v6.5.2.1 Avid Symphony v6.5.2.1, and NewsCutter v10.5.2.1.

- **Bug Number:** UDevC00177246. In some instances, the last frame was not preserved when performing a File > Import. This did not occur if you performed an AMA link. The last frame is now preserved when you perform a file import.
- **Bug Number:** UDevC00177230. Ancillary data was missing from AS-02 bundles when linked via AMA.
- **Bug Number:** UDevC00177227. If Copy All Media was set in the Export Settings, performing an AAF export might have resulted in an “AMA clip cannot be exported” message even if the sequence did not contain AMA media.
- **Bug Number:** UDevC00177175. (Macintosh) In some instances, the editing application would crash when loading subsequences or subclips.
- **Bug Number:** UDevC00173936. An error occurred when XDCAM drive was selected as the managed media location.
- **Bug Number:** UDevC00173876. Large bins open faster on Windows systems.
- **Bug Number:** UDevC00173949. Mac OS native “Select File” dialog now displays bundles as directories in cases of file importing and AMA linking
- **Bug Number:** UDevC00166782. The Color Space information in the Bin column was incorrect for RGB clips.
- **Bug Number:** UDevC00175746. If a Pan&Zoom effect was created on a Macintosh system, you could not import the image into a Windows system.
- **Bug Number:** UDevC00154298. iZotope Plug-ins did not draw properly.
- **Bug Number:** UDevC00164171. (Macintosh) You might have received an error when changing a parameter of an RX 2 AudioSuite Declicker effect. and then previewing the results.

- **Bug Number:** UDevC00176715. Selecting Alt + click on a mono pan knob now correctly defaults the mono track to MID regardless of the default pan setting.
- **Bug Number:** UDevC00175088. Data Track information might have appeared on clips that did not contain ancillary data when OP1A export clips were linked via AMA.
- **Bug Number:** UDevC00157066. Exporting AMA XDCAM as AAF resulted in a “MultipleDescriptor assertion” error.
- **Bug Number:** UDevC00176413. (Windows) Some Audio Suite effects lost parameter values when brought forward from an earlier version of the editing application. If you are bringing forward sequences from a 6.0.3.x system, make sure you install the 6.0.3.4 patch on that system. A fix in that patch allows you to bring forward Audio Suite effects.
- **Bug Number:** UDevC00175442. Paused indexers restarted after consolidating media.
- **Bug Number:** UDevC00175583. Metasync markers are now moved to the data track during a Metasync track removal.
- **Bug Number:** UDevC00175600. Disabledres.txt did not work for resolutions entered in line 70 or lower.
- **Bug Number:** UDevC00174516. You could not set the Clip Color in the Timeline. You can now right click the clip in the Timeline, select Set Local Clip Color, and select the color.
- **Bug Number:** UDevC00174103. Ganged clips did not update properly when Stepping Forward One Field or Stepping Backward One Field.
- **Bug Number:** UDevC00176209. (Windows) FilmScribe v 28.5.2 might have crashed when previewing a cutlist.
- **Bug Number:** UDevC00165584. You could not import spanned .mts files.
- **Bug Number:** UDevC00174633. You can now select Dual Mono option when performing an audio mixdown.
- **Bug Number:** UDevC00174991. Audio Punch-in would shift if an audio dissolve was present on the last clip.
- **Bug Number:** UDevC00173395. Multiple user interface issues with the Minnetonka SurCode RTAS plug-in window have been resolved.

- **Bug Number:** UDevC00174731. If you were in Trim mode and selected Mute from a mapped button, you would no longer be in Trim mode.
- **Bug Number:** UDevC00175877. Stereo tracks did not map correctly in Direct Out mode.
- **Bug Number:** UDevC00174163. If the client monitor was disabled before disabling the hardware, Full Screen Playback did not display an image.
- **Bug Number:** UDevC00175106. You would receive an Incompatible Format error when trying to capture DVCPRO HD in a 720p 23.97 project.
- **Bug Number:** UDevC00174911. AudioSuite effect parameters did not save properly.
- **Bug Number:** UDevC00174640. The audio Timecode was different when using AMA to link to R3D media from RED ONE.
- **Bug Number:** UDevC00175032. Using an Add Alt Key keyboard mapping did not work properly for the Select Left, Select Right, or Select IN/OUT keyboard mappings.
- **Bug Number:** UDevC00175443. Timeline thumbnails were incorrect on tracks where segment start times were the same.
- **Bug Number:** UDevC00175321. You might have received Access Violation errors when dragging active Media Creation settings to Site settings.
- **Bug Number:** UDevC00175361. Locators did not import if they were initially exported without Timecode selected as the display modifier.
- **Bug Number:** UDevC00174352. A 1 frame dissolve did not work properly on MP2 audio.
- **Bug Number:** UDevC00176451. You might have received MXFDomain errors when trying to import an embedded AAF.
- **Bug Number:** UDevC00172759. After closing a project and then reopening the project, the bins did not always open back in the state they were in when you closed the project.
- **Bug Number:** UDevC00176223. (NewsCutter) The editing application might crash if you clicked in the text field in the Scheduled Capture Window.
- **Bug Number:** UDevC00175882. In some instances, you could not rename a bin on ISIS.
- **Bug Number:** UDevC00176810. The import settings dialog referred to markers as locators.

- **Bug Number:** UDevC00171364. You might have received “Decomp stream” or “Failed to get temporal offset” errors when playing back Telestream XDCAM files.
- **Bug Number:** UDevC00175611. When fast scrubbing with audio, the wrong frame was displayed on the desktop monitor.
- **Bug Number:** UDevC00174103. Ganged clips did not update properly when using Step Forward or Step Backward by field.
- **Bug Number:** UDevC00175766. In some instances, the Timecode window did not display tracks correctly above V9.
- **Bug Number:** UDevC00173818. You could not exit multiple bins if any of them had a lock from another system.
- **Bug Number:** UDevC00174921. The Effect Editor did not always remember its last saved size and position.
- **Bug Number:** UDevC00174102. Intermittently, you could not simply drag bins to a destination folder. You had to click again on the destination folder.
- **Bug Number:** UDevC00176069. (Macintosh OSX) Dragging bins to folders did not work properly.
- **Bug Number:** UDevC00176111. You might have seen multiple second delays when moving bins into folders in the Project Window.
- **Bug Number:** UDevC00170333. You might have received the Media Offline slide when performing a Dynamic Relink set to relink to Apple ProRes 1080i60 4444.
- **Bug Number:** UDevC00176296. Creating a bin and renaming a bin took several seconds in large projects on ISIS.
- **Bug Number:** UDevC00175573. You might have received a “Too many objects” error when saving the Media Tool.
- **Bug Number:** UDevC00175214. Lassoing a group of clips in Frame View was very slow.
- **Bug Number:** UDevC00175215. If a bin was in Frame view, it took a long time to deselect items if all of the clips were selected.
- **Bug Number:** UDevC00171950. (Macintosh) EDL Manager would crash after performing a Get Sequence if the sequence contained a Pan&Zoom effect.

- **Bug Number:** UDevC00171261. Markers disappeared on AAF exports/imports of audio only clips that contain volume changes.
- **Bug Number:** UDevC00175571. Replace edit did not work properly when audio keyframes were selected.
- **Bug Number:** UDevC00176031. In some instances, copying and pasting keyframes within the same track caused source keyframes to disappear.
- **Bug Number:** UDevC00176490. In some instances, copying and pasting keyframes to other tracks overwrote the keyframes that were out of the copy range.
- **Bug Number:** UDevC00173283. Timecode burn in with two timecodes, did not work with clips containing reverse motion effects.
- **Bug Number:** UDevC00175330. The editing application would hang if you opened a bin that was created on a system with an expired PhraseFind trial.
- **Bug Number:** UDevC00176191. When performing a trim on an overlap cut and your yellow audio roller is on the audio track closest to the picture, JKL did not work.
- **Bug Number:** UDevC00175431. There will be fewer redrawing issues in the Timeline during rapid editing operations. In particular, editing with Clip Frames enabled has been improved in this release.
- **Bug Number:** UDevC00176021. When rapidly selecting segments to color correct, the Color Correction slider controlled the blue position bar in the Timeline.
- **Bug Number:** UDevC00176023. When you dragged a segment, it did not update its location before playing in the Timeline.
- **Bug Number:** UDevC00175765. Cancel did not always cancel when you were changing text across multiple clips, for example, trying to cancel out of changing comments for a number of selected clips.
- **Bug Number:** UDevC00171675. The Capture tool Timecode In and Out fields did not highlight properly or show text while typing.
- **Bug Number:** UDevC00174879. You could not Send To Playback an online sequence that was created from a partially offline subclip even if the portion of the subclip in the sequence was online.
- **Bug Number:** UDevC00174548. The sliders in the Source Settings window were truncated.

- **Bug Number:** UDevC00170559. When exporting as DV Stream, the image quality might have appeared degraded in third party applications. For example, in your QuickTime Player application, make sure “Use high quality video setting when available” is selected in your QuickTime Player Preferences.
- **Bug Number:** UDevC00174424. Changing pan values in the Audio Mixer tool was not working properly.
- **Bug Number:** UDevC00173511. Changing Pan values in the Audio Mixer by the keypad did not work on subsequent tracks.
- **Bug Number:** UDevC00172408. Swapping from HD to SD made the Video Output tool change from RGB to YcBcR.
- **Bug Number:** UDevC00173365. Marquee was saving .desc files in Shared Avid Projects directory and did not delete them once a title was saved.
- **Bug Number:** UDevC00175798. Rendered effects produced errors in EDL Manager.
- **Bug Number:** UDevC00175710. Performing a Send to Playback with XDCAM to Airspeed Multi Stream did not perform a mixdown as expected.
- **Bug Number:** UDevC00175485. Mounting discs on Sony® PDW-U1 and PDW-U2 devices slowed down the editing application.
- **Bug Number:** UDevC00175849. If the timecode was the bottom data field in the Source Monitor, the application would crash when you typed in a Timecode value using the number pad.
- **Bug Number:** UDevC00175399. Changing the color grade in the Color Correction tool and remapping the grade to one of the C1 to C8 buttons, did not indicate a change had occurred.
- **Bug Number:** UDevC00174529. The Dolby® Media Meter appeared in the AudioSuite Tool. It should only have been available from the RTAS tool.
- **Bug Number:** UDevC00174922. Take number metadata was not imported into the bin for .wav files created from the 788T sound device.
- **Bug Number:** UDevC00171884. (Macintosh) The Disc Label field was grayed out if you were importing XDCAM media.
- **Bug Number:** UDevC00174138. Audio might have been distorted after trimming audio on a track that contained D-Verb.

- **Bug Number:** UDevC00174451. You might have received a “CompareChunk” error when analyzing a track with the NEUGEN LMCorrect plug-in.
- **Bug Number:** UDevC00164041, UDevC00163907. If you loaded the Izotope Ozone or Izotope Nectar RTAS or AudioSuite plug-in on the editing application, unnecessary white space appeared in the user interface.
- **Bug Number:** UDevC00160089. The Dolby Media Meter 2 AudioSuite plug-in user interface did not display properly.
- **Bug Number:** UDevC00173276. Clips exported to XDCAM Disc might have had incorrect dropframe timecode.
- **Bug Number:** UDevC00174889. You might have received Access violation errors when exporting to a P2 device.
- **Bug Number:** UDevC00175555. (Macintosh) The editing application might have hung after importing a .wav file by dragging and dropping the file from the Finder.
- **Bug Number:** UDevC00174849. You might have heard audio crackle when switching between input and output on the Audio Tool.
- **Bug Number:** UDevC00174855. Ingesting spanned recordings from USB connected XDCAM devices did not ingest properly.
- **Bug Number:** UDevC00175580. The Audio Project Settings panel appeared blank when changing between Stereo and Direct out when you were in the Output Tab of the Audio Project Settings dialog.
- **Bug Number:** UDevC00175176. You might have received Access violation errors when accessing Interplay Folder Settings.
- **Bug Number:** UDevC00169393. When working with 16 audio tracks in Audio Project Settings, Direct Out mode defaulted to sending Grp 2 tracks (A9-16) to channels A1-8, not A9-16. If you selected reset, the channels updated to the correct outputs. However, if Stereo or Mono output modes were selected, reselecting Direct Out resulted in Grp 2 reverting to the wrong channels.
- **Bug Number:** UDevC00165650. (Macintosh) You would receive an assertion error if you renamed a bin with a colon in the name.

- **Bug Number:** UDevC00174964. With Windows Mixer set as your input, Audio Punch-in did not work unless you performed an action that involved the OS such as maximize/minimize the application, click the Start button, or open Explorer.
- **Bug Number:** UDevC00174314. With the Audio Project Settings set to Direct Out, you might have seen a 3db loss when mixing down 1 channel of audio.
- **Bug Number:** UDevC00174846. When using the keyboard number pad to enter numbers in the Trim counter under the Source/Record monitor, the numbers were unreadable.
- **Bug Number:** UDevC00174459. The RGB values in the Color Correction window were unreadable.
- **Bug Number:** UDevC00174654. On systems with many fonts installed, selecting a font in the SubCap effect created a selection window larger than the monitor making it difficult to select a font.
- **Bug Number:** UDevC00173112. You could not copy and paste clip names in a bin using keyboard shortcuts if the Effects Editor window was open.
- **Bug Number:** UDevC00173513. Op1a XDCAM MXF export had incorrect Timecode if “Use marks” was enabled and “Use enabled tracks” was disabled.
- **Bug Number:** UDevC00167583. Black frames might have flashed when performing an audio trim.
- **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:** UDevC00168355. You might have received an AMEResourceManager error after adjusting Motion effect keyframes with Fluid Motion effects.
- **Bug Number:** UDevC00174847. After 999 attic versions of a bin were created, the editing applications would only create one new bin attic version.

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