



# Avid® Editing Application

ReadMe for Media Composer® v6.5.2, NewsCutter® v10.5.2,  
and Symphony™ v6.5.2

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## Revision History

Date	Description
December 21, 2012	Updated <a href="http://resources.avid.com/supportfiles/README_Avid_editor_v6.5.2_v10.5.2.pdf">http://resources.avid.com/supportfiles/README_Avid_editor_v6.5.2_v10.5.2.pdf</a> to include support for QuickTime v7.7.3.
December 20, 2012	Updated <a href="http://resources.avid.com/supportfiles/README_Avid_editor_v6.5.2_v10.5.2.pdf">http://resources.avid.com/supportfiles/README_Avid_editor_v6.5.2_v10.5.2.pdf</a> to include support for QuickTime v7.7.3.
December 19, 2012	Updated <a href="http://resources.avid.com/supportfiles/README_Avid_editor_v6.5.2_v10.5.2.pdf">http://resources.avid.com/supportfiles/README_Avid_editor_v6.5.2_v10.5.2.pdf</a> to include support for QuickTime v7.7.3. Deleted the note that stated Co-install of the Media Composer and Pro Tools was not supported if your operating system is Macintosh v0SX v10.8 (Mountain Lion).

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**IMPORTANT:** Avid periodically makes software updates available for download on [Avid.com](http://www.avid.com/us/support/downloads) at the following location:[www.avid.com/us/support/downloads](http://www.avid.com/us/support/downloads). Please check the above site regularly for information on available downloads for your product.

### Important Information

Avid® recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

**Important:** Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

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

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## Symbols and Conventions

Avid documentation uses the following symbols and conventions:

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<b>Symbol or Convention</b>	<b>Meaning or Action</b>
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.

Symbol or Convention	Meaning or Action
	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
▶	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.
<b>Bold font</b>	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
<i>Italic font</i>	Italic font is used to emphasize certain words and to indicate variables.
<b>Courier Bold font</b>	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

## If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available after the documentation was published. Also check online for the most up-to-date ReadMe because the online version is updated whenever new information becomes available. To view the online ReadMe, select ReadMe from the Help menu, or visit the Knowledge Base at <http://www.avid.com/readme>.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues. In addition to the printed documentation supplied with your editing application, the documentation is supplied in PDF format when you install the application. Topics that you print from the Help have limited page layout and formatting features. If you want to print a higher quality version of Help information, Avid recommends

that you print all or part of the PDF version of the appropriate Avid manual included in the Online Library for your editing application. To access the Online Library, select Help > Online Library from within your Avid editing application.

4. Visit Avid Online Support at [www.avid.com/onlineSupport/](http://www.avid.com/onlineSupport/). Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

## Changes in Media Composer v6.5.2, Symphony v6.5.2, and NewsCutter v10.5.2

The following changes have been included with this release of the editing application.

### Interplay Sphere Support on Macintosh Systems

Interplay Sphere allows you to edit media either stored locally on your system or stored on an Interplay server back at your production facility or broadcast station. If your Avid NewsCutter, Media Composer, or Symphony application runs on a Windows system, you can quickly upload your content from the field using a Wi-Fi or wireless connection and check it in to Interplay as you work.

With this release of Media Composer and Symphony, these editing systems on the Macintosh platform support edit and playback media that is either local or remote on Interplay Sphere. Remote upload and remote Interplay check-in are not currently supported on Macintosh systems. See Interplay Sphere documentation [here](#) for more information.

### Set Source Settings

The editing application allows you to select Set Source Settings for media that is created with codecs that are **not** natively supported, for example, H.264, RED. If your media was created with a codec that is supported natively, Set Source Settings will not be available. If you try to select Set Source Settings for a natively supported codec, you will receive a “Selected clip cannot accept source settings” message.

In previous releases you were able to select Set Source Settings for ProRes QuickTime. With this release, ProRes Quicktime has been promoted to a native codec for increased performance and the ability to consolidate files. As a result, Set Source Settings is not available for ProRes QuickTime at this time.

## Excluding Filler when Selecting Multiple Segments

With this release, you can use a modifier key to exclude filler when selecting multiple segments.

### To select segments on enabled tracks using the multiple segment selection buttons:

1. Move the position indicator to the first or last segment you want to select.
2. Select Tools > Command Palette, and click the Edit tab.
3. Do one of the following:



- ▶ Click the Select Left button to select segments under the position bar and all segments to the left.



- ▶ Click the Select Right button to select segments under the position bar and all segments to the right.



- ▶ Click the Select In/Out button to select segments intersecting In and Out marks if both marks are present.

If the Timeline has only an In mark or an Out mark, or no In and Out marks, the Select In/Out button selects all segments under the position bar.

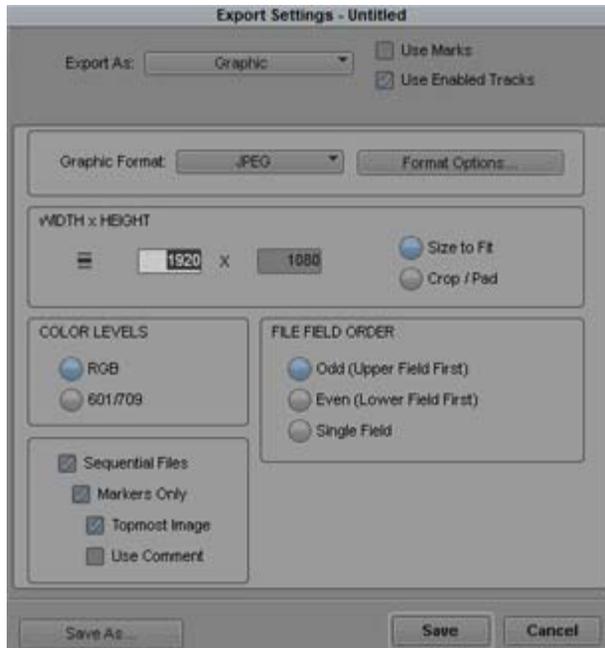
Holding the Alt key (Windows) or Option key (Macintosh) while selecting the Select Left, Select Right, or Select In/Out button will exclude filler from the selection.

## Sequential Files Marker Export Update

(UDevC00174545) Additional options have been added to the Settings when Exporting as a Graphic. When you select the Sequential Files option in the Export as Graphic setting, your Avid editing application produces a series of still images, numbered in sequential timecode order.

When you select Markers Only, images are produced only for those frames that contain markers.

Two additional options have been added to the Sequential Files option when Markers Only is selected.



- **Topmost Image:** When this option is selected, if you have multiple tracks, and a marker is on a lower track but is obscured by a higher track clip, the highest available track will be used in the sequential list over the lower track.
- **Use Comments:** When this option is selected, the marker comment will be used as the name for the saved graphic.

## Fixed in Media Composer v6.5.2, Symphony v6.5.2, and NewsCutter v10.5.2

The following have been fixed:

- **Bug Number:** UDevC00175400. Renaming the video display settings no longer results in a Bus error or crash.
- **Bug Number:** UDevC00171715. (NewsCutter) Default Edit Workspace now appears correctly.

When adding the Keyboard Setting to Site Settings, if you have any Keyboard Workspace mappings, please also add the Workspace Linking settings to Site Settings as well.

- **Bug Number:** UDevC00173402. You might have received Decompress stream errors when importing XDCAM MXF files from Digital Rapids transcodes.

- **Bug Number:** UDevC00174526. The Send To DVD menu options appear as Send To Disc.
- **Bug Number:** UDevC00172432. Previously, clicking to enable/disable Volume Mounting options in the AMA settings sometimes enabled/disabled the option above or below.
- **Bug Number:** UDevC00173290. When exporting a newly exported AAF sequence, Exported.xx did not get added to the name of the exported sequence.
- **Bug Number:** UDevC00172041. (AS02) (Macintosh) Creating a new Volume Directory no longer defaults to the previously created volume.
- **Bug Number:** UDevC00171941. (AMA) Linking to an XDCAM clip on a mountable drive at the same level of a CONTENTS folder, resulted in a “a media directory” error.
- **Bug Number:** UDevC00173117. (AS02) The Default shim name is now displayed properly.
- **Bug Number:** UDevC00172320. The process of SDI capture followed by SDI digital cut would slip the A/V sync by a couple of scan lines, so that after multiple round trips the video frame edge was no longer aligned with the Dolby E safe edit region. Once slipped far enough, edits would corrupt the Dolby-E data stream. This problem has been corrected so that no A/V sync slip occurs between capture and digital cut over SDI.
- **Bug Number:** UDevC00172913. After transcoding certain AMA-linked QuickTime movie clips to Avid Packed (1:1 10bit) in interlaced SD projects, some frames might have contained artifacts.
- **Bug Number:** UDevC00172549. (Macintosh) Performing a Send to Playback in AirSpeed 5000 Team Mode, with a sequence containing an XDCAM clip might have resulted in an Assertion error.
- **Bug Number:** UDevC00169966. If you loaded a clip in the Source monitor and a sequence in the Record monitor, and then clicked the Toggle Source/Record button in the Timeline, the Start Remote Sync Sequence button in the Timeline became inactive.
- **Bug Number:** UDevC00170350. The Remote Upload Settings menu includes VC1 APL3 MXF in list of resolution options, although this resolution is not supported for Interplay transcode. This has been fixed, and the resolution no longer appears in the upload settings.
- **Bug Number:** UDevC00169956. If you remotely uploaded a sequence in the Timeline, loaded another sequence in the Timeline that you did not upload, then reloaded the first sequence, the Start Remote Sync Sequence button did not change to the Stop Remote Sync Sequence button and was not highlighted even though the sequence in the Timeline was still uploading to or syncing with Interplay.

- **Bug Number:** UDevC00173572, UDevC00172691. Trying to remotely play precomputes resulted in purple frames displaying in the monitor. Similarly, some offline clips also might have displayed as purple frames. In remote playback, You cannot remotely play back precomputes or other unrendered media. Offline clips now correctly display as offline media.
- **Bug Number:** UDevC00172051. If you attempted to remotely upload an AMA file that had been linked to P2 media, the upload failed, while uploading an AMA volume linked P2 media succeeded. This has been fixed and both upload workflows work.
- **Bug Number:** UDevC00144458. You could not promote a 2D effect to a 3D effect after performing an AAF export/import or an Interplay checkin/checkout.
- **Bug Number:** UDevC00174276. The J2K resolution was not filtered out if you added it to the DisabledRes.txt file.
- **Bug Number:** UDevC00174522. Media Creation settings were not retained if you switched Formats, Raster, ColorSpace or Stereoscopic mode.
- **Bug Number:** UDevC00174151. Bins were unnecessarily saving when closing, even when no changes had been made to their contents.
- **Bug Number:** UDevC00173731. If you toggled the hardware I/O button in the Timeline and then switched to at 24p project, you received an “Internal reference audio clock source has a problem” error.
- **Bug Number:** UDevC00173358. If you interrupted the drawing of the audio waveform when performing something such as a playback operation, the waveform did not redraw once play stopped.
- **Bug Number:** UDevC00174697. When relinking based on bin columns, a relink might have failed if you were relinking by Name and selected “Ignore characters after the last occurrence” and the ignored character appeared twice in the name.
- **Bug Number:** UDevC00172041. When creating an AS02 volume in a project, the path for the volume might have defaulted to the previously created volume.
- **Bug Number:** UDevC00173164. When refreshing AMA linked QuickTime clips on ISIS mounted workspaces, the bins would flash in random locations on screen as each clip was relinked.
- **Bug Number:** UDevC00173067. If the Video Quality playback option was set to 10-bit in the Timeline, an effect overlay would blank out the client monitor.

- **Bug Number:** UDevC00171968. Pressing Shift + F2 now cycles through sub tabs for Master, Highlights, Midtones, and Shadows when working with the Avid Artist Color.
- **Bug Number:** UDevC00173118. The Marquee Title Tool generated illegal YCbCr black and white.
- **Bug Number:** UDevC00173432. (Windows and Nitris DX) The editing application was sluggish when scrubbing in the Timeline while in Color Correction mode with Video Track Monitoring off.
- **Bug Number:** UDevC00173291. (Windows and Nitris DX) The editing application was sluggish when scrubbing in the Timeline while in Color Correction mode.
- **Bug Number:** UDevC00175008. If you had performed an Upgrade or Repair of an earlier version of the editing application, the Color Correction vectorscope tools did not display properly. Uninstalling the earlier version and installing v6.5.2 will fix this.
- **Bug Number:** UDevC00173327. When pasting many tracking points, you might have received an “Assertion failed” error.
- **Bug Number:** UDevC00165724. At the end of a digital cut, you could not enter a value in the “Add black” option in the Digital Cut tool.
- **Bug Number:** UDevC00174594. With Offline selected in the Clip Color dialog, certain video formats did not color correctly in the Timeline.
- **Bug Number:** UDevC00175083. When you single clicked on a clip in Text view, the clip names flashed.
- **Bug Number:** UDevC00173403. Markers added to the first frame of a sequence did not appear in the Timeline.
- **Bug Number:** UDevC00174466. If a project or bin name contained certain Japanese characters, trying to save would result in an error.
- **Bug Number:** UDevC00175034. Occasionally, changing the bin to Frame View when it contained a sequence with a Fluid Blur effect resulted in an “Assertion failed” error.
- **Bug Number:** UDevC00172116. You might have received “SMRETURN TAPEMOB” errors when modifying the tape name of Canon media.
- **Bug Number:** UDevC00173298. An exported ALE would display 30fps timecode for 720p 59.94 clips.

- **Bug Number:** UDevC00175074. Saving bins containing master clips generated with Open Cube might have been extremely slow. Multiple “Warning: the path conversion” errors appeared in the Console window.
- **Bug Number:** UDevC00173030. Avid Artist Transport did not respond if you were in Audio Loop play mode.
- **Bug Number:** UDevC00173682. If audio was set to 96kHz, audio playback speed doubled if you switched from hardware mode to software mode.
- **Bug Number:** UDevC00175144. You could not right click an audio keyframe to access the keyframe menu with grouped clips.
- **Bug Number:** UDevC00152550. Extending the length of a clip with a rendered Audio EQ effect did not retain any previous changes made with the Audio Mixer tool.
- **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:** UDevC00173488. You were able to add clips to AS02 volumes by duplicating the clip. This has been fixed to allow you to only add sequences to volumes.
- **Bug Number:** UDevC00173123. The AMA File Export menu was placed below the Open Bin option in the File menu. It now is above the Export option in the File menu.
- **Bug Number:** UDevC00172629. Selecting Set Shim Name did not display the correct shim path.
- **Bug Number:** UDevC00172571. Reopening a project in a custom workspace did not open with the correctly sized video monitor.
- **Bug Number:** UDevC00172677. Loading two AS02 committed sequences to a popup monitor might have resulted in an error or crash.
- **Bug Number:** UDevC00173188. AS02 volume source clips appeared in the bin with a yellow status. They now correctly appear with green status.
- **Bug Number:** UDevC00174238. (Macintosh) If you changed the path of a committed volume, the application might have quit unexpectedly.
- **Bug Number:** UDevC00173892. Trim rollers disappeared and the Source/Record monitor appeared black after undoing a trim in Trim mode.

- **Bug Number:** UDevC00166334. (NewsCutter) Formatting buttons such as Bold, Italic, Underline, Closed Captioning, etc, now work properly in the NRCS Tool.
- **Bug Number:** UDevC00174607. You received an error message if you tried to save a bin that contained more than 32766 objects. Now when you try to save a bin with too many objects, you will receive a dialog that indicates the bin has too many objects. You can choose to save the bin in a format that cannot be opened in versions of the editor prior to NewsCutter 10.5.2, Media Composer 6.5.2 or Symphony 6.5.2. Or you can Cancel and divide the bin objects into multiple bins and then save them if it is necessary to open them in previous versions.
- **Bug Number:** UDevC00167479. (Avid Artist Color) Selecting Shift+F2 soft key will cycle through the HSL sub tabs (Master, Highlights, Shadows, Midtones).
- **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:** UDevC00174189. The clip duration might not have been correct when importing a partial XDCAM HD clip that was generated with Front Porch Digital. A fix has been made to the editing application and the AMA MXF Plug-in to fix this issue. Make sure you install AMA MXF v1.4.1 Plug-in. See [www.avid.com/ama](http://www.avid.com/ama) for information on AMA Plug-in downloads.
- **Bug Number:** UDevC00173975. You can now enable Loop Play by selecting Alt+6.
- **Bug Number:** UDevC00174696. When in Frame View, changing the clip name font size might have resulted in clips being reordered in the bin.
- **Bug Number:** UDevC00173911. When in Frame View, if you selected all clips in the bin, the clip names flashed until all clips were selected.
- **Bug Number:** UDevC00173549. (NewsCutter) Some Arabic text in the NRCS Tool would cause the editing application to hang.
- **Bug Number:** UDevC00174114. (NewsCutter) Text appeared to shrink when editing text in the NRCS Tool.
- **Bug Number:** UDevC00173560. Improvements have been made to the performance of the Region Stabilizer effect.
- **Bug Number:** UDevC00172204. When using a French keyboard, using the Quick Transition shortcut caused the Timecode numeric entry box to appear in the Record monitor.

- **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:** UDevC00174262. Permanent locked files were removed when a bin was closed.
- **Bug Number:** UDevC00172982. With a German or French keyboard, some special characters such as @ were not working properly.
- **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:** UDevC00172379. The source subclip color did not show in the Timeline if Offline was selected in the Clip Color dialog.
- **Bug Number:** UDevC00174341. If you changed the Timeline view after lassoing clips, the lassoed clips no longer appeared highlighted.
- **Bug Number:** UDevC00173576. If you received an “Insufficient Source Material” error message when overwriting a clip in the Timeline, a subsequent Audio only overwrite or replace edit might have occurred at incorrect locations.
- **Bug Number:** UDevC00174270. Mouse wheel stepping did not work properly.
- **Bug Number:** UDevC00174178. You could not return to the default workspace layout after restoring the default and then toggling between workspaces.
- **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:** UDevC00172814. (Macintosh) After creating a title, performing a Fast Save and then choosing to Create Unrendered Title Media, the name of the title in the bin appeared truncated.
- **Bug Number:** UDevC00174309. If you had multiple lines in the comments of a Marker, selecting Shift+Return did not move you up the line as it did in previous releases.
- **Bug Number:** UDevC00174321. The cursor did not appear in the Marker comment field making it difficult to see where you were typing.

- **Bug Number:** UDevC00174384. You could not select all the text in a Marker window by double clicking or by selecting Command+A.
- **Bug Number:** UDevC00174310. Performing a copy/paste from a Bin column to a Marker window did not clear out the existing text when pasting.
- **Bug Number:** UDevC00169387. You might have seen performance regression when using the Stabilize effect.
- **Bug Number:** UDevC00172341. Comments added to a group clip were lost once you committed the Multicam edits.
- **Bug Number:** UDevC00172850. You could not resize the Timecode window if there were 27 or more tracks in the sequence.
- **Bug Number:** UDevC00169616. (FilmScribe) Tabbed lists did not display correctly in Preview or Text mode.
- **Bug Number:** UDevC00169554. (FilmScribe) Scan lists did not preview or save as tab delimited.
- **Bug Number:** UDevC00166453. (FilmScribe) An XML list did not display properly in a browser.
- **Bug Number:** UDevC00172687. Corner pin keyframes were not displayed and created correctly when cropping was enabled.
- **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:** UDevC00172968. Regaining mouse control was slow after dragging and dropping an audio clip from the bin to the Source Monitor.
- **Bug Number:** UDevC00172230. The Import setting for Broadcast Wave Groups was not visible in the Japanese OS.
- **Bug Number:** UDevC00172885. With a long XDCAM clip, you might have received Access violations when consolidating subclips.
- **Bug Number:** UDevC00169708. When working with mixed rate clips, the “Use closest media” option was not considered, leading to unpredictable results.

- **Bug Number:** UDevC00171494. Story timing could differ between the NRCS tool, iNEWS and Instinct tools.
- **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:** 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:** UDevC00170980. (Macintosh) Occasionally the editing application would hang when rebuilding databases.
- **Bug Number:** UDevC00170536. While in an Interplay environment, opening bins with 1080p clips in a 1080i project might have resulted in a “Segmentation fault” error.
- **Bug Number:** UDevC00171340. A promoted Pan&Zoom effect could not import an image if the precompute was no longer available.
- **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:** UDevC00173432. (Nitris DX) With Video Track Monitoring Off in Color Correction mode, scrubbing in the Timeline was sluggish.
- **Bug Number:** UDevC00168246. Region Stabilize Auto Zoom was not working properly.
- **Bug Number:** UDevC00172100. You could not read audio timecode from AMA linked media.
- **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:** UDevC00169672. You might have received an “Exception:pglue” error after rendering a Time Shift Audio Suite effect.
- **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:** UDevC00171502. It took several seconds for the menu to appear when performing a right+click on a large ProRes file.

- **Bug Number:** UDevC00173445. Audio only clip names might have appeared truncated in the Timeline.
- **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:** UDevC00172154. (NewsCutter) If Render-on-the-Fly was enabled, effects were not displaying properly while in Trim Mode.
- **Bug Number:** UDevC00171745. Using the ALT key as a modifier to move keyframes in the Timeline was not working properly.
- **Bug Number:** UDevC00173483. If you were monitoring audio input you could not play in Standby mode.
- **Bug Number:** UDevC00173409. After choosing to eject a tape from the Capture tool, you were not prompted for the next tape name.
- **Bug Number:** UDevC00173213. Dynamic Relink site settings reverted after a project with a different format was created.
- **Bug Number:** UDevC00173839. You might have received an access violation error after committing Multicam edits.
- **Bug Number:** UDevC00173393. You could not Send To Playback an online sequence that used a clip that was partially offline.
- **Bug Number:** UDevC00172409. Exporting to a P2 device might have resulted in corrupt media.
- **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:** UDevC00173321. Selecting the “Levels” tab in Color Correction mode was taking longer than in previous releases.
- **Bug Number:** UDevC00173561. If you had greater than 23 tracks, audio mixdown track placement was inconsistent.
- **Bug Number:** UDevC00171249. (Avid Artist Color) Avid Artist Color performance degraded when waveforms were displayed.

- **Bug Number:** UDevC00171712. Scrubbing through a sequence might have been sluggish when the Data Track was enabled.
- **Bug Number:** UDevC00174241. You might have experienced sync lock issues when working in Trim mode.
- **Bug Number:** UDevC00169958. (NewsCutter) When monitoring audio input there may have been delays at start of play.

## New in Media Composer v6.5, Symphony v6.5, and NewsCutter v10.5

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

### AMA Plug-ins

The AMA QuickTime Plug-in, AS-02 Plug-in and the MXF Plug-in are included with your Avid editing application. All other AMA Plug-ins are downloaded and installed separately. See [www.avid.com/ama](http://www.avid.com/ama).

### Audio Device Drivers

For a listing of currently supported Audio device drivers, see [http://avid.force.com/pkb/articles/en\\_US/Download/en379411](http://avid.force.com/pkb/articles/en_US/Download/en379411)

## Before Installing the Editing Application

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



*(Windows) Note for Administrators: You must give the user the right to “raise thread priority.” This must be done within the Domain Group Policy by giving the right explicitly to the user or giving the right to a group and adding the user to that group. You will not be able to launch as a regular user if this is not set properly.*

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

## Notes on Macintosh OS

The Avid editing application Macintosh installer switches to 64-bit. Please make sure that your Macintosh system supports 64-bit prior to installing and that your current non-Avid applications are compatible to run in 64-bit mode.

## Notes on Windows 7 OS

Note the following topics if you are running the editing application on the Windows 7 OS.

### Disabling Desktop Compositing

When the Avid editor is launched you might see a dialog box asking you to disable desktop compositing. You can disable it without adversely affecting the Avid editing application.

You can choose to disable it and continue with your editing session. The dialog will appear once you relaunch the application unless you disable the option.

#### **To disable the desktop compositing:**

1. Access the Control Panel.
2. Double-click System.
3. Click Change Settings.
4. Click the Advanced tab.
5. Under the Performance area, click Settings.
6. Uncheck “Enable desktop composition.”

The dialog box requesting you to disable desktop compositing does not appear the next time you launch the editing application.

### Standard User

You need to first install the editing application as an Administrator. If you are in a Shared Storage environment, mount your workspaces as an Administrator. You may then log off and log back in as a Standard user, if necessary.

# Notes on Software Licensing

## If You Upgrade Your Operating System

If you need to upgrade your operating system after you install your Avid editing application, first deactivate your software. After you upgrade your operating system and, if required, reinstall your application, you can reactivate your software. For information on activating and deactivating your software license, see the *Installation Guide for Avid Editing Applications*.

## Minimum RAM Recommendation

For this release Avid recommends a minimum of 4GB of RAM. Some features might require more RAM and specific hardware. See “[Feature Performance](#)” on page 35 for more info.

## Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See “[Feature Performance](#)” on page 35 for more info.

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

For 3rd-Party Open IO hardware qualification refer to the manufacturer’s documentation. See the Open IO Frequently Asked Questions document on the Knowledge Base:  
[http://avid.force.com/pkb/articles/en\\_US/faq/en422991](http://avid.force.com/pkb/articles/en_US/faq/en422991)

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

- Windows 7 64-bit SP1(Professional)
- (Media Composer and Symphony) Macintosh Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2



*The editing application on a system with the Mountain Lion OS is supported with local storage only.*

## Macintosh OS Permission Information

As of Macintosh OS 10.7 Lion, the default permissions for the root level of the system drive are now set to “Read Only” for all users. This prevents the Avid Editing Application from being able to use this drive as a media drive. You will see the drive grayed out in Media Creation settings or as an option for import, mixdown, render, and consolidate/transcode.

If you don’t intend to use the system drive for media you can leave it alone. This is ideal in most cases.

If you do need to use the system drive, perform the following to change permissions.

### To change permissions:

1. Click on your system drive (Macintosh HD in most cases) to highlight.
2. From the File menu select Get Info (cmd+I)
3. Click the lock icon in the bottom right to make changes
4. Click on the “Read only” text in the Privilege column next to Everyone and set the privilege to “Read & Write”

You should now be able to see the system drive as a valid media drive.



*If you repair permissions on the system drive, they will reset and you will have to repeat this procedure.*

## Macintosh v10.8 and AVCHD

If you are working with AVCHD and have Macintosh v10.8 (Mountain Lion) OS installed in your system, the AVCHD folder will appear as a QuickTime icon. You can perform a Link to Volume the same as you did when working with Macintosh v10.7, just note that the folder appears as a QuickTime icon. When performing a Link to File, you must right+click the AVCHD QuickTime icon and select Show Package Contents. Then you can see the BDV folder. Right +click the BDV folder and select Show Package Contents. Then you can see the files needed to perform an AMA Link to File.

## Qualified PC Workstations with Avid Media Composer, Avid Symphony, and Avid NewsCutter

The following PC Workstations are qualified with Avid Media Composer v6 and higher, Avid Symphony v6 and higher and NewsCutter v10 and higher.

Qualified PC Hardware	Graphics Card	Qualified OS	Supported with
HP z820 Dual 8 Core Intel Xeon E5-2665 2.4 GHz	NVIDIA Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP z820 Dual 6 Core Intel Xeon E5-2640 2.5 GHz	NVIDIA Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Lenovo ThinkStation E31, "Intel Xeon E3-1245V2 3.40 GHz 8 GB DDR3-1600 RAM	NVIDIA Quadro 600 graphics adapter or integrated Intel HD Graphics P4000	Windows 7 64-bit	Software Only
HP z800 Dual 6 Core, 2.66 GHz	NVIDIA Quadro 4800	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP z800 Dual Quad Core, 2.93 GHz or 2.66GHz	NVIDIA Quadro 4800	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP z400 Single 6 Core 3.33 GHz	NVIDIA Quadro FX 3800 Quadro 2000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP z400 Single Quad Core, 3.06 GHz or 2.93 GHz	NVIDIA Quadro FX 3800 Quadro 2000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP z210 Quad Core Xeon 3.3- E3-1240, 3.4 E3-1270, 3.5 E3-1280	Quadro 600	Windows 7 64-bit	Software Only
HP z200 Intel® Core™ i5-660 3.33 4MB/1333 Dual-Core	NVIDIA Quadro 600	Windows 7 64-bit	Software Only

<b>Qualified PC Hardware</b>	<b>Graphics Card</b>	<b>Qualified OS</b>	<b>Supported with</b>
Dell™ T5500 Dual 6 Core, 2.66GHz	NVIDIA Quadro FX 4800 Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T5500 Dual, 2.93GHz Quad Core	NVIDIA Quadro FX 4800 Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T3500 Single 6 Core, 3.2GHz	NVIDIA Quadro FX 3800 Quadro 2000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T3500 Single Quad Core, 2.93GHz	NVIDIA Quadro FX 3800 Quadro 2000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP xw8600 Dual Quad Core, 3.0 GHz	NVIDIA Quadro FX 3700	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T5400 Dual Quad Core, 2.5 GHz or 3.15 GHz	NVIDIA Quadro 3700	Windows 7 64-bit	Software Only Nitris DX Mojo DX
HP xw4600 Core 2 Duo, 3.0 GHz	NVIDIA Quadro FX 570	Windows 7 64-bit	Software Only Mojo DX (No HD capture)
Dell T3400 Core 2 Duo, 2.33GHz, or 2.66 GHz	NVIDIA Quadro FX 570	Windows 7 64-bit	Software Only Mojo DX (No HD capture)

## Qualified PC Notebooks for Avid Media Composer, Avid Symphony, and Avid NewsCutter

The following PC Notebooks are qualified with Avid Media Composer v6 and higher, Avid Symphony v6 and higher and Avid NewsCutter v10 and higher. The following applies to the editing system when running on a laptop:

- DNxHD capture is only supported on Mojo DX on a Quad core system with hyperthreading enabled. Nitris DX is not supported on laptops.
- Capture of 10 bit video for example, DNxHD 185x, is not supported on Mojo DX.
- Playback in full quality 10 bit mode is not supported

<b>Qualified PC Notebooks</b>	<b>Graphics Cards</b>	<b>Qualified OS</b>	<b>Supported With</b>
Lenovo ThinkPad W530 "Intel Core i7-3720QM 2.6 GHz, i7-2820QM 2.7GHz, i7-3920XM 2.9GHz	"NVIDIA Quadro K1000M or K2000M	Windows 7 64-bit	Software Only
HP 8760w i7-282Q, i7-2820Q 2.2 or 2.3 GHz	NVIDIA Quadro 3000M Quadro 4000M	Windows 7 64-bit	Software Only Mojo DX
HP 8560w, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 17" 1920 x1080	NVIDIA Quadro 1000M Quadro 2000M	Windows 7 64-bit	Software Only
Dell M6600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 17" 1920 x1080	NVIDIA Quadro 3000M Quadro 4000M	Windows 7 64-bit	Software Only Mojo DX
Dell 4600, i7-2720Q, 2820Q, 2.2 or 2.3 GHz 15" 1920 x1080	NVIDIA Quadro 1000M Quadro 2000M	Windows 7 64-bit	Software Only Mojo DX
HP 8740w X820, X920 Quad i7 (1.73, 2.0 GHz) 17" 1920x1200	NVIDIA FX 2800M  NVIDIA FX 3800M	Windows 7 64-bit	Software Only Mojo DX
HP 8540w X720, X820 Quad i7 (1.6, 1.73 GHz) 15" 1920x1080	NVIDIA FX 1800M	Windows 7 64-bit	Software Only Mojo DX
Dell M6500 i- 820Q, i7-840Q, i7-920X(1.73, 1.87, 2.0 GHz) 17" 1920x1200	NVIDIA FX 2800M  NVIDIA FX 3800M	Windows 7 64-bit	Software Only Mojo DX
HP 8730 2.53 or 3.06 GHz Core 2 Duo	NVIDIA Quadro FX 2700M Quadro FX 3700M	Windows 7 64-bit	Software Only Mojo DX (No HD capture)
HP 8530 2.53 or 3.06 GHz Core 2 Duo	NVIDIA Quadro FX 770M	Windows 7 64-bit	Software Only Mojo DX (No HD capture)

<b>Qualified PC Notebooks</b>	<b>Graphics Cards</b>	<b>Qualified OS</b>	<b>Supported With</b>
Dell 6400 2.53 or 3.06 GHz Core 2 Duo	NVIDIA Quadro FX 2700M Quadro FX 3700M	Windows 7 64-bit	Software Only Mojo DX (No HD capture)

## Qualified Macintosh Workstations for Avid Media Composer and Avid Symphony

The following Macintosh Workstations are qualified with the Avid Media Composer v6 and Avid Symphony v6 and higher. Mac Pro systems ship with the 64-bit kernel enabled. In previous releases, you had to toggle to the 32-bit kernel. With v6 and higher, you must run with the 64-bit enabled.

<b>Qualified Macintosh Hardware</b>	<b>Graphics Cards</b>	<b>Qualified OS</b>	<b>Supported With</b>
Mac Pro “Westmere” Two 2.66GHz 6-Core Intel Xeon (12 cores)	ATI Radeon HD 5770	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only Nitris DX Mojo DX
Mac Pro “Nehalem” 2.66 GHz or 2.93 GHz Dual Quad Core Intel Xeon	NVIDIA GeForce GT 120	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only Nitris DX Mojo DX
Mac Pro “Nehalem” Dual 2.26 GHz Quad Core Intel	NVIDIA GeForce GT 120	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
Mac Pro “Harpertown” Dual Quad Core 3.0 or 3.2 GHz	NVIDIA GeForce 8800 GT	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only Nitris DX Mojo DX

<b>Qualified Macintosh Hardware</b>	<b>Graphics Cards</b>	<b>Qualified OS</b>	<b>Supported With</b>
iMac 27" Display Quad Core 3.4 GHz	ATI 6970M	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
iMac 27" Display Quad Core 2.93 GHz	ATI 4850	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
iMac 21.5" Display Dual Core 3.6GHz	GeForce 9400	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
iMac 27" Display 2.8 GHz 4 GB Quad Core 1066MHz	ATI Radeon HD 4850 Graphics Processor	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
iMac 27" Display Quad Core 2.8GHz	ATI 4850	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
iMac 20" Display 2.66 GHz Core 2 Duo	GeForce 9400	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only

## Qualified Macintosh Notebooks for Media Composer and Avid Symphony

The following Macintosh notebooks are qualified with the current editing applications. The following applies to the editing system when running on a laptop.

- HD Capture on Macintosh notebooks is not supported
- Playback in full quality 10 bit mode is not supported

Qualified Macintosh Notebook	Graphics Cards	Qualified OS	Supported With
MacBook Air 13" 1.7GHz Dual-Core Intel Core i5 or 1.8GHz Dual-Core Intel Core i7	Intel 3000	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
MacBook Pro 17" 2.2/2.3/ GHz Quad Core i7	6750M Intel 3000	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
MacBook Pro 15" 2.0/2.2/2.3GHz Quad Core i7	6490M 6750M Intel 3000	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only
MacBook Pro 15" 2.53GHz Dual Core i5 15" or 17" 2.66GHz Dual Core i7	GT 330M	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only 17" only - Mojo DX (no DNxHD capture)
MacBook Pro 15" or 17" 2.53/2.66/2.8 GHz Core 2 Duo	9400M and 9600M	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only Mojo DX (no DNxHD capture)

Qualified Macintosh Notebook	Graphics Cards	Qualified OS	Supported With
MacBook Pro 15" and 17" 2.5 GHz Core 2 Duo	8600M	Lion v10.7.1, v10.7.2, v10.7.3, v10.7.4, v10.7.5 and Mountain Lion v10.8, v10.8.1, v10.8.2	Software Only Mojo DX (no DNxHD capture)

## Compatibility Chart

The following table lists the NVIDIA® driver, QuickTime®, Windows Media™, shared storage, Sony® XDCAM™, Panasonic® P2, and Pro Tools LE® versions that were qualified with the Avid editing applications. Also listed are the third-party applications such as Boris Continuum Complete, Avid DVD by Sonic™, and Sorenson Squeeze®.

Item	Versions	Comments
QuickTime Support	v7.7.3 (Windows) v10.x, (v7.x legacy) (Macintosh)	Note: QuickTime v10X does not include QuickTime Pro options.
Windows Media Version Support	Windows Media Player 12 (for Windows 7)	If you do not have Windows Media Player, access the download at <a href="http://www.microsoft.com">www.microsoft.com</a> .  Windows Media export compatibility is subject to Microsoft Windows Media updates.
Avid Interplay Support	See the Knowledge Base article "Interplay and Avid Editor Compatibility."	<b>IMPORTANT:</b> The Avid Interplay components that get installed on the editing application must be updated to the Avid Interplay version that is released with the editing application. These include the Media Indexer, Interplay Access, Interplay Framework, Interplay Transfer Client and ProEncode Client. The Avid Interplay Server components can remain on the previous releases listed as supported. For details, see the "Avid Editing Application Compatibility with Interplay Releases" topic in the Avid Interplay ReadMe.

Item	Versions	Comments
NVIDIA Driver Support	v275.89	See Setting up the NVIDIA Card. For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide.
Shared Storage Support	Avid Unity™ MediaNetwork and Avid Unity ISIS®.	See “Shared Storage Support” on page 34.
Pro Tools		<ul style="list-style-type: none"> <li>For information on supported versions of Pro Tools in an Interplay environment, see the Avid Interplay ReadMe or <a href="http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=353977&amp;Hitlite=Pro+Tools+Interplay">http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=353977&amp;Hitlite=Pro+Tools+Interplay</a></li> <li>For Co-install information, see Avid Editing Application Compatibility with Pro Tools.</li> <li>For Video Satellite information, see the Video Satellite Guide or <a href="http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=354337&amp;Hitlite=video+satellite">http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=354337&amp;Hitlite=video+satellite</a></li> </ul>
Sony XDCAM driver	v2.13 (XDCAM Transfer for Macintosh) Win 7-64 FAM 2.3.2 and VFAM 3.4.0	The VFAM firmware version is 2.45. The driver can be downloaded from Sony's website <a href="http://esupport.sony.com/">http://esupport.sony.com/</a> .
Panasonic P2 drive	(Macintosh) No device support for Lion  (Windows 7) Driver version for P2 devices:v2.16	There is currently no P2 writeback support for Macintosh clients.
Boris Continuum Complete	v8.1	Ships with: Avid Symphony™
Avid DVD by Sonic	v6.4.4	Ships with: Avid Media Composer Avid Symphony Avid NewsCutter

Item	Versions	Comments
Sorenson Squeeze	v8.1	Ships with: Avid Media Composer Avid NewsCutter Avid Symphony
Avid FX	v6.0.6 (Windows) v6.0.6 (Macintosh)	Ships with: Avid Media Composer Avid Symphony Avid NewsCutter
Avid Artist Series (Euphonix)	EuControl software v2.6.2 or later	See the User's Guide for information on Artist Series Color setup information.

## Avid Editing Application Compatibility with Pro Tools

### General Co-Installation Notes:

- Install Pro Tools first and then Media Composer.
- You must uninstall all older versions of Media Composer or Pro Tools before installing newer versions.
- Co-install does not support both applications launched simultaneously.
- When you uninstall Pro Tools, choose to uninstall just the application and not the audio drivers or the editing application no longer sees the devices. On a Macintosh Pro Tools system, this is named the "Safe Uninstall." On a Windows Pro Tools system, you must select the first uninstall option — "Pro Tools Only" — which is not selected by default.
- (Macintosh only) When you uninstall your Avid editing application, you must uninstall just the application and not the audio drivers or Pro Tools no longer sees the devices. When you start the Avid Uninstaller, deselect the options to uninstall AvidCoreRuntime.pkg and AvidDIORuntime.pkg.
- Mojo SDI will not be supported with Media Composer, but can still be connected in a co-install configuration for use with Pro Tools.
- If you install and configure Avid Mojo DX or Nitris DX hardware on your system, the editing application does not use any connected Pro Tools audio device for audio input/output operations. You can also use these audio devices with a software-only version of your Avid editing application (Media Composer and NewsCutter).

- If you run into any issues, uninstall both applications and reinstall Pro Tools first, and then reinstall your editing application.
- Media Composer v5.0 and later and Pro Tools v8.0.3 and later do not include support for the Original Mbox. If you want to use the Original Mbox, you should use Media Composer v4.x and Pro Tools v8.0.1 instead.
- If you want to install your Avid editing application on a system with the Pro Tools Avid Video Engine installed, you must use one of the following configurations:
  - Media Composer v5.5/NewsCutter v9.5 and later with Pro Tools v9.0 or later.
  - Media Composer v5.0.x/NewsCutter v9.0.x with Pro Tools v8.5 or earlier.

## Co-installation Configurations and Audio Device Support

### Avid Pro Tools Applications

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

### Avid Mbox Family Audio Devices (3rd Generation)

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

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

### Avid Mbox 2 Family Audio Devices

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

### Other Avid Audio Devices

<b>Audio Device (Interface)</b>	<b>MC/NC Software Only</b>	<b>MC/NC with Mojo DX</b>	<b>MC/NC/Symphony with Nitris DX</b>
Digi 002 (1394)	Co-install/ Audio Device (Windows)	Co-install	Co-install
Digi 003 (1394)	Co-install	Co-install	Co-install
Eleven Rack (USB)	Not Supported	Not Supported	Not Supported
Fast Track Pro (USB)	Audio Device	Not Supported	Not Supported

# External Controllers

Your Avid editing application supports the following external fader controllers or mixers for automation gain and pan recording or as control surfaces:

- Digi 002 (Windows only — Media Composer and NewsCutter)
- Command|8
- Avid Artist Control
- Avid Artist Mix
- Avid Artist Transport
- Avid Artist Color
- JL Cooper MCS-3000X MIDI automation controller
- JL Cooper FaderMaster Pro MIDI automation controller
- Yamaha® 01V/96 and Yamaha 01V digital mixing console



*The JL Cooper controllers and Yamaha mixing consoles do not support automation pan recording.*

External controllers or mixers are optional. They are not required for you to perform automation gain or pan recording on an Avid editing system.

The following table compares Avid external controllers and mixers.

Feature	Digi 002 (MC/NC only)	Command 8	Avid Artist Control	Avid Artist Mix	Avid Artist Transport	Avid Artist Color
Control surface for transport controls and other functions	Yes	Yes	Yes	Yes (transport only, no soft keys)	Yes	
Provides audio play, input, and output	Yes	No	No	No	No	
Record automation gain	Yes	Yes	Yes	Yes	No	
Record automation pan	Yes	Yes	Yes	Yes	No	
Flying faders	Yes (8)	Yes (8)	Yes (4)	Yes (8)	No	

<b>Feature</b>	<b>Digi 002 (MC/NC only)</b>	<b>Command 8</b>	<b>Avid Artist Control</b>	<b>Avid Artist Mix</b>	<b>Avid Artist Transport</b>	<b>Avid Artist Color</b>
Touch-sensitive faders	Yes	Yes	Yes	Yes	No	
Touch-sensitive panners	No	No	Yes	Yes	No	
Solo/mute	Yes	Yes	Yes	Yes	No	
Supports audio mixing	No <sup>a</sup>	No	No	No	No	
Latch mode (also known as Snap mode)	Yes	Yes	Yes	Yes	No	
Number of steps of fader accuracy	1024	1024	1024	1024	Not applicable	

a. The Digi 002 can be used as a standalone audio mixer but not at the same time as it is being used as an automation gain or automation pan controller or control surface.

The following table compares supported third-party external controllers and mixers.

<b>Feature</b>	<b>FaderMaster Pro</b>	<b>MCS-3000X</b>	<b>Yamaha 01V/96 and Yamaha 01V</b>
Control surface for transport controls and other functions	No	No	No
Provides audio play, input, and output	No	No	No
Record automation gain	Yes	Yes	Yes
Record automation pan	No	No	No
Flying faders	No	Yes	Yes
Touch-sensitive faders	No	Yes	No
Solo/mute	Yes	Yes	Yes <sup>a</sup>
Supports audio mixing	No	No	Yes
Latch mode (also known as Snap mode)	No	Yes	No

Feature	FaderMaster Pro	MCS-3000X	Yamaha 01V/96 and Yamaha 01V
Number of fader steps of accuracy	128	1024	256

a. For Yamaha fader/controllers, solo works only if you do not use the unit for audio mixing at the same time

For more information on using these external fader controllers or mixers, see “Recording Automation Gain or Automation Pan Information” in the Help.

## Setting up the NVIDIA Card

To set up the NVIDIA card, you must make sure you have the correct display driver version (install the display driver if necessary, and set the correct display settings. This version of the editing application requires the following Nvidia Driver:v275.89

Prior to setting up the NVIDIA card, check to make sure you have the correct display driver version. If you do not have the correct NVIDIA driver, you can install it from the Utilities folder that installs with your Avid application.

Installation files for these drivers are installed in the folder Program Files\Avid\Utilities\nVidia.

### To check the NVIDIA display driver version:

1. Right-click the Desktop and select NVIDIA Control Panel. You can also open the Windows Control Panel and double-click the NVIDIA Control Panel icon.
2. Click System Information at the bottom left corner of the NVIDIA Control Panel.

The version number is listed in the Graphics card information section on the ForceWare version line.

### To install the NVIDIA display driver:

1. Navigate to Program Files\Avid \ Utilities \nVidia and double-click the folder that corresponds to your operating system.
2. Double-click the file for the applicable driver.
3. Follow the on-screen instructions, and then restart your system.

### To setup multiple displays:

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the settings window in the left of the window, click Set up multiple displays.
3. Select or deselect the desired monitors listed.

**To set Desktop Video Editing Mode:**

1. Right-click the Desktop, and select Nvidia Control Panel.
2. In the menu bar, select Desktop. Enable Desktop>Video Editing Mode.
3. Click Apply.

**To set the Prefer Maximum Performance mode and Global Settings:**

1. Right-click the Desktop, and select Nvidia Control Panel.
2. Click Manage 3D Settings.
3. Set Global presets to Base profile.
4. In the Global Settings tab, change Power Management mode to Prefer Maximum Performance.
5. Click Apply.
6. Set the Global preset to 3D App-Video Editing.
7. Click Apply.

Reboot after installing the Nvidia software even if you are not prompted to do so. Never use the Windows “roll back driver” feature on the Nvidia driver. The driver version must match the rest of the components the Nvidia installer installs.

## Shared Storage Support

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

There is no support for ethernet attached clients in a MediaNetwork environment.

<b>Editing Application Operating System</b>	<b>ISIS Clients</b>	<b>ISIS 5000 Server</b>	<b>ISIS 2000 Server</b>	<b>ISIS 7000 Server</b>	<b>Media-Network Client</b>	<b>Media-Network Server</b>
Windows 7 64-bit	v4.0, v4.2	v3.2, v4.0, v4.0.1, v4.0.3	v4.1, v4.2	v2.4, v4.0, v4.0.1, v4.0.3	v5.4	v5.1.3
Macintosh Lion v10.7.3	v4.0, v4.2	v3.2, v4.0, v4.0.1, v4.0.3	v4.1, v4.2	v2.4., v4.0, v4.0.1, v4.0.3	v5.5.1	v5.1.3

<b>Editing Application Operating System</b>	<b>ISIS Clients</b>	<b>ISIS 5000 Server</b>	<b>ISIS 2000 Server</b>	<b>ISIS 7000 Server</b>	<b>Media-Network Client</b>	<b>Media-Network Server</b>
Macintosh Mountain Lion v10.8.x	4.2	v3.2, v4.0, v4.0.1, v4.0.3	v4.1, v4.2	v2.4., v4.0, v4.0.1, v4.0.3	not supported	not supported

## Feature Performance

A number of features in this editing application are processor-intensive. As a result, you might experience problems if you are working on an older system. The following chart shows the hardware that Avid has successfully qualified when using these features.

<b>Feature</b>	<b>Description</b>	<b>Recommended System</b>
J2K Capture		<ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• Dell T5500 Dual 6 Core with Hyperthreading On</li> <li>• Mac Pro Dual 6 Core “Westmere”</li> </ul>
Stereoscopic 3D	For optimal performance with Stereoscopic 3D, use these higher performance systems. Avid recommends a minimum of 12GB RAM when using Stereoscopic 3D.	<ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, 6-core with Hyperthreading On</li> <li>• Dell T3500 Single 6 Core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual 6 Core “Westmere”</li> </ul>

Feature	Description	Recommended System
XDCAM HD50 Capture	Baseband capture through Nitris DX, Mojo DX	<ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, 6-core with Hyperthreading On</li> <li>• Dell T3500 Single 6 Core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> </ul>
HD RGB	HD RGB capture requires a high end workstation with Nitris DX and fast storage. (The HP z800 and the Dell T5500 have been qualified to successfully play back 2 streams with PIP and Color Correction effects. The Mac Pro Dual Quad Core “Nahalem” successfully plays back 2 streams with PIP.)	<ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, 6-core with Hyperthreading On</li> <li>• Dell T3500 Single 6 Core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> <li>• Storage: 10Gb Ethernet ISIS,</li> </ul>
AMA (RED)	AMA is a processor intensive operation. Older platforms may not offer optimum performance.	<ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core, or Dual 6 Core, with Hyperthreading On</li> <li>• HP z400, 6-core with Hyperthreading On</li> <li>• Dell T3500 Single 6 Core with Hyperthreading On</li> <li>• Dell T5500 Dual, 2.93GHz Quad Core with Hyperthreading On</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> </ul>
AMA (QuickTime)	AMA is a processor intensive operation. Lower end platforms may not offer optimum performance. Highly compressed codecs such as H.264 will exhibit minimal real-time performance.	Recommendation of qualified systems depends on your planned use of this feature. Heavy usage of highly compressed codecs requires the high end systems.

<b>Feature</b>	<b>Description</b>	<b>Recommended System</b>
Ancillary Data	Ancillary Data and Nitris DX: Due to software DNxHD codec performance requirements, you must have a dual quad core system in order to capture DNxHD 220 or 220x with ancillary data on the Nitris DX platform.	Dual Quad Core or dual 6-core Systems
DVCPro HD capture	You will get better performance with a dual quad core or dual 6-core system.	Dual Quad Core or dual 6-core Systems

Feature	Description	Recommended System
AVCI-Intra	AVC-Intra(AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive.	<p><b>4-Way MultiCam Playback</b></p> <ul style="list-style-type: none"> <li>• HP z800 Dual Quad Core or Dual 6 Core, with Hyperthreading On - 64-bit OS</li> <li>• Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”</li> </ul> <p><b>Four Stream Playback:</b></p> <ul style="list-style-type: none"> <li>• HP z800 Dual 6 Core with Hyperthreading On - 64-bit OS</li> <li>• Mac Pro Dual 6 Core “Westmere”</li> </ul> <p><b>Two Stream Playback:</b></p> <ul style="list-style-type: none"> <li>• HP z400, single 6 Core with Hyperthreading On</li> </ul> <p><b>Single Stream Playback:</b></p> <ul style="list-style-type: none"> <li>• Systems listed above.</li> <li>• HP z400, single 4-core with Hyperthreading On</li> <li>• HP 8600, dual 4-core without Hyperthreading On</li> <li>• HP 8740w laptop, i7 (1.73GHz) 4-core with Hyperthreading On</li> <li>• HP 8540w laptop, i7 (1.73GHz) 4-core with Hyperthreading On</li> <li>• Dell Precision M6500 laptop, i7 (2.00 GHz) 4-core with Hyperthreading On</li> <li>• The MacBook Pro 17" laptop, i7 (2.66 GHz) 2-core with Hyperthreading On</li> <li>• iMac 27", i7 (2.8GHz) 4-core with Hyperthreading On</li> </ul>

# Limitations

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

## Avid Artist Color

- **Bug Number:** UDevC00157064. Some soft keys do not light up when you use the Avid Artist Color with your Avid editing application, including the following:
  - HSL Shift Layer: all soft keys
  - HSL Bank 2 Shift Layer: all soft keys
  - Curves: F8 and F9 soft keys
  - Curves Shift: F1, F3, F6, and F9 soft keys
  - Secondary: F2, F7, F8, and F9 soft keys
  - Secondary Shift: all soft keys

The soft keys listed above function normally even when they do not light up.

- **Bug Number:** UDevC00163957. Hue offset color wheels might not appear when you use Artist Color to enter Color Correction mode the first time after start your Avid editing application. Any parameter update will draw them.

**Workaround:** When you make any change in a parameter in the Color Correction tool, the color wheels appear.

- **Bug Number:** UDevC00156948. (The F2 soft key (Next HSL Subtab) does not function until after you apply a color correction to your footage. If you press F2 (Next HSL Subtab) on the Artist Color surface before you apply a color correction, you get a system beep and the subtab does not change.
- **Bug Number:** UDevC00157932. If you use the HSL shift control for trackballs, you might see the trackballs controlling the wrong monitor during shuttle. For example, if you press Shift and then use the right trackball to shuttle, and then move either the left or the center trackball, you might see the other trackballs now control the right monitor.
- **Bug Number:** UDevC00164772. When you first open the Color Correction tool, either with the Artist Color or with the mouse, incorrect color correction values might display in parameter fields. This problem is intermittent, and it does not occur after you change a parameter value.

**Workaround:** Adjust any parameter. The correct values display in the Color Correction tool.

- **Bug Number:** UDevC00164954. (Macintosh only): The EuControl application does not open when you select Edit Settings in the Controller Settings dialog box. To configure your EUCON device, you must open the EuControl application by clicking the EUCON icon in the dock, and then selecting Window > EuControl Settings.

## Compatibility

- **Bug Number:** UDevC00166431. You might receive AMPI Subsystem errors when launching the editing application. Avid recommends that you refer to the following Knowledge Base article for information on possible causes.  
<http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=377091>
- **Bug Number:** UDevC00151588. You must have the MediaNetwork client installed on your system in order to play linked AMA clips from the MediaNetwork shared storage.
- **Bug Number:** . The Standalone Transfer Manager will be supported with this release, except for compatibility with Airspeed Classic and Open I/O devices.

## Effects

- **Bug Number:** . AVX 1 effects are no longer supported and will not be recognized in this latest version of Media Composer. Please contact the respective 3rd-party plug-in vendor for an AVX2 64-bit version of any existing plug-in that you might have purchased. The following Avid AVX1 effects will automatically be promoted to AVX2:
  - Avid Pan & Zoom
  - Region Stabilize
  - RGB Keyer

When you load a previously-generated sequence containing one of these effects, they will automatically be promoted to new corresponding AVX2 effects. These effects will not be recognized by earlier versions of Media Composer.

- **Modifying Pan Values in the Timeline:** You can display different pan values in the Timeline for different audio tracks by clicking the Clip Gain/Pan button in the Track Control panel and selecting one of the pan value options. However, if you want to manipulate pan control points (either adding a keyframe or adjusting a keyframe), you must make sure all audio tracks display the same pan values. To do this, Alt+click the Clip Gain/Pan button in the Track Control panel for any audio track and select a pan value option.

## Interplay

- Interplay v.2.5 support for native HD 23.976p and HD 24p formats now includes their associated proxy resolutions. For more information refer to the *Avid Interplay Best Practices Guide*.
- **Bug Number:** . (Interplay) Dynamic relink is not currently supported for media that requires pulldown. Therefore, you can only use it with clips where the media has been acquired at the native frame rate (without pulldown).
- **Bug Number:** . (Interplay) Pro Res formats can only be used by Avid editing applications that are in a non-Interplay environment. For any additional limitations regarding running an Avid editing application in an Interplay environment, see the Interplay ReadMe.
- **Bug Number:** UDevC00164931. (Avid Interplay and Windows 7) Can't locate Media Indexer on Avid editor after first install. After an initial installation of the editor and Interplay support software, the editing application may fail to locate the Media Indexer. This can happen if some of the Avid Service Framework services have not started correctly.

**Workaround:** Open the Workgroup Properties tool on the editor and check whether any of the services are not running. Restart any services as required. Then restart the Avid editing application again. You may have to do this the first few times that you start the editor. After a few times the services will begin starting automatically, even after a reboot.

## Media Tool

- **Bug Number:** UDevC00164836. If the Media Tool window is set to Frame view, you might experience slow redraw issues when accessing large volumes of shared storage.

## Output

- You cannot control down/cross conversion from the Video Output Tool when in TrueP mode for 1080p projects or when you are in Stereoscopic mode.

**Workaround:** When in stereoscopic mode or have True Progressive output set for 1080p projects, the down-convert and cross-convert options are not available. To output at a rate different than the project format, go to the Format tab and change the output project setting.

## PhraseFind

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

## Play

- **Bug Number:** UDevC00164987. After editing for an extended period of time, using the keyboard arrow keys to single step through the sequence might skip frames or move in the wrong direction.  
**Workaround:** Minimize and maximize the editing application or change focus to another application and then back to the editor.
- **Bug Number:** UDevC00153838. You might receive an “Exception: The sequence or one of its source elements is too long to be played” error if you have a sequence over 12 hours.

## QuickTime

- **Bug Number:** UDevC00159820. QuickTime Reference movies are not supported by QuickTime Player X. They are still supported in QuickTime Player 7 on the Macintosh. They are also not supported in QuickTime version 7.6.9 on Windows.

## Stereoscopic 3D

- A software developer's kit is now available for 3rd-party partners who would like to build AMA plug-ins, AVX2 effects, or develop applications that support stereoscopic 3D media/sequences compatible with Avid Media Composer or Symphony. This developer's kit is available on the Avid website.
- 720p Stereoscopic projects are not currently supported with Open I/O hardware from 3rd-party vendors.
- **Bug Number:** UDevC00164741. If a rolling title is used in an Over\Under stereo project, you may get the wrong scaling and cropping of lines.
- Stereoscopic projects are not supported on Avid Interplay.
- Multicam of stereoscopic clips is not supported.

- **NVIDIA 3D Vision**
  - Avid currently only supports the NVIDIA 3D Vision Home bundle (which includes the 3D glasses, emitter hub and display monitor). The 3D Vision Pro has not been successfully tested.
  - Full screen playback on an NVIDIA 3D Vision monitor is only supported on a Windows system.
  - Due to an NVIDIA driver issue, the first time that the full screen play window appears, the application will resize to a single monitor. Resize the application as necessary. You can reset your window positions by clicking on a toolset in the menu.
- **Bug Number:** UDevC00161499. Ancillary data output is not supported if you are working in full stereoscopic format.

## Timeline

- **Bug Number:** UDevC00164751. If you have a sequence loaded in the Timeline, and you have waveforms on, clicking or dragging in the Timeline does not stop the waveform from drawing.  
**Workaround:** Hold Cmd + . to stop the waveform from drawing.

## User Interface

- **Bug Number:** UDevC00162819. You cannot copy and paste timecode values into the Source or Record monitors. To enter timecode in the monitors, select the monitor and then type in the appropriate timecode values.
- **Bug Number:** UDevC00164678. You can drag audio keyframes past adjacent audio keyframes. Moving an audio keyframe past another keyframe causes the keyframes to swap values. For example, set volume levels on two audio keyframes: Keyframe A for low volume (left keyframe) and Keyframe B for high volume (right keyframe). If you then drag Keyframe A to the right of Keyframe B, Keyframe A now displays the higher volume level.
- **Bug Number:** UDevC00164995. (Macintosh only) If you load a group clip into the Source monitor while in MultiCamera mode, the monitor displays the clip as if MultiCamera mode is still selected, although the action of loading the group clip actually causes the Avid editing application to enter Source/Record mode. If you play back the clip, you only see the linecut and cannot perform MultiCamera edits.  
**Workaround:** To turn off the Multicamera mode display, select Special > Multicamera Mode, and make sure MultiCamera Mode is not selected.

- **Bug Number:** UDevC00165159. (Macintosh only) If you render a sequence containing a title by selecting Clip > Render In/Out or by right-clicking the sequence and selecting Render In/Out, the progress bar displaying the status of the render operation does not update and the application appears to become unresponsive. However, even though the progress bar does not advance, the rendering operation continues. When it completes, the progress bar closes.

## Documentation Changes

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

### Lassoing Segments in NewsCutter

When selecting a segment in the NewsCutter editing application Timeline, drawing a lasso from left to right selects the segment. If you have the Keyframe Selection tool enabled, drawing a lasso from left to right, selects the audio keyframes within the segment.



*Disable the Keyframe Selection Tool to enable selecting segments.*

### Committing Assets to an Export Volume

In the What's New for v6.5, the topic "Committing Assets To an Export Volume" should have stated that once you commit the assets, the sequence is flattened to the OP1b format, the video is encoded to the codec set in the selected shim and audio saved as PCM.

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MediaLog, Media Reader, Media Recorder, MEDIAArray, MediaShare, MediaStream, Media Suite, Meridien, MetaFuze, MetaSync, MicroTrack, Midiman, MissionControl, Mix Rack, MixLab, Moviebox, Moviestar, NaturalMatch, Nearchive, NetReview, NewsCutter, Nitris, NRV-10 interFX, Octane, OMF, OMF Interchange, OMM, OnDVD, Open Media Framework, Open Media Management, Palladium, Pinnacle, Pinnacle DistanTV, Pinnacle Geniebox, Pinnacle HomeMusic, Pinnacle MediaSuite, Pinnacle Mobile Media, Pinnacle Studio, Pinnacle Studio MovieBoard, Pinnacle Systems, ProEncode, ProServices, ProSessions, Pro Tools, QuietDrive, Recti-Fi, Reel Tape Delay, Reel Tape Flanger, Reel Tape Saturation, RetroLoop, rS9, rS18, Salesview, Sci-Fi, Scorch, Scorefitter, ScriptSync, SecureProductionEnvironment, Session, Show Center, Sibelius, SIDON, Soft SampleCell, Soft-Clip Limiter, Sound Designer II, SPACE, SPACESHift, SpectraGraph, SpectraMatte, Sputnik, Starplay, SteadyGlide, Streamfactory, Streamgenie, StreamRAID, Strike, Structure, Studiophile, SubCap, Sundance Digital, Sundance, Symphony, SYNC HD, SynchroScience, SynchroScope, Syntax, TDM FlexCable, Thunder, Titan, Titansync, TL Aggro, TL AutoPan, TL Drum Rehab, TL Everyphase, TL Fauxlder, TL In Tune, TL MasterMeter, TL Metro, TL Space, TL Utilities, Torq, Torq Xponent, Transfuser, Trigger Finger, Trillium Lane Labs, TruTouch, UnityRAID, Vari-Fi, Velvet, Venom, VideoRAID, Video Slave Driver, VideoSPACE, VideoSpin, Vortex, Xdeck, X-Form, Xmon, Xponent, and X-Session are either registered trademarks or trademarks of Avid Technology, Inc. in the United States and/or other countries.

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