



Avid® Editing Application

ReadMe for Media Composer® v6.5.4, NewsCutter® v10.5.4,
and Symphony™ v6.5.4

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

Important Information

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

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

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

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Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
▶	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.

Symbol or Convention	Meaning or Action
<i>Italic font</i>	Italic font is used to emphasize certain words and to indicate variables.
Courier Bold font	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available after the documentation was published. Also check online for the most up-to-date ReadMe because the online version is updated whenever new information becomes available. To view the online ReadMe, select ReadMe from the Help menu, or visit the Knowledge Base at <http://www.avid.com/readme>.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues. In addition to the printed documentation supplied with your editing application, the documentation is supplied in PDF format when you install the application. Topics that you print from the Help have limited page layout and formatting features. If you want to print a higher quality version of Help information, Avid recommends that you print all or part of the PDF version of the appropriate Avid manual included in the Online Library for your editing application. To access the Online Library, select Help > Online Library from within your Avid editing application.
4. Visit Avid Online Support at www.avid.com/onlineSupport/. Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

Changed in v6.5.4 and v10.5.4

The following changes were made in Media Composer v6.5.4, Symphony 6.5.4, and NewsCutter v10.5.4.

Important Compatibility Information for Macintosh Editor v6.5.4

With this release, if you have a Macintosh editor in an Interplay environment, you must have Interplay v2.7.5 client software installed on your Macintosh system.

XDCAM EX 35 Capture

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

Fixed in Media Composer v6.5.4, Symphony v6.5.4, and NewsCutter v10.5.4

The following have been fixed:

- **Bug Number:** UDevC00167923. The editing application would crash if the E-mail Setting was set to an incorrect SMTP server.
- **Bug Number:** UDevC00168159. In some instances, FilmScribe displayed an exception if you changed settings in the Remote Settings window.
- **Bug Number:** UDevC00171742. FilmScribe and EDL Manager did not work properly if UAC was enabled on a Windows 7 system.
- **Bug Number:** UDevC00156917. Send To Playback Encode option was not enabled after creating a New user profile.
- **Bug Number:** UDevC00178805. Opening a sequence in EDL Manager might have resulted in “File not valid” or “Assertion failed” errors.
- **Bug Number:** UDevC00178689. If you opened the Effect Editor after applying an audio effect, “Unavailable Effect” was listed.
- **Bug Number:** UDevC00176611. In some instances, performing an Audio Mixdown with Sync Locks enabled changed the Timeline length.

- **Bug Number:** UDevC00174657. Importing ProRes 444 Alpha channel did not import properly.
- **Bug Number:** UDevC00181499. Importing an image with an Avid Pan & Zoom effect could have caused the system to hang or crash.
- **Bug Number:** UDevC00180453. The Title Tool did not apply the Safe Colors setting.
- **Bug Number:** UDevC00180902. You would receive “Legend Audio Communications” errors when editing Edit While Capture clips during an ISIS Block Rectify period.
- **Bug Number:** UDevC00181609. The AMA_ListPlugins Console Command did not display all the digits for AMA Plugins versions.
- **Bug Number:** UDevC00172844. Select Media Relatives did not deselect unassociated clips if the clips were selected before choosing the Select Media Relatives option.
- **Bug Number:** UDevC00180833. The DV25 codec was not available when exporting MXF OP1a.
- **Bug Number:** UDevC00180915. Printing a bin in Script View did not print properly.
- **Bug Number:** UDevC00167051. Green lines appeared at the top of the image if you exported XDCAM as MXF OP1a.
- **Bug Number:** UDevC00181829. Logging into Interplay from the Interplay Window Login option when in Disconnect Mode resulted in an Access Violation error (Windows) or a Segmentation Fault error (Macintosh) and the system would crash. Now, you are not allowed to login through the Interplay Window when in Disconnect Mode.
- **Bug Number:** UDevC00169661. AMA linking to XDCAM 50 files created on a Grass Valley K2 server could not be sent to playback.
- **Bug Number:** UDevC00180706. With a Nitris DX attached, transcoding performance was slow.
- **Bug Number:** UDevC00172085. Video was not seen on the Record monitor when capturing video using IEEE 1394.
- **Bug Number:** UDevC00175241. AIF-C 44.1 OMF audio could not be exported as an AAF without generating .new clips.
- **Bug Number:** UDevC00175291. If a sequence from an earlier version of the editing application, for example, 4.x was brought into the 6.x version of the editing application, not all audio tracks were functional in the Audio Mixer tool.

- **Bug Number:** UDevC00177614. Legacy P2 and XDCAM import options did not work unless the AMA plug-ins were removed.
- **Bug Number:** UDevC00180385. You might have received an “Editor has stopped working” error if you imported an XDCAM clip that had a “good shot flag” set in the Sony Content Browser.
- **Bug Number:** UDevC00176077. You might have received an Exception error when performing an AMA link to an OP1a clip containing a D-track.
- **Bug Number:** UDevC00175764. When the RTAS window was open, the parameters were reset if you opened the Digital Cut tool.
- **Bug Number:** UDevC00176982. Auxiliary timecode would reset when an Add Edit was applied.
- **Bug Number:** UDevC00181368. Bins were saving slowly if AMA linked clips were on Avid Shared Storage.
- **Bug Number:** UDevC00162293. AMA linking to Flip Factory MXF files may have resulted in an Exception error.
- **Bug Number:** UDevC00178329. (Symphony) The Tool Palette position would reset if you made changes to the Interface Settings.
- **Bug Number:** UDevC00176958. You could not view a quad split in the Source monitor if the sequence contained a second video track.
- **Bug Number:** UDevC00178327. The editing application would crash when attempting to mount an AMA volume on a shared network drive that was on the same Vlan as the ISIS shared storage.
- **Bug Number:** UDevC00177941. (NewsCutter) Saving titles in Autotitler in Marquee would occasionally save the wrong alpha channel.
- **Bug Number:** UDevC00178211. MP4 files did not link or import properly.
- **Bug Number:** UDevC00177416. You could not render real-time effects when using the Link to media option when exporting a Multicam sequence as an AAF.
- **Bug Number:** UDevC00179979. When AMA linking, Dupe Detection was incorrectly identifying clips as duplicates.

- **Bug Number:** UDevC00178448. Loading more than 60 AMA H264 QuickTime movies in the Timeline would freeze the editing application.
- **Bug Number:** UDevC00177012. In some instances, XAVC XDCAM media did not link correctly.
- **Bug Number:** UDevC00178415, UDevC00175757. When Printing a bin, items at the bottom of the list or to the right side of the page did not print properly.
- **Bug Number:** UDevC00179913. You might have received a “Sample miscalculation” error when imported converted MXF files from Rhozet.
- **Bug Number:** UDevC00181608. Performing a dual mono audio mixdown resulted in missing audio.
- **Bug Number:** UDevC00178800. Clicking on the bin lock icon to access the history causes the lock icon to disappear.
- **Bug Number:** UDevC00177281. AMA linked ProRes clips did not consolidate.
- **Bug Number:** UDevC00173311. Changing the color on a group of highlighted clips deselected the group.
- **Bug Number:** UDevC00173627. The Record Monitor would appear black after applying a Pan & Zoom effect.
- **Bug Number:** UDevC00180280. You could not reformat a native frame rate clip.
- **Bug Number:** UDevC00179255. Right clicking a sequence containing an alpha channel and choosing export might have caused the editing application to crash.
- **Bug Number:** UDevC00180434. (NewsCutter) Duplicate sequence names might have appeared in the Record monitor menu.
- **Bug Number:** UDevC00177880. In some instances, when in Trim mode, playing forward or backward would display the wrong side of the trim.
- **Bug Number:** UDevC00178453. Adding a column did not automatically generate a .1 version of a newly saved Bin View.
- **Bug Number:** UDevC00179943. In some instances, AAF exports failed with linked AMA media.

- **Bug Number:** UDevC00181290. The property value list drop down menu in Assist, Instinct and the Interplay Window was empty if Cyrillic or other non 8-bit characters were used in the property name.
- **Bug Number:** UDevC00181290. The property value list drop down menu in Assist, Instinct and the Interplay Window was empty if Cyrillic or other non 8-bit characters were used in the property name.
- **Bug Number:** UDevC00180783. (NewsCutter) Loading a newly captured clip quickly after closing the Capture Tool crashed the editing application while in Capture Mode.
- **Bug Number:** UDevC00181509. After performing an AAF export and import, the Locator text lost its formatting.
- **Bug Number:** UDevC00181236. The text for the subclip number did not update and was unreadable in the Capture Tool.
- **Bug Number:** UDevC00181610. In some instances, Media Creation Settings were not sticking.
- **Bug Number:** UDevC00175197. EDL Manager crashed attempting to create lists from auto-synced audio clips in 3D sequences.
- **Bug Number:** UDevC00176500. In some instances, importing IMX30 MXF media did not import audio tracks properly.
- **Bug Number:** UDevC00175587. An XDCAM Hi-resolution import would fail if you used a different device than was used for the proxy import.
- **Bug Number:** UDevC00180797. Changing the font of Sync Break text in the Timeline did not work properly.
- **Bug Number:** UDevC00180610 . You might have received “Disk access” errors when importing files with invalid characters into NewsCutter.
- **Bug Number:** UDevC00176433. An aaf was not created on the first attempt. If you tried a second time, then it would work.
- **Bug Number:** UDevC00181114. (Macintosh) A shadow layer might have been visible on rolling titles.
- **Bug Number:** UDevC00179735. If Dynamic Relink was enabled, checking out clips from the Interplay Window could sometimes cause the editing application to get into a “Not responding” state.

- **Bug Number:** UDevC00174589. The drop down menu for workspace names in the Import dialog was not wide enough to see the workspace name.
- **Bug Number:** UDevC00174638. You could not batch export audio clips with names longer than 27 characters.
- **Bug Number:** UDevC00169683. The Source Path was not loaded properly when batch importing an ALE file which resulted in an “Invalid FileName” error.
- **Bug Number:** UDevC00170737. (EDL Manager) When sending a drop frame sequence back into the editing application, the editing application viewed the sequence as non drop frame.
- **Bug Number:** UDevC00178895. (NRCS) Vertically scrolling Production Cues might have covered the Save/Cancel buttons.
- **Bug Number:** UDevC00179198. (NRCS) Moving the horizontal scroll bar resulted in garbage characters at the top of the story panel.
- **Bug Number:** UDevC00176337. (NRCS) Changing fonts in the NRCS tool only applied to the active story.
- **Bug Number:** UDevC00176339. (NRCS) Selecting a story highlighted all Production Cue text.
- **Bug Number:** UDevC00180010. The Interplay login window did not hide the inserted password.
- **Bug Number:** UDevC00177408. Performing a Stereoscopic QuickTime Reference exported with effects might have crashed the editing application.
- **Bug Number:** UDevC00177852. In some instances, workspaces with XML files were not recognized as valid media file volumes.
- **Bug Number:** UDevC00178679. (Macintosh) Bins saved to the attic were adding an .avb file extension to the bin.
- **Bug Number:** UDevC00179541. When performing a Post to Web, the URL placeholder was not included in the web xml file.
- **Bug Number:** UDevC00169291. An EDL from a sequence with audio from a stereoscopic clip crashed EDL Manager.

Changed in v6.5.3 and v10.5.3

The following was changed in Avid Media Composer v6.5.3, Avid Symphony v6.5.3, and NewsCutter v10.5.3.

Change to AVCHD AMA Plug-In

IMPORTANT: (Windows Only) In previous releases, the AMA AVCHD plug-in had its own installer. The plug-in was installed in Program Files\Avid\AVX2_Plug-ins\ AMA\AVCHD. You must uninstall the AVCHD plug-in from the Control Panel before you install the 6.5.3/10.5.3 version of the editing application. Then install the editing application. The AVCHD plug-in will get installed to this location: C:\Program Files\Avid \EditorApplicationName\ AVX2_Plug-Ins\AMA\AVCHD.

Location Change of QuickTime and AVCHD AMA Plug-In

In order to fix a Co-install issue with Pro Tools, the location of the QuickTime AMA plug-in has changed.

Old Location	New Location
On a Windows System:	C:\Program Files\Avid \EditorApplicationName\ AVX2_Plug-Ins\AMA\QuickTime (Windows)
\Program Files\Avid\AVX2_Plug-ins\ AMA\QuickTime	C:\Program Files\Avid \EditorApplicationName\ AVX2_Plug-Ins\AMA\AVCHD (Windows)
\Program Files\Avid\AVX2_Plug-ins\ AMA\AVCHD	
On a Macintosh System:	/Applications/Avid EditorApplication Name
/Library/Application Support/Avid/AVX2_Plug-ins/AMA/MVP_MSP_Quicktime.avx (Mac)	/EditorApplicationName.app/Contents/ SharedSupport/AVX2_Plug-Ins/AMA

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.

Tape ID Character Limit

You can specify a tape ID character limit during Send to Playback. Certain playback systems truncate Tape ID names that are too long. This option allows you to set the Tape ID name length. Access the Transfer Settings dialog box. Select Tape ID Character Limit and enter a value for the Tape ID limit.

Fixed in Media Composer v6.5.3, Symphony v6.5.3, and NewsCutter v10.5.3

The following have been fixed:

- **Bug Number:** UDevC00178445. You might have received an “Unsupported format” message when exporting XDCAM EX 35 Mbit OP1A.
- **Bug Number:** UDevC00178141. Volume bins did not get updated correctly after performing a write back.
- **Bug Number:** UDevC00174819. There might have been audio/video sync issues after transcoding ProRes to DNxHD 145.
- **Bug Number:** UDevC00175244. When exporting a QuickTime Reference, “render all video effects” ignored the Media Creation Settings. The editing application rendered to the first media drive, even if another drive was selected in the Media Creation Settings.
- **Bug Number:** UDevC00177937. Even on an approved system, you could not play 3 streams of XDCAM 50 without dropping frames.
- **Bug Number:** UDevC00177498. When a sequence name was in Japanese, you might have received errors when exporting a QuickTime Reference movie.
- **Bug Number:** UDevC00179138. On systems with many fonts installed, you could not scroll down the font list in the Interface Settings window.
- **Bug Number:** UDevC00178449. The Timeline position indicator would reset if you deselected audio tracks.
- **Bug Number:** UDevC00179312. Not all spans across P2 cards appeared in the Volume bin.
- **Bug Number:** UDevC00178555. The Volume bin properties button always displayed AS02 even if the volume was for another AMA plug-in.

- **Bug Number:** UDevC00172771. Non-visible blanking areas did not have the correct black levels.
- **Bug Number:** UDevC00177543. You might have experienced jumbled edits when importing AAFs into Pro Tools that were exported from Media Composer sequences containing mixed frame-rate media.
- **Bug Number:** UDevC00176433. An aaf was not created on the first attempt. If you tried a second time, then it would work.
- **Bug Number:** UDevC00175855. Position tracking defaults were incorrect for effects promoted to 3D Warp.
- **Bug Number:** UDevC00175594. You might have seen matte key aliasing during full screen playback.
- **Bug Number:** UDevC00177210. Performing an Extend edit when in Color Correction mode resulted in Access violation errors.
- **Bug Number:** UDevC00176730. With Matrox hardware enabled, you might have received “OutputPortController” errors when using the Title Tool.
- **Bug Number:** UDevC00176466. Some handles might have been added when performing a Send to Pro Tools resulting in additional transcode.
- **Bug Number:** UDevC00171781. You might have received AMERsourceManager errors when toggling between hardware and software mode.
- **Bug Number:** UDevC00165010. Performing a Reveal File did not work for Titles in a bin.
- **Bug Number:** UDevC00176907. The text in a dialog box indicating objects in the bin could be opened in earlier versions of the editing application ended in a question mark, causing confusion.
- **Bug Number:** UDevC00176768. NewsCutter ignored the Composer Settings.
- **Bug Number:** UDevC00176592. You might have received an “Exception crumb exists” error when deleting an edit that was placed after a marker.
- **Bug Number:** UDevC00176295. In some instances, exporting QuickTime resulted in Segmentation fault errors.
- **Bug Number:** UDevC00176015 . Legacy P2 workflow did not work if the P2 Volume had been copied to a drive.

- **Bug Number:** UDevC00175546. XDCAM spanned clips appeared blurred after transcoding from 23.98 to 59.94.
- **Bug Number:** UDevC00175216. Opening a bin in Frame View resulted in only some headframes visible in the bin.
- **Bug Number:** UDevC00177782 . AMA writeback did not let the AMA plug-in manage the volume location.
- **Bug Number:** UDevC00176601 . AudioSuite D-Verb effect parameters did not save properly.
- **Bug Number:** UDevC00177633 . The Audio Mixdown window would not open if there was no available bin open.
- **Bug Number:** UDevC00177182 . Extracting a segment from the end of a sequence where there was an effect on the Master fader left the sequence length unchanged.
- **Bug Number:** UDevC00171537. Clicking between transitions in Trim mode was slower than in previous releases.
- **Bug Number:** UDevC00173790. Full screen playback of the source monitor loaded a black frame.
- **Bug Number:** UDevC00178139. The Script window appeared unsaved even after performing a Save.
- **Bug Number:** UDevC00177812 . You could not select a local drive for mixdown for Send To Playback in a standalone environment.
- **Bug Number:** UDevC00178109 . You could not perform a send to playback if the video was not loaded in the monitor.
- **Bug Number:** UDevC00176701 . Linking to Canon H.264 files were offline when Dynamic Relink was enabled.
- **Bug Number:** UDevC00177839 . When the original network was not available, saving consolidated AMA clips was delayed.
- **Bug Number:** UDevC00178240 . Loading a clip from Interplay into a single Composer window resulted in a “Setting Class” error when you closed the window.
- **Bug Number:** UDevC00174451. You might have received a “CompareChunk” error when analyzing a track with the NEUGEN LMCorrect plug-in.

- **Bug Number:** UDevC00178064. Transcoding from XDCAM50 to DNxHD 120 resulted in a split image.
- **Bug Number:** UDevC00173354. If you had a project on an external drive, you could not unmount that external drive if Marquee had been opened.
- **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:** UDevC00171589. (Macintosh) 3D Picture in Picture shifted if you changed the Timeline Video Quality setting.
- **Bug Number:** UDevC00177201. Received DIDMapper playback errors with EWC clips has been fixed.
- **Bug Number:** UDevC00175228. Performing a Send to Playback with an XDCAM sequence with the audio tracks disabled, the audio bit depth was set to 16bit even if the audio was set to 24 bit.
- **Bug Number:** UDevC00174538. Render times of the LM Correct Loudness plug-in were longer than in previous releases.
- **Bug Number:** UDevC00170198. Selecting Alt (Windows) + Render or Option (Mac) + Render did not render to the last selected drive.
- **Bug Number:** UDevC00178272. The Audio Project Settings Input tab did not display the correct options for the input source.
- **Bug Number:** UDevC00176481. The Title Tool crashed when in an 1080i 59 project.
- **Bug Number:** UDevC00173215. QuickTime “Same as Source” exports were slower if a Nitris DX was attached.
- **Bug Number:** UDevC00178471. The Multigroup menu did not populate correctly.
- **Bug Number:** UDevC00174107. (Macintosh) With a Nitris DX attached, you could not output LTC and downconvert to SD simultaneously.
- **Bug Number:** UDevC00173882. The desktop video did not resize to fill the screen on 30” monitors.

- **Bug Number:** UDevC00175090. When changing an effect duration, then pressing the Tab key, you might have received a “segmentation fault” or “access violation” error.
- **Bug Number:** UDevC00178961. (AMA) Opening and closing a new volume bin caused P2 write-back to fail.
- **Bug Number:** UDevC00177886. (Nitris DX) You might have seen an “Exception: DoMixSampleFifoToBus” error when playing a sequence with 20 audio tracks to Direct Out.
- **Bug Number:** UDevC00177697. (Macintosh) When running a Japanese locale, the editing application crashed if the AirPort option (AirMac) was set in the Video Satellite settings.
- **Bug Number:** UDevC00178447. Adjusting IN/OUT audio pans in Clip Mode did not always adjust all the clips from IN to OUT.
- **Bug Number:** UDevC00177282. Exporting a Same as Source QuickTime file with 23.98 media in a 59.94 project resulted in a “no valid resolution” error.
- **Bug Number:** UDevC00173454. Adding a Spectramatte effect twice crashed the editing application.
- **Bug Number:** UDevC00174465. An Animatte image shifted if you switched between 25 fps formats.
- **Bug Number:** UDevC00178653. You might have seen “Assertion failed” errors after checking out a sequence from Interplay resulting in a change to the sequence.
- **Bug Number:** UDevC00175264. The Symphony editing application was missing the 15:1s resolution.
- **Bug Number:** UDevC00173841. You might have seen quality issues in the background in the Title Tool.
- **Bug Number:** UDevC00177242. (Macintosh) PhraseFind did not return search results when searching on ISIS.
- **Bug Number:** UDevC00175197. EDL Manager crashed when creating a list from stereo 3D clips.
- **Bug Number:** UDevC00169291. EDL Manager crashed with a sequence containing audio from a stereoscopic clip.

- **Bug Number:** UDevC00178475. (NewsCutter) The NRCS Tool did not have a scroll bar on the right side of the window.
- **Bug Number:** UDevC00177315. Waves RTAS plug-ins were taking too long to load.
- **Bug Number:** UDevC00149163. (Windows) You could not right-click the Dolby Media Meter 2 plug-in to add or delete meters.
- **Bug Number:** UDevC00164069. You could not select items from the Alogorithm pulldown menu in the Izotope RX2 RTAS plug-in.
- **Bug Number:** UDevC00174393. Some 3rd party RTAS plug-ins caused user-interface errors that resulted in AMPI errors.
- **Bug Number:** UDevC00175486. The reformat selection was ignored during a transcode.
- **Bug Number:** UDevC00174079. The button to turn on waveforms was disabled when entering locators.
- **Bug Number:** UDevC00174147. (Macintosh) The color picker did not pick the correct color when the Record monitor was reduced in size.
- **Bug Number:** UDevC00177612. The NRCS Tool did not display Production Cues if they contained Chinese characters.

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.

Audio Device Drivers

For a listing of currently supported Audio device drivers, see 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.

Important: This is a full version of the editing application. You should uninstall the previous build from your system before you install Media Composer or Symphony v6.5.4 or NewsCutter v10.5.4.



(Windows) Note for Domain Administrators: If your editing systems are part of a domain, you must give the user the right to “Increase Scheduling Priority.” This must be done within the Domain Group Policy on the domain controller by giving the right explicitly to the user or giving the right to a group and adding the user to that group. You will not be able to launch as a regular user if this is not set properly.

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 37](#) for more info.

Qualified Hardware and Operating Systems

Some features are processor-intensive and require specific hardware. See [“Feature Performance” on page 37](#) for more info.

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

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

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

- Windows 7 64-bit SP1(Professional)
- (Media Composer and Symphony) Macintosh Lion v10.7.4, 10.7.5, Mountain Lion v10.8.2, v10.8.3, 10.8.4

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 D30 Dual 6 core E5-2640 2.5Ghz or Dual 8 core E5-2660 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Lenovo C30 Dual 6 core E5-2640 2.5GHz or Dual 8 core E5-2660 2.2 GHz 16 GB DDR3-1600 memory	NVIDIA Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T7600 Dual 8 core Intel E5-2665 2.4 GHz 16 GB DDR3-1600 memory	NVIDIA Quadro 4000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T5600 Dual 6-core Intel E5-2630 2.2 GHz 16 GB DDR3-1600 memory	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

Qualified PC Hardware	Graphics Card	Qualified OS	Supported with
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 z420 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	Quadro 2000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Lenovo S30 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	Quadro 2000	Windows 7 64-bit	Software Only Nitris DX Mojo DX
Dell T3600 6-core Intel E5-1650 3.2 GHz 8 GB DDR3-1600 memory	Quadro 2000	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 Z220 Quad Xeon E3-1245V2 3.4 GHz 8 GB DDR3-1600 memory (Tower or SFF)	Quadro 600 HD4000	Windows 7 64-bit	Software Only
Lenovo ThinkCentre Edge 92Z i7-3770S 3.1 Ghz 8 GB DDR3-1600 memory Quad core All-in-One	HD4000	Windows 7 64-bit	Software Only
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

Qualified PC Hardware	Graphics Card	Qualified OS	Supported with
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

Qualified PC Notebooks	Graphics Cards	Qualified OS	Supported With
Lenovo ThinkPad W530 "Intel Core i7-3720QM 2.6 GHz, i7-3820QM 2.7GHz, i7-3920XM 2.9GHz	NVIDIA Quadro K1000M or K2000M	Windows 7 64-bit	Software Only
HP 8770w i7-3720QM 2.6 Ghz, I7-3820QM 2.7Ghz, I7-3920XM 2.9GHz 17" 1920x1080 - 8 GB 1600MHz DDR3 Memory	NVIDIA Quadro K3000M or K4000M	Windows 7 64-bit	Software Only Mojo DX
HP 8570w I7-3720QM 2.6GHz, i7-3820QM 2.7 GHz 15" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K1000M or K2000M	Windows 7 64-bit	Software Only Mojo DX
Dell M6700 i7-3740QM 2.7 GHz 17" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K3000M or K4000M	Windows 7 64-bit	Software Only Mojo DX
Dell M4700 i7-3740QM 2.7 GHz, 15" 1920x1080 - 8 GB 1600Mhz DDR3 Memory	NVIDIA Quadro K1000M or K2000M	Windows 7 64-bit	Software Only Mojo DX
HP 8760w i7-2820Q, 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

Qualified PC Notebooks	Graphics Cards	Qualified OS	Supported With
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)
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.

Qualified Macintosh Hardware	Graphics Cards	Qualified OS	Supported With
Mac Pro “Westmere” Two 2.66GHz 6-Core Intel Xeon (12 cores)	ATI Radeon HD 5770	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	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 v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only Nitris DX Mojo DX

Qualified Macintosh Hardware	Graphics Cards	Qualified OS	Supported With
Mac Pro “Nehalem” Dual 2.26 GHz Quad Core Intel	NVIDIA GeForce GT 120	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
Mac Pro “Harpertown” Dual Quad Core 3.0 or 3.2 GHz	NVIDIA GeForce 8800 GT	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only Nitris DX Mojo DX
iMac 27” Display Quad Core 3.4 GHz	ATI 6970M	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
iMac 27” Display Quad Core 2.93 GHz	ATI 4850	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
iMac 21.5” Display Dual Core 3.6GHz	GeForce 9400	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
iMac 27” Display 2.8 GHz 4 GB Quad Core 1066MHz	ATI Radeon HD 4850 Graphics Processor	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
iMac 27” Display Quad Core 2.8GHz	ATI 4850	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only

Qualified Macintosh Hardware	Graphics Cards	Qualified OS	Supported With
iMac 20" Display 2.66 GHz Core 2 Duo	GeForce 9400	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	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
Mac Mini Server 2.0 GHz i7 Quad core Thunderbolt - 4GB 1333MHz DDR3	Intel 3000	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
MacBook Air 13" - 2.0 GHz I7 Dual-Core Thunderbolt - 8 GB 1600MHz DDR3L	Intel HD4000	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
MacBook Air 13" 1.7GHz Dual-Core Intel Core i5 or 1.8GHz Dual-Core Intel Core i7	Intel 3000	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
MacBook Pro 15" 2.3/2.6/2.7 GHz I7 Quad-Core - Retina & Thunderbolt 8 GB 1600Mhz DDR3L Memory	HD4000 GeForce GT 650M	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only

Qualified Macintosh Notebook	Graphics Cards	Qualified OS	Supported With
MacBook Pro 17" 2.2/2.3/ GHz Quad Core i7	6750M Intel 3000	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
MacBook Pro 15" 2.0/2.2/2.3GHz Quad Core i7	6490M 6750M Intel 3000	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only
MacBook Pro 15" 2.53GHz Dual Core i5 15" or 17" 2.66GHz Dual Core i7	GT 330M	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	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 v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	Software Only Mojo DX (no DNxHD capture)
MacBook Pro 15" and 17" 2.5 GHz Core 2 Duo	8600M	Lion v10.7.4, 10.7.5 Mountain Lion v10.8.2, v10.8.3, v10.8.4	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.

Item	Versions	Comments
Windows Media Version Support	Windows Media Player 12 (for Windows 7)	<p>If you do not have Windows Media Player, access the download at www.microsoft.com.</p> <p>Windows Media export compatibility is subject to Microsoft Windows Media updates.</p>
Avid Interplay Support	See the Knowledge Base article “Interplay and Avid Editor Compatibility.”	<p>IMPORTANT: 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.</p>
NVIDIA Driver Support	v310.90	<p>See Setting up the NVIDIA Card. For setting up the driver for stereoscopic, see the NVIDIA setup info in the Stereoscopic 3D Workflow Guide.</p>
Shared Storage Support	Avid Unity™ MediaNetwork and Avid Unity ISIS®.	See “ Shared Storage Support ” on page 36 .

Item	Versions	Comments
Pro Tools		<ul style="list-style-type: none"> For information on supported versions of Pro Tools in an Interplay environment, see the Avid Interplay ReadMe or http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=353977&Hilite=Pro+Tools+Interplay For Co-install information, see Avid Editing Application Compatibility with Pro Tools. For Video Satellite information, see the Video Satellite Guide or http://avid.custkb.com/avid/app/selfservice/search.jsp?DocId=354337&Hilite=video+satellite
Sony XDCAM driver	v2.13 (XDCAM Transfer for Macintosh) Win 7-64 FAM 2.3.2 and VFAM 4.0.1	The VFAM firmware version is 2.45. The driver can be downloaded from Sony's website http://esupport.sony.com/ .
Panasonic P2 drive	(Macintosh) No device support for Lion (Windows 7) Driver version for P2 devices:v2.16	There is currently no P2 writeback support for Macintosh clients.
Boris Continuum Complete	v8.1	Ships with: Avid Symphony™
Avid DVD by Sonic	v6.4.4	Ships with: Avid Media Composer Avid Symphony Avid NewsCutter
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

Item	Versions	Comments
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

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

Avid Mbox Family Audio Devices (3rd Generation)

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

Avid Mbox 2 Family Audio Devices

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ Symphony with Nitris DX
Mbox 2 (USB)	Co-install/ Audio Device	Co-install	Co-install

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

Other Avid Audio Devices

Audio Device (Interface)	MC/NC Software Only	MC/NC with Mojo DX	MC/NC/ Symphony with Nitris DX
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	
Touch-sensitive faders	Yes	Yes	Yes	Yes	No	
Touch-sensitive panners	No	No	Yes	Yes	No	
Solo/mute	Yes	Yes	Yes	Yes	No	
Supports audio mixing	No ^a	No	No	No	No	
Latch mode (also known as Snap mode)	Yes	Yes	Yes	Yes	No	

Feature	Digi 002 (MC/NC only)	Command8	Avid Artist Control	Avid Artist Mix	Avid Artist Transport	Avid Artist Color
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.

Feature	FaderMaster Pro	MCS-3000X	Yamaha 01V/96 and Yamaha 01V
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 ^a
Supports audio mixing	No	No	Yes
Latch mode (also known as Snap mode)	No	Yes	No
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: v310.90

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.

Editing Application Operating System	ISIS Clients	ISIS 5000 Server	ISIS 2000 Server	ISIS 7000 Server	Media-Network Client	Media-Network Server
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
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.

Feature	Description	Recommended System
J2K Capture		<ul style="list-style-type: none">• HP z820 Dual 6 Core or Dual 8 Core• Lenovo D30 Dual 6 Core or Dual 8 Core• Lenovo C30 Dual 6 Core or Dual 8 Core• Dell T7600 Dual 8 Core or Dual 6 Core• HP z800 Dual 6 Core• Dell T5600 Dual 8 Core or Dual 6 Core• Dell T5500 Dual 6 Core• Mac Pro Dual 6 Core “Westmere”

Feature	Description	Recommended System
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"> • HP z820 Dual 6 Core or Dual 8 Core • Lenovo D30 Dual 6 Core or Dual 8 Core • Lenovo C30 Dual 6 Core or Dual 8 Core • Dell T7600 Dual 8 Core or Dual 6 Core • HP z800 Dual Quad Core, or Dual 6 Core • Dell T5600 Dual 8 Core or Dual 6 Core • HP z400 Single 6 Core • HP z420 Single 6 Core • Dell T3500 Single 6 Core • Dell T3600 Single 6 Core • Dell T5500 Dual, 2.93GHz Quad Core • Mac Pro Dual 6 Core “Westmere”

Feature	Description	Recommended System
XDCAM HD50 Capture	Baseband capture through Nitris DX, Mojo DX	<ul style="list-style-type: none"> • HP z820 Dual 6 Core or Dual 8 Core • Lenovo D30 Dual 6 Core or Dual 8 Core • Lenovo C30 Dual 6 Core or Dual 8 Core • Dell T7600 Dual 8 Core or Dual 6 Core • HP z800 Dual Quad Core or Dual 6 Core • Dell T5600 Dual 6 Core Dual 8 Core • HP z420 Single 6 Core • HP z400 Single 6 Core • Dell T3600 Single 6 Core • Dell T3500 Single 6 Core • Dell T5500 Dual, 2.93GHz Quad Core • Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”
HD RGB 4444 ProRes 4444 DNxHD 4444	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"> • HP z820 Dual 6 Core or Dual 8 Core • Lenovo D30 Dual 6 Core or Dual 8 Core • Lenovo C30 Dual 6 Core or Dual 8 Core • Dell T7600 Dual 6 Core or Dual 8 Core • HPz800 Dual Quad Core or Dual 6 Core • Dell T5600 Dual 6 Cor or Dual 8 Core • Dell T5500 Dual, 2.93GHz Quad Core • Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere” • Storage: 10Gb Ethernet ISIS,

Feature	Description	Recommended System
AMA (RED)	AMA is a processor intensive operation. Older platforms may not offer optimum performance.	<ul style="list-style-type: none"> • HP z820 Dual 6 Core or Dual 8 Core • Lenovo D30 Dual 6 Core or Dual 8 Core • Lenovo C30 Dual 6 Core or Dual 8 Core • Dell T7600 Dual 8 Core • HP z800 Dual Quad Core, or Dual 6 Core • Dell T5600 Dual 6 Core • HP z420 Single 6 Core • HP z400 Single 6 Core • Dell T3600 Single 6 Core • Dell T3500 Single 6 Core • Dell T5500 Dual, 2.93GHz Quad Core • Mac Pro Dual Quad Core “Nahalem” or Dual 6 Core “Westmere”
AMA (QuickTime)	AMA is a processor intensive operation. Lower end platforms may not offer optimum performance. Highly compressed codecs such as H.264 will exhibit minimal real-time performance.	Recommendation of qualified systems depends on your planned use of this feature. Heavy usage of highly compressed codecs requires the high end systems. (Dual 6 Core or Dual 8 Core systems)
DVCPro HD capture	You will get better performance with a dual quad core or dual 6-core system.	Dual Quad Core, Dual 6 Core or Dual 8 Core Systems
AVCI-Intra	AVC-Intra(AVC-I) is a high quality, low bit-rate HD codec and is very CPU intensive.	<p>4-Way MultiCam Playback</p> <p>Dual Quad Core, Dual 6 Core or Dual 8 Core Systems</p> <p>Four Stream Playback:</p> <p>Dual Quad Core, Dual 6 Core or Dual 8 Core Systems</p>

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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