



# Avid<sup>®</sup> Xpress<sup>®</sup> Pro

## Version 5.6.6 ReadMe

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### Revision History

Date Revised	Changes Made
January 5, 2007	Included additional updates to the list of Fixed issues for 5.6.6
January 4, 2007	Updated the list of Fixed issues for version 5.6.6.

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

[www.avid.com/support/downloadcenter/index.asp](http://www.avid.com/support/downloadcenter/index.asp)

**Please check the download site regularly for information on available downloads for your product.**

### Important Information

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

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

### Latest ReadMe

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

## **Latest Drive Striping Tables**

### **To find the latest striping tables:**

1. Access the Knowledge Base at [www.avid.com/onlinesupport/](http://www.avid.com/onlinesupport/).
2. Type “striping tables” in the Search Knowledge Base text box.
3. Click Search.
4. Select the table appropriate for your product.

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## Fixed in v5.6.6

The following were fixed:

- A vertical shift in the image might have appeared on the screen when you stopped playback. This has been fixed.
- Memory leaks might have occurred when you were exporting a sequence as AFE. This has been fixed.
- Playback was intermittently dropping the first few frames immediately after you selected Play. This has been fixed.
- It might have taken an unusually long time to open the Media Tool. This has been fixed.
- On Macintosh editing systems, 720p 23.976 HD SDI digital cuts were inaccurate starting with the first frame. This has been fixed.
- The maximum luminance levels of analog outputs was 675 mV instead of 700mV required by PAL. This has been fixed.
- User mode did not support mixed case, numbers, and punctuation restrictions for passwords. This has been fixed.
- In your Macintosh editing application, selecting a drive in the Media Creation tool might have overridden your subsequent drive selection in the Import tool. This has been fixed.
- In your editing application, if you modified a shotlist created in Assist, checked it back in, and then checked it out again, you might have seen an error message about importing conflicting subclips. This has been fixed.
- The editing application might not have correctly played capture video in the capture window when a pop-up window was open. This has been fixed.
- The editing application might have displayed an “Access Violation” error when checking in a sequence containing rendered titles or matte keys. This has been fixed.
- You may have received a “DLL could not be loaded” error when performing a Send to Playback operation. This has been fixed.
- A MediaStream Server Send to Playback operation did not overwrite an existing sequence even though the Overwrite checkbox was selected. This has been fixed.
- If a QuickTime export included filler between video clips, Flip Factory would fail during encode of the QuickTime reference movie. This has been fixed.

- (Macintosh) In a software only configuration with a DVC ProHD device attached, you may have received an “AMD\_DIO\_ERROR” error after capturing video and audio and playing it back in the Source or Record monitor. This has been fixed.
- The Macintosh editing application could not import XDCAM MXF files larger than 2GB. This has been fixed.

## Changed in v5.6.5

The Avid Xpress Pro v5.6.5 release does not include any technical updates. This update was created to keep version numbers aligned with other Avid editing applications.

## Fixed in v5.6.4

- The previous release of the editing application was ICS (International Character Support) compatible but did not support French. French is supported with this release.
- If you were monitoring a sequence with a clip that referenced non-existent tracks, the error message that opened might not have been helpful. This has been fixed with the following new message: “Sequence refers to non-existent track in clip. Please turn off monitoring and reedit references to the following clip. You may then reenable monitoring.”
- Playing or performing a digital cut of PAL DV 16x9 media might have resulted in 4x3 media. This has been fixed.
- Video Display Settings changes are now correctly retained as site settings.
- When in an NTSC-J project on an Avid editor with Avid Mojo<sup>®</sup> SDI, you can now select Internal or Reference in the Video Output tool.
- Consolidating NLTEK DNxHD media should not result in an error.
- If you entered Asian characters as restriction information, the characters might have appeared as question marks when you viewed that restriction in another Avid application. This is fixed.

## Changes in v5.6.3

The following additions have been made for this release:

- This release is ICS (International Character Support) compatible. Traditional Chinese, Simplified Chinese, Japanese, Italian, German, and Spanish are supported.

- It has been discovered that OMF<sup>®</sup> 1:1 media created in Macintosh<sup>®</sup> versions of the Avid Media Composer<sup>®</sup> v2.5 through v2.6.2 and Avid Xpress<sup>®</sup> Pro v5.5 through v5.6.2 does not play on Meridien<sup>™</sup> editing applications. The x.6.3 versions of the editing applications do not have this limitation.

Currently, the .pmr file (the file that lists all the online media files) might not update properly on Macintosh clients. Media might be appearing offline to other workgroup clients when it is actually online. The problem occurs whenever media is created in an empty media directory. The .pmr is not correctly updated, and it continues to indicate no media files in the directory, even if the editor creates media.

**Workaround:** Create at least one media file by importing or capturing media in the empty media directory. Then minimize the editing application and delete the .pmr file from the OMFI MediaFiles folder or the Avid MediaFiles folder. Open the editing application so that it recreates the .pmr. That .pmr will be correct, and new media will be online and accessible.

## Fixed in v5.6.3

The following have been fixed:

- Cut lists in Avid FilmScribe<sup>™</sup> might have been limited to two video tracks and four audio tracks. This has been fixed.
- In Avid Log Exchange (ALE), you might have encountered a “Serious Error” message when you tried to convert an ALE shot log to an FLX file. This has been fixed.
- If you changed reference from internal to blackburst, SD SDI embedded audio might have been output on different channels from the ones you selected for it. This has been fixed.
- In an HD project with cross convert enabled (for example, a 1080i HDV project), if you selected Audio Project Settings > Output > HD SDI > On, the audio might not have output over HD SDI. This has been fixed.
- When you attempted an Audio Punch-In using AES/EBU audio, you might have encountered an Exception ADMADM\_DV\_CORRUPT\_FRAME error and the capture might have failed. This has been fixed.
- The first frame of AVX<sup>™2</sup> effects might not have rendered properly. This has been fixed.
- (Macintosh) If you selected Radial shading in the Interface Settings dialog box, a purple hue appeared. This has been fixed.
- You can now display resolutions (DNX HD 115 MXF, DNX HD 175 MXF, and DNX HD 175X MXF) for 1080p23.97 format projects in a bin heading.

- Stereo clips might have been out-of-phase on playback and digital cut. This may have been caused by gain changes or audio effects if they were applied to one side of a stereo pair of tracks.

**Workaround:** Always apply changes to both sides of the stereo pair. For example, if a clip on A3 and A4 represent a stereo pair, when adjusting the volume of the clip in the Audio Mix window, adjust both A3 and A4. The level can be different for both sides, (for example. A3 set to +3 db and A4 to +7 db).

- Digital audio should not spike when you power on the Avid DNA™, start the Avid editing application, or switch projects.
- An incorrect warning message about “Avid Mojo Not Found,” no longer appears when you start Avid Xpress Pro or Avid Media Composer Software Only.
- (Macintosh) An HD title with a Soft Drop Shadow displays correctly in the Avid Marquee® Title Tool.
- The HD client monitor video shifted to the right for 720p 50 cross convert on the component output. This has been fixed.
- An error “Exception: ERROR SWResizeCvtr::ExecuteFrame AVideoSample buffer too small,” has been fixed when working with AVX effects and a clip with alpha.
- You might have seen duplicated fields of the last frame of video in an HD digital cut. This has been fixed.
- You might have experienced audio phase issues when you captured SD embedded audio. This has been fixed.
- When you changed a start timecode, you might have been prompted to enter film information, even if you were not in a film project. This has been fixed.
- Importing an NTSC MP4 file with audio and video sometimes resulted in audio and video getting out of sync. This has been fixed.
- Unsupported XDCAM™ HD video formats are now blocked from importing.
- When exporting a sequence as AAF, it no longer copies the audio when you have selected to consolidate the audio.
- In an HD project with cross convert enabled (for example, a 1080i HDV project), if you select Audio Project Settings > Output > HD SDI > On, the audio might not have output over HD SDI. This has been fixed.

## Fixed in v5.6.2

The following have been fixed.

- HD Component output might have shifted right when you were performing a crossconvert to 720p/50. This has been fixed.
- Timewarp Render Settings became disabled and reverted to Original Preference. This has been fixed.
- The AVX plugin Blur sample and Boris sample failed to load. This has been fixed.
- You may have experienced out of phase audio on Embedded audio output. This has been fixed.
- HDV Scene Extraction might not have worked. This has been fixed.
- You might have received an “ADM\_DIO\_ERROR” when switching back to the Avid editing application from Avid 3D. This has been fixed.
- You might have received incorrect Timecode values for new XDCAM HD high resolution, batch imported clips.
- The unnecessary Pg8 tab that appeared in the Media Creation Settings dialog box has been removed.
- (Macintosh) The JVC GY-HD100 camera machine template was missing. This has been fixed.
- Long clip names might have been truncated in the bin. This has been fixed.
- Video Display Settings were not sticking as a site setting. This has been fixed.
- The 1080p/24 HD DNxHD codec was missing from the Quicktime Export options list. This has been fixed.
- You could not export an OMF 2.0 sequence as audio-only if the sequence contained clips with MXF video and OMF audio. This has been fixed.
- A “PMM\_insufficient\_media” error might have appeared when consolidating material from P2 to an Avid Unity ISIS system. This has been fixed.
- Multigroup clips with more than one group clip did not display in the Source monitor. This has been fixed.

- Red artifacts might have appeared in the image after adjusting Master Gamma and Contrast. This has been fixed.
- Audio files might have been quarantined during a scan of the media drive. This has been fixed.
- Playing a section of a sequence containing Chroma keys over a 3D Warp might have caused “VDMPlayConsumer” errors. This has been fixed.
- Multigroup clips did not convert from SD to HD project types. This has been fixed.
- Sound timecode was not converted properly when modifying SD 24P to 1080p/24. This has been fixed.
- Modified KeyNumbers changed when opening associated bins. This has been fixed.
- If you reopened an EDL as 24fps into EDL Manager and created a sequence from the EDL into a 24p NTSC project and then tried to batch digitize the sequence or decompose the sequence and try to batch the resulting clips, you might have received an error. This has been fixed.
- The Color Correction Relationship menu was not updating properly. This has been fixed.
- When using color correction, if you clicked a bucket with a saved relationship, a correction was applied to a new layer with each click. This has been fixed.
- Alt + clicking on a bucket while parked on a clip with no Color Correction did not clear the bucket. This has been fixed.
- After applying Color Correction by dragging a template from a bin to the current monitor, selecting Undo listed two events instead of one. This has been fixed.
- The Undo list was empty after applying a saved Relationship template to a clip with an existing relationship. This has been fixed.
- When working with Color Correction, the undo feature might not have worked properly after applying a saved relationship from an Avid Symphony Nitris system. This has been fixed.

## Fixed in v5.6.1

Note the following fixes.

- Changes you made in the Passthrough Mix tool via the Audio Project settings dialog box (Input tab) might not have carried over as a site setting to a new project. This was fixed in part by including access to the Audio Passthrough Mix Tool in the Settings list of the Project window. Do the following to keep your settings changes as a site setting:
  1. Select Special > Site Settings window.
  2. After you make changes to the Passthrough Mix Tool, select Audio Passthrough Mix Tool in the Settings list and drag it to the Site Settings window.
- A negative amount of kerning at the bottom of a title, might have caused the title to be cut off. This has been fixed.
- Importing 24fps QuickTime movies into a 23.976 project resulted in subtracted frames. This has been fixed.
- Some sequences that contained AVX plug-ins might have caused Access Violation and out of memory errors. This has been fixed.
- Consolidating audio and video to the same drive might not have worked. This has been fixed.
- When using AVX2 Plugins and selecting the Widgets Text field might have resulted in an Exception error. This has been fixed.
- Re-editing 24p PAL Titles were not centered in a 1080p\_24 project. They automatically defaulted to 24p NTSC frame size. This has been fixed.
- “VDMerr” errors might have occurred when performing a playback over a Marquee Title. This has been fixed.
- You might have heard audio distortion if the input digital audio source had different audio sample rates. This has been fixed.
- When using Multicam, you were restricted to 4 grouped clips. This restriction has been removed.
- (Macintosh) It might have taken 10-15 seconds to even begin launching the editing application. This has been fixed.
- The dongle updater window might have displayed the wrong name for the product. This has been fixed.

- After promoting an effect, SD OMF Title media may have incorrectly displayed “Wrong Format”. This has been fixed.

## Changes in v5.6

The following features have been included with this version of the editing application:

- [Change to the Clear Button in the Project Window](#)
- [Sample Media](#)
- [New Safe Color Limiter 422 Safe Parameter](#)

### Change to the Clear Button in the Project Window

The Clear button that previously appeared in the Bins tab of the Project window has been renamed and moved to the Info tab of the Project window. The button is now the Clear Bin Memory Button. See “Managing Bins and Memory” in the Help.

### Sample Media

The Avid editing application installer now allows you to install media for a startup project on your system. The startup project is particularly useful if you want to start learning how to edit with your Avid editing application right away, before you capture any media of your own.

#### **(Macintosh) To install the startup project:**

1. Install the editing application.
2. Restart your system when prompted.
3. Access the editing application DVD.
4. Open the “Startup Project for New Users” folder.
5. Open Avid Startup Project.
6. Double-click Project.pkg.
7. When the “Select a Destination” window opens, click the Choose button.
8. Select the editing application folder.
9. Click Continue.
10. Click Install.
11. Double-click Media.pkg and continue through the installation choosing the volume where you want the media to reside.

After the installation process is complete, see [“Using the Startup Project” on page 13](#).

**(Windows) To install the startup project:**

1. At the editing application installer window select Install Startup Sample Media.
2. Select Next through the installation process.
3. At the “Select a Drive” window, select the driver where you want the media to reside and select Next.

Once the installation process is complete, see [“Using the Startup Project” on page 13](#).

## Using the Startup Project

If you choose to install the sample startup project and media when you install your Avid editing application, you can open this project from the Select Project dialog box. The startup project, called Avid Boston Project DV25, contains a complete sequence with rendered effects and titles, as well as all the video and audio clips used in the sequence. You can explore the sequence in the Timeline to learn how it is assembled, and you can use the clips to practice the viewing and editing techniques described in the editing application Basics Guide.

**To open the startup project:**

1. In the Select Project dialog box, click the Shared folder button.
2. Double-click Avid Boston Project DV25 in the Project list. The Avid Boston Project DV25 project opens.
3. Use the Bins tab of the Project window to open one or both of the bins in the project:
  - Boston Seq DV25 contains a complete sequence.
  - Boston Project source contains all the video and audio clips in the project.

For more information on opening bins, see “Opening and Closing a Bin” in the Help.



*When you first open the sample project, you might want to set the source/record aspect ratio to 16x9. The project defaults to 4x3 and the media looks best if viewed at 16 x9. See “Using the 16:9 Display Format” in the Help.*

## New Safe Color Limiter 422 Safe Parameter

The 422 Safe parameter controls how the effect handles chroma sub-sampling when limiting colors.

When 422 Safe is not selected (the default value), effect processing is fast. However, depending on the image, a small number of transient pixel values might exceed your safe color ranges.

When 422 Safe is selected, effect processing is slower, but every pixel in every frame is guaranteed to be within your safe color ranges.

422 Safe therefore offers a choice between performance and guaranteed accuracy. In many situations, you can leave 422 Safe turned off. If you know that every pixel throughout your material must be guaranteed safe, turn 422 Safe on. Alternatively, you can leave 422 Safe turned off while you edit and adjust effects, then turn it on before you render or output your finished sequence to guarantee that every pixel in your output is color safe.

## Fixed in v5.6

Note the following fixes.

- You might hear corrupted audio at the start of play. This has been fixed.
- MetaSync® log files could not be created by non-administrator users. This has been fixed.
- Adjusting softness to a Luma key was not working. This has been fixed.
- Editing 4x3 SD titles in HD shifted all graphics to the right. This has been fixed.
- Access violations occurred when you were changing drives in the Audio Punch-in Tool after grouping drives in the Capture Tool. This has been fixed.
- Loading a non-group clip into the Source pop-up monitor (in Group Clip mode) didn't turn off Split mode. This has been fixed.
- You might have lost mouse control when moving the Color Picker over the Effects Preview window. This has been fixed.
- HD Only: A Timewarp effect with a Spectramatte over it and an AVX2 effect nested would not render with 16-bit effects processing. This has been fixed.
- (Macintosh) The MPEG 30, 40, and 50 Codecs were inadvertently left out of the Macintosh version of the editing application. This has been fixed.
- Ink Duration and AuxInk Duration were calculated to be 1 frame shorter than they should be. This has been fixed.
- You might have experienced "Access Violation" errors when launching MediaLog™. This has been fixed.
- Applying an Image Resize effect and promoting to 3D might have affected video levels. This has been fixed.

- Ganged sequences might not have updated in the source monitor when scrubbing in the Timeline. This has been fixed.
- Trimming back-to-back Paint Effects on filler might have hang the application. This has been fixed.
- Dupe Detection might have reset to 0. This has been fixed.
- (Macintosh) If a Pan and Zoom effect was created on the Windows® editing application, you were not able to load the images on a Macintosh® editing application. This has been fixed.
- (Macintosh) You were unable to resize the Motion Effect Editor. This has been fixed.
- (Macintosh) Stopping and starting Capture with DV Device might have caused ADVAudioDev errors. This has been fixed.
- (Macintosh) The application might have unexpectedly quit during HDV capture. This has been fixed.

## Changes in v5.5.3

- You might have experienced problems when using the editing application with the Japanese OS or with the Japanese language file on the English OS. This has been fixed.
- (Macintosh) The application might have taken 15 seconds to launch. This has been fixed.
- (Macintosh) The DUO dongles did not work with the x.5.2 editing application. This has been fixed. The DUO dongles now work with this release of the editing application.

## Changes in v5.5.2

The following changes have been made:

- The editing application would handle media read errors in the same manner as corrupted frames during the capture process. An “Ignore Media Read Errors” option has been added to the Capture Settings. This option is defaulted on. Now when the application encounters a media read error, it will continue with the capture and log the error to the Console Window.
- (Macintosh) When capturing HDV, intermittent “EXC\_BAD\_ACCESS” or “Capture aborted...” errors might have occurred and the editing application would unexpectedly quit. This has been fixed.

- (Macintosh) If a customer updated to Macintosh OS v10.4.7, the editing application would not launch. This has been fixed. Systems that included DUO Dongles could not update to the x.5.2 Release without first updating the dongle through a dongle exchange program.

## Changes in v5.5.1

- This document now includes [“Special Installation Instructions” on page 36.](#)
- HDV splicing was only available for the 720p format. It is now available for 1080i and 720p formats.
- Exporting HDV material may have resulted in corrupt media being written to the HDV device. This has been fixed.
- When you launched the editing application and the application did not see the Avid Mojo<sup>®</sup> or Avid Mojo SDI, you had to exit the application, power cycle the Avid Mojo and restart the application. This has been fixed.
- Audio Punch-In may have been out of sync on the Macintosh version of the editing application. This has been fixed.
- (Macintosh HDV) When exporting to an HDV Device with a sequence with multiple video segments, occasionally the application would quit. This has been fixed.
- You may have received intermittent capture problems. At the end of a capture from a DV or HDV camera or deck, it is possible you will receive the following notification: “There were device read errors encountered during capture. The clip may have lost some audio data. Do you wish to keep this clip?” Device read errors are fairly common when capturing from consumer devices. If you receive this notification you should inspect the clip for audio dropouts and recapture only if necessary.
- 1:1HD video may have been distorted in the Source/Record monitors in SD progressive projects. This has been fixed.
- (XDCAM HD) Playing batch imported high resolution clips into a sequence caused red lining and freeze frames. This has been fixed.
- (Macintosh) Crawling Titles displayed black vertical lines at the page breaks. This has been fixed.
- Sharing HD media in an Avid Unity ISIS shared storage environment was not supported with the Macintosh version of the editing application. This has been fixed.


## New Features in Avid Xpress Pro v5.5

The features described in “[New Feature Descriptions for Windows and Macintosh Editing Application](#)” on page 17 are new for both the Windows and Macintosh versions of this editing application. The features described in “[New Feature Descriptions for Macintosh Editing Application](#)” on page 18 are additional features added to this release of the Macintosh editing application.



*When you are using the search feature in the Avid editing application Help, a bug exists if Safari™ is your default browser. You might experience issues when performing searches. You need to empty the Safari cache in between searches (Select Safari > Empty Cache.) This search issue does not occur when using Firefox™ as your browser.*

### New Feature Descriptions for Windows and Macintosh Editing Application

Feature	Description	More Info
Full Screen Playback	The Full Screen Playback option allows you to view your video on a full-screen monitor.	See “Playing Video to a Full-Screen Monitor” in the Help.
Support for Mojo SDI	The editing applications are compatible with the Mojo-SDI device.	See “Using The Avid Mojo SDI” in the Help.
Long-GOP Splicing for HDV Encoding	The editing application uses a technique called long-GOP splicing when encoding an HDV MPEG-2 sequence for export.	See “Long-GOP Splicing for HDV Encoding” in the Help.
Changes to Default Location of Avid Projects	The default locations of the Avid Projects folders have changed to use the security provided by your system’s user login.	See “Changing Project and User Names” in the Help.
	 <b>If you have existing projects in an Avid Projects folder, you might want to manually move them to one of the new locations. If you do not manually move your projects, they might not appear in the projects list.</b>	
Punch-In for Remote Play and Capture	Allows you to perform a Remote Punch-In.	See “Setting up Your System for Remote Punch-In” in the Help.

## New Feature Descriptions for Windows and Macintosh Editing Application


Feature	Description	More Info
Delete Dialog Box Changes	The Delete dialog box has improved.	See “Deleting Clips, Subclips, and Sequences” in the Help.
Advanced Keyframe Graph Changes	The display of advanced keyframe graphs in the Effect Editor has been enhanced.	See “Viewing Advanced Keyframe Graphs” in the Help.
Audio Mixer Tool changes	The Audio Mixer tool now has three modes that allow you to perform various tasks.	See “Using the Audio Mixer Tool” in the Help.
Send To DigiDelivery	Allows you to export a sequence directly to DigiDelivery <sup>®</sup> , the file-exchange service from Avid Digidesign <sup>®</sup>	See “Send To DigiDelivery” in the Help.
Exporting an AAF file	Additional AAF Export options have been added.	See “Exporting an AAF File to ProTools” in the Help.
Safe Color Limiter	Allows you to limit colors to safe ranges.	See “Safe Color Limiter Effect” in the Help.

## New Feature Descriptions for Macintosh Editing Application

Feature	Description	More Info
HD Support	The Avid editing application now supports high definition (HD) media.	See “Working with HD Media” in the Help.
Film Enhancements	The Avid editing application now supports tracking 3-perf counts, mixed film gauges, and FilmScribe <sup>™</sup> enhancements.	See the FilmScribe Help.
Marquee Changes	Marquee <sup>®</sup> Title tool has been updated to include new Title formats and new Preset Title formats. You can also save titles for DV and non-DV media. You can choose the bit depth for Marquee Titles and save Titles as TIFF files. You can also use AutoTitler with large input files.	See the Marquee Title Tool help.

## New Feature Descriptions for Macintosh Editing Application

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AVX2 Support	This release supports AVX™ 2.0 plug-ins. AVX 2.0 supports the advanced keyframe model and allows plug-in vendors to take advantage of 16-bit effects processing.	See “Support for AVX 1.x and AVX 2.0” in the Help.
Advanced Keyframe Changes	Additional effects can now be promoted to the Advanced Keyframe model.	See “Promoting Effects to Advanced Keyframes” in the Help.
Video Display Settings	Additional options have been added to the Video Display Settings dialog box.	See “Video Display Settings” in the Help.
SDI Embedded Audio	SDI Embedded Audio is supported for SD projects only. The option is not available for HD projects.	See “Audio Project Settings” in the Help.
Capturing DV 50 and DVCPRO HD Media Directly from a DV Device	A new Device menu has been added that allows you to switch between an attached Avid Mojo and a DV camera or deck without disconnecting your Avid Mojo.	See “Capturing DV 50 and DVCPRO HD Media Directly from a DV Device” in the Help.
Outputting DV50 and DVCPROHD Media Directly to a DV Device	A new Device menu has been added that allows you to switch between an attached Avid Mojo and a DV camera or deck without disconnecting your Avid Mojo.	See “Outputting DV 50 and DVCPRO HD Media Directly to a DV Device” in the Help.
Playing Back at Different Video Qualities	The Video Quality Menu button in the Timeline bottom toolbar has been updated.	See “Playing Back at Different Video Qualities” in the Help.
Playing Back to a DV Device (for DV25, DV50, and DVCPRO HD)	You can capture and play back DV50 native and DVCPRO® HD through the separate IEEE-1394 port.   <i>For Avid Xpress Pro, this feature replaces the Blue Dot mode.</i>	See “Playing Back to a DV Device” in the Help.
Selecting a Media Type	A new Media Type tab provides a menu that allows users to select either MXF or OMF as a media file format.	See “Media Creation Settings” in the Help.
Digital Cut Tool Changes	You can now select an Output resolution mode.	See “Using the Digital Cut Tool” in the Help.

## New Feature Descriptions for Macintosh Editing Application

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Locators	<p>You can now access most Locator options by right-clicking the mouse. New options have been added and the Locators window is no longer split in two sections.</p> <p>A new item has been added to the fast menu in the Locators window. “Disable Locator Popup” disables the new locator popup window. It is only disabled for the work session. When you relaunch, the locator popup menu is enabled.</p>	See “Using the Locators Window” in the Help.
Support for Panasonic P2	The Avid editing application now supports the Panasonic <sup>®</sup> P2 equipment.	See “Using Panasonic DVCPRO P2 Equipment” in the Help.
Support for Sony XDCAM	The Avid editing application now supports the Sony <sup>®</sup> XDCAM camera.	See “Importing Media from XDCAM devices” in the Help.
New HD resolutions	The Avid editing applications have new media formats.	See “HD Resolutions” in the Help.
Remote Play and Capture	Remote Play and Capture allows you to use an Avid editing application like a videotape recorder (VTR).	See “Remote Play, Capture, and Punch-In” in the Help.
Color Correction Split Client monitor	Color Correction Dual Split display appears in the Client monitor.	See “The Client Monitor in Color Correction Mode” in the Help.
Capture standard DV 25 and DV 50 24p	You can now capture DV 25 and DV 50 with standard pulldown.	See Capture Settings: DV Options Tab” in the Help.
New Marquee templates	Avid now supplies new Marquee templates with 16x9 aspect ratio.	See “Using Marquee” in the Help.
Rolling and Crawling Title default length change	The default for rolling and crawling titles has changed to one minute per page.	
Quick Transition Dialog Box	A new option, Skip Existing Transition Effects, has been added to the Quick Transition dialog box.	See “Using the Quick Transition Button” in the Help.
Disabling Editor Resolutions	The Avid editing application allows you to disable resolutions.	See “Disabling Video Resolutions” in the Help.
Mouse Scroll Wheel Support	The Avid editing application allows you to use a mouse scroll wheel.	See “Using the Mouse Scroll Wheel” in the Help

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# Requirements

For the list of qualified and supported platforms:

1. Go to [www.avid.com/products/](http://www.avid.com/products/)
2. Choose your product.
3. Click System requirements.

## Avid Xpress Pro - Macintosh

The minimum requirements for Avid Xpress Pro® on Mac are:

- Macintosh OS X 10.4.6, 10.4.7 or 10.4.8.
- System memory (same requirements for software-only, with Avid Mojo or with Avid Mojo SDI)
  - 1 GB system minimum
  - 2 GB recommended for HD or high-stream count SD projects
- Dual 2.0 GHz Power Mac® G5, single 1.8 GHz Power Mac G5, or 1.67 GHz PowerBook® G4



*HD is not supported on single processor G5 systems or PowerBook G4.*

- Qualified graphics card (per model, as supported by Apple®)
- IEEE-1394 FireWire® port (integrated)
- 40 GB internal IDE drive
- DVD-ROM or DVD+RW drive

## Avid Xpress Pro - Windows

- Microsoft® Windows XP Professional with Service Pack 2
- System memory (same requirements for Software-only, with Avid Mojo)
  - 1 GB system minimum
  - 2 GB recommended for HD or high-stream count SD projects
- 2.4 GHz XEON® or 1.8 GHz Pentium® 4 or 1.8 GHz Pentium M
- Qualified graphics card (NVIDIA® Quadro FX 500, FX 1100, FX 1300, FX 1400, FX 3400, FX 3450) (as supported by system vendors)



*If you are an existing customer upgrading to this release, you might need to update your graphics card to a qualified card.*

- Qualified IEEE-1394 FireWire port (integrated or add-in card; Avid Mojo is not supported on notebook systems with PCMCIA cards of any kind)
- 40 GB internal IDE drive
- DVD-ROM or DVD+RW drive

## Dongle Update Information

Depending on the version of the editing application from which you are upgrading, a dongle upgrade might be required. If you received an upgrade kit, please be sure to follow the dongle upgrade procedure sheet supplied within the kit. If you are upgrading from the avid.com download site, please be sure to follow the download procedure provided on the web site.

## QuickTime Support

Avid has tested and approved the use of Apple QuickTime® version 7.1. You must install QuickTime from the Apple web site. This is not supplied by Avid.

## Shared Storage Support

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

- Avid Unity™ MediaNetwork v4.2.1
- Avid Unity Media Network v4.1.1 and v4.1.2 (Macintosh Only)
- Avid Unity ISIS™ v1.1b

## Supported Nvidia Driver (Windows)

The supported NVIDIA graphics driver is version 84.26.

## Qualified Graphics Card Setup (Windows)

Although other graphics cards might work, for full performance the editing application supports the graphics cards listed in [“Requirements” on page 26](#) for full 3D OpenGL® compatibility.

Driver versions change frequently. Please go to the online support page at [www.avid.com](http://www.avid.com) for the current driver version information.

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



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

## Legacy Graphics Cards (Windows Only)

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

### To turn the Legacy Overlay feature on:

1. Select Tools > Console.
2. In the Console command line, type:  

```
legacyoverlay on
```
3. Press Enter.

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



*On some legacy display cards, especially when they are set to higher resolutions, you might need to disable the OpenGL effects to get the overlays to function. This can be done by holding down the "O" and "G" keys, or using the disable3d console command.*



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

- *No Full Screen Playback.*
- *Full resolution HD does not work due to Direct DrawOverlays size limitations.*
- *On some cards, driver versions, and resolutions, overlays don't work, so you won't see video playing.*

## NVIDIA Card Not Installed

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

### To uninstall the NVIDIA driver:

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

## Setting up the NVIDIA Card

To 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.

## Checking the NVIDIA Display Driver Version

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



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

### To check the NVIDIA display driver version:

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

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

## Installing the NVIDIA Display Driver

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

### To install the NVIDIA display driver:

1. Double-click  
Program Files\Avid \ Utilities \NVIDIA\ 84.26\_winxp2K\_international\_whql.exe
2. Unzip the NVIDIA file to C:\NVIDIA.
3. Double-click C:\NVIDIA\Winxp(8.4.2.6)\Setup.exe file.
4. Follow the on-screen instructions and then restart your system.

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

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

## Configuring the nVidia Display Settings for Multiple Display Systems

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

### To set Dual View mode:

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

### To set acceleration on a primary monitor:

1. Right-click the Desktop, and select Properties.  
The Display Properties dialog box opens.
2. Click the Settings tab.

3. Click the Advanced button.
4. Click the applicable Quadro tab.



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

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

## **Disabling the NVIDIA Driver Helper Service**

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

### **To disable the NVIDIA Driver Helper Service:**

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



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

## Upgrade Information

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

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

## Installing the Software



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

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

To remove a previous version of the editing application:

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

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

## Special Installation Instructions

**The following procedure is required only if you are upgrading from an Avid Xpress Pro prior to version 4.8.2.**

A change in the 1394 (FireWire) bus of the new Apple dual core Power Mac G5 systems requires an update to your Avid editor application and Avid Mojo or Avid Mojo SDI firmware. The new systems require Avid Xpress Pro v4.8.2 or later. You need your old non-dual core Power Mac to update the firmware on the Avid Mojo.

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

**To update the firmware on your Avid Mojo:**

1. On your old non-dual core Power Mac system with the Avid Mojo attached, install the Avid Xpress Pro v4.8.2 or later application.
2. Follow the instructions to install the software.  
This software updates the Avid Mojo firmware.
3. Start the Avid Xpress Pro application.
4. A message box opens informing you that you need to power cycle the Avid Mojo and quit the application.
5. Shut down your Power Mac system and the Avid Mojo.
6. Disconnect your Avid Mojo.
7. Connect the Avid Mojo to your new dual core Power Mac G5 system.
8. Install the new Avid Xpress Pro application on your new system.
9. Follow the instructions to install the software on your new dual core Power Mac G5 system.

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

## Interlok Driver Install (Macintosh Only)

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

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

**To manually install the InterLok drivers:**

1. Browse the editing application DVD to access the InterLok installer. It is located in “Other Installers” folder
2. Double-click the InterLok Extensions installer executable.

3. When the InterLok Extensions Install window appears, click Install to install the drivers.

## Starting the Application

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

## Windows Media Format Runtime Libraries

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



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

## Unity Client Configuration Notes

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

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

## Configuring PCI Bus with the Avid DNA Device

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

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

If you are using an Avid Mojo SDI, a separate 1394 board is not required. The Avid Mojo SDI passes the 1394 signal from the 1394 port on the Avid Mojo SDI to a 1394 port on your computer. Select Special > Device > IEEE 1394 if you are capturing DV through the Avid Mojo SDI.

## FireWire Cable Requirements

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

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

## XDCAM Support

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

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

# Panasonic P2 Support

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

(Windows) Driver version for all P2 devices: v1.01.0039

(Macintosh) Driver version for all P2 devices: v1.01

## Disabling Automatic Software Updates

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

## Limitations

### Audio

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

**To customize the sound card configuration:**

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

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

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

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

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

## Audio Punch-In Tool

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

## Capture

- ▶ When you capture live feeds, if the tape name and capture times overlap, relink may actually relink to previously captured media. Avid recommends that you be careful naming live feeds. Change the project from which you use the live media each day and change the tape name for live feeds each day.
- ▶ The Sony HVR-M10U deck failed to find preroll. If you are working with DV tapes in the Sony HVR-M10U you might experience “failed to find preroll errors”.

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

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

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

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

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

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

**Workaround:** Do one of the following:

- ▶ Select Enable Confidence View.
  - ▶ Click the Capture button in the Capture tool.
- In an HDV project, you can only capture audio at the 48k sample rate. Because the incoming audio is digital over FireWire, the software is unable to up-sample 32k and 44.1k audio reliably during capture. If you try to capture audio at another sample rate, you do not receive the error message warning that the audio on the tape does not match the setting in the Audio Project Settings dialog. Currently, only the 48k sample rate is supported in the HDV project format.
  - If you lose connection to your 1394 port or receive “OHCI Port Busy” errors, check the Firewire cable length. See [“FireWire Cable Requirements” on page 30](#).
  - When you capture HDV, the system might not find the preroll point if the Preroll setting is set to 3 or below. The default is set to 6. Do not set this option to 3 or below.

- (HDV) Passthrough does not work if Delay Audio is set to 7 frames or greater. (The Delay Audio option appears in the Capture tool.)

**Workaround:** Set Delay Audio to 6 or less.

- Drop frame/Non-drop frame mismatch errors occurred often when capturing. A new Deck Preference setting has been added. Access the Deck Preferences Settings dialog box. A new “When the deck contains no tape Log as” option appears. Select the timecode format (Drop Frame or Non-drop Frame) for logging clips when no tape is in the deck. When a tape is in the deck, the system automatically uses the existing timecode format on the tape.
- (HDV) When switching from one project format to another while connected to an HDV device, you must turn the HDV device off and then turn it back on again.
- (Windows) If after initially setting up a DV deck for the first time, or after a system recovery you cannot see the deck, manually register the DV buffers file by doing the following:
  1. Go to Program Files\Common Files\Avid.
  2. Right click Dvbuffers.ax.
  3. Select Open.
  4. Choose to select the program from a list and click OK.
  5. Browse to windows/system32.
  6. Select regsvr32.exe.
- The following error message, “Exception: ADM\_DIO\_ERROR\_OCCURRED, DIOerr:Expected DV50 NTSC but received DV25NTSC” appears if you attempt to capture DV 25 from a DV 50 source or DV 50 from a DV 25 source.
- When you batch capture long clips with a lot of metadata, the following error appears and no media is captured: “Exception: MXFDomain::SaveMetaDataToFile - Failed to save meta data to file.” This does not occur when you batch capture OMF.
- When you capture from a Panasonic AJ-SD93P or Panasonic AJ-SD93E, note the following: the Panasonic default for DIF SPEED is set to S400. The Adrenaline and Avid Mojo expect a DIF SPEED of S100. Capture fails, producing scrambled or blocky images.

**Workaround:** From the Panasonic DVCPRO deck's menu, set the menu DIF SPEED to S100.
- When you capture DVCPro HD from a Panasonic HD 1200A deck, keep the menu DIF SPEED set to S400.

## Compatibility

- Due to changes in Avid Media Composer v2.5.x (Mac) and Avid Xpress Pro 5.5.x (Mac), some third party AVX plug-ins may not load properly. This is due to moving the Avid editors to Xcode® from CodeWarrior™ 9 for future support of the new Mac Intel® based systems. Customers may need to upgrade their AVX plug-ins. Please note that Avid has informed Third Party partners of this change. Third Party AVX plug-ins that have not been updated will not be supported in this release.
- If you are using the Safari browser to access the Avid Learning Excellerator site (Help > Learning Resources, click on the Avid Learning Excellerator™ link), you must have Javascript® and cookies enabled (Safari > Preferences > Security).
- If you select Send To > DVD > DVD One Step, accept the defaults, insert a blank DVD, and click OK, the Burn to DVD dialog box opens. If you select a DVD capacity size from the Capacity menu that does not match the actual capacity of the blank DVD you inserted, the application might appear to hang and the DVD does not burn.

The capacity of your DVD must match the size you select from the Capacity menu.

- You currently cannot select HDV projects in the MediaLog™ application.
- Sending to Digidesign ProTools: When you export an OMF 2.0 file that links to MXF media, you should first transcode the MXF Media to OMF media. If you have a long sequence containing MXF media, you are not prompted prior to the export process that the export will not be successful. To save time, transcode MXF media to OMF media prior to exporting as OMF 2.0.
- When using EDL Manager, delete all old settings files. The main settings file to delete can be found in Program Files\Avid\EDL Manager\Settings. Also, old saved user settings do not function properly. Create new user settings.
- Before generating any EDLs, make sure the Project Type menu in the main EDL Manager window is set to the proper project for the EDL being generated. For example, if you are generating an EDL from a 720p/59.94 project, make sure the Project Type menu is set to 720p/59.94 before you generate the EDL.

## Digital Cut

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

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

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

**Workaround:** Add filler to the beginning of the sequence.

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

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

- A digital cut of an HD project might drop the last frames of audio.

**Workaround:** Add 10 frames of audio to the end of the sequence.

- When you perform a digital cut using the Pioneer® PRV-LX1 DVD recorder, select Ignore Time in the Digital Cut Tool window.

- A video underrun might occur at the start of a digital cut if the Digital Cut tool does not have focus when you click the Play Digital cut button. The Digital Cut window must be active before you click either the Start or Preview button. If an underrun occurs at the very start of the digital cut, you should be able to perform the digital cut without a problem.

- When you perform a digital cut to a Panasonic DVCPro HD deck using HD-SDI with 720p/59.94 material, several frames of black might be written to tape before the start of the outputted sequence. This might result in the end of the sequence being truncated on tape.

**Workaround:** Place several seconds of black or color bars at the end of a sequence.

- The Digital Cut tool does not allow certain durations of black to be added to the tail of a sequence. Certain values (including 20 minutes, 30 minutes, 60 minutes, and so on.) resets the clock to zero when applied. If the value you entered resets to zero when applied, adjust the value upward or downward until a satisfactory length is determined (at which point the clock does not reset itself and the desired duration is correctly applied).

## Effects

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

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

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

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

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

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

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

**Workaround:** Try one of the following:

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

- In previous releases, when moving a multi-stream effect such as PIP slowly across the screen, the edges could be blurred and aliased. With this release, the edges of the multi-stream effect have improved with the use of a new high quality filter algorithm. With this improved quality, you may experience reduced stream count.
- Very high speed Motion Effects with rates greater than 500% no longer play in real time; they now appear in the Timeline as a blue dot effect, and must be rendered. Since any motion effect with a rate greater than 100% plays back inefficiently, and the higher the rate the less efficiently it plays back, real time playback efficiency will improve by rendering such motion effects.
- (HDV) If a clip contains Timewarp effects, you should render the effects.

- You may experience effects render issues with stacked effects.

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

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

**Workaround:** Render the effects in smaller groups.

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

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

- Most effects support 16-bit processing. The following lists the effects that *do not* support 16-bit processing at this time.
  - Avid Pan & Zoom
  - Blur effect
  - Mosaic effect
  - Paint effect
  - Region Stabilize
  - Scratch Removal
  - Animatte™
  - RGB Keyer
  - Pan and Scan
  - Illusion FX
  - PlasmaWipes
  - AVX 1.x effects

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



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

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

**Workaround:** Trim using the Trim buttons.

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

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

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

## Export

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

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

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

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

### ICS (International Character Support)

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

### Import

- When you import an uncompressed QuickTime file, a PICT image, or a TIFF image, the first 4 or 5 vertical columns of pixels might truncate when you display the file in the Source, Record, or client monitors.

- When you batch import a sequence with a graphic animation that was created in a 30i project and then modified in a 720p project, it might not import.

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

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

## Locators

- A new item has been added to the Fast menu in the Locators window. “Disable Locator Popup” disables the locator pop-up window. It is disabled only for the work session. When you restart the Avid application, the locator pop-up menu is enabled.

## Panasonic P2

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

## Play

- UDevC00026088 When you play media, and then you press stop, the source monitor stops, but the external client monitor steps back approximately 2 frames.
- (Macintosh) QuickTime reference movies are useful as long as you are working with Avid media files available on your local system or in an Avid Unity environment. However, if you expect to move the exported QuickTime file to a system that doesn't have access to the media, then you should use the standard QuickTime export so the media files and QuickTime wrapper can be moved as one file.

- With Full Screen Playback enabled on a single monitor, the video might stutter and you might notice tearing toward the top of the image during playback. Tearing might also appear if you use variable-speed play.
- When the Avid editing application stops streaming play, a number of additional frames are sent to the DNA device in order to keep the client monitor synchronous with the desktop display. The DNA device must play out that number of frames after the desktop has stopped playing. To make sure you view the actual last frame, the application then snaps the client monitor back to the frame on the desktop. This might be more apparent when playing HD media.
- If you do not see video output to your device, make sure that the appropriate device is selected in the Special > Device menu. If FireWire is selected in the Device menu, make sure Output to Device is selected in the Video Display Settings.
- If you experience a flashing monitor when attempting to play using the Japanese version of Windows XP, and your monitor does not appear to be covered by anything, adjust the state of your Language bar by maximizing and minimizing it. This restores the ability to play.

## Settings

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

## Titles

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

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

- Marquee title format does not need to change in normal workflows. In most normal workflows, the title format in Marquee automatically matches the project format in your Avid editing application and you do not need to change it. If you change the title format in Marquee so that it does not match the project format in your editing application, you might see artifacts around the edges of some title objects. One situation in which you might need to

change the Marquee title format occurs when you are creating a title by opening an existing .mqp file. If the .mqp file's format does not match the project format in your Avid editing application, you should change the title's format to match the project format in your editing application. For more information on changing the title format, see "Changing Title Formats" in the Marquee Help.

- When you render a rolling or crawling NTSC SD title with Same as Source selected in the Media Creation dialog box in an HD project, you might see problems with the title.

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

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

**Workaround:** Render the titles.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Workaround:** Recreate the title and matte before you render.

- If you change the size of text, it might yield different kerning results. If you highlight text and change the text properties, the kerning result might be different than if you had changed the text properties in the Parent text box. For consistent results, change the text properties in the Parent text box.
- If you are using the Safari browser to access the Avid Learning Excellerator site (Help > Learning Resources, click on the Avid Learning Excellerator link), you must have Javascript and cookies enabled (Safari > Preferences > Security).
- When you edit large or unrendered SD crawling or rolling titles in an HD project, switch to SD, promote the title to Marquee, save the title in SD, then open the title in HD.

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

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

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

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

**Workaround:** Manually reedit the titles into the sequence.

## Installing the Fibre Channel Driver (Windows)

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



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

### **To install the Fibre Channel adapter board and driver:**

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

## Installing the Fibre Channel Driver (Macintosh)

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



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

**To install the Fibre Channel adapter board driver:**

1. Navigate to the following location:  
Macintosh HD/Applications/Utilities/UpgradeDriver.
2. Double-click the osx\_drv\_celerity\_240Avid.dmg.gz file.
3. Double-click the osx\_drv\_celerity\_240Avid.dmg file
4. Double-click the ATTO CelerityFC\_240Avid.pkg file.
5. Follow the on-screen prompts.
6. When prompted, choose to restart the system.

## Formatting and Striping Media Drives

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



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

See your operating system documentation for information on creating partitions.

Avid provides recommended drive striping information for your product.

**To find the latest striping tables:**

1. Access the Knowledge Base at [www.avid.com/onlinesupport/](http://www.avid.com/onlinesupport/).
2. Type “striping tables” in the Search Knowledge Base text box.
3. Click Search.
4. Select the table appropriate for your product.

## Installing Command|8 Drivers on a Windows System

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

# Suggestions for Optimum Performance

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

## Turn Off Simple File Sharing (Windows)



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

**To turn off Simple File Sharing:**

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

## Optimum Performance (Windows)

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



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

- Disable CPU throttling:
  - a. Select Start > Control Panel.
  - b. Double-click Power Options.
  - c. Select Power schemes > Always On.
- Do not enable the Windows Display setting “Show window contents while dragging.” This setting hinders redraw performance on the Avid editing system. Do the following:
  - a. Select Start > Control Panel.
  - b. Double-click Display.
  - c. Click the Appearance tab.
  - d. Click the Effects button.
  - e. Deselect “Show window contents while dragging.”

- Do not leave the Console window open when you are editing. The Avid editing system performance slows considerably when the Console window is open.
- Do not leave a Windows Explorer window open. Windows Explorer tries to update file information.
- Do not leave an e-mail application open if it is set to do periodic checks for mail.
- Do not run any application that periodically “wakes up” and performs an action (for example, virus scanners and disk fragment utilities).
- Disable screen savers.
- Do not keep media on the same partition where the application is installed. Avid recommends external media drives.
- Always disable system sounds:
  - a. Select Start > Settings > Control Panel.
  - b. Double-click Sounds and Audio Devices.
  - c. Click the Sounds tab, and select Sound scheme > No Sounds.
  - d. Click OK.
- Always use small fonts with the display driver to avoid missing characters in the application dialog boxes.
- After moving a drive from one system to another, you must restart your system. Windows does not recognize the drive until you restart the system.
- To ensure you do not accidentally delete locked items from your desktop:
  - a. Right-click the Recycle Bin icon on your desktop.
  - b. Select Properties.
  - c. Click the Global tab.
  - d. Select “Display delete confirmation dialog.”
  - e. Click OK.
- When you are advancing by single frames through the Timeline, deselect Clip > Render On-the-Fly to enable faster response time.
- Do not name files with special characters (/ \ : ? ” < > | \*), because Windows does not recognize special characters in file names. Bin names are limited to 27 characters (not including the four characters reserved for the file name extension).
- Do not schedule automatic backups at times when your Avid editing system might be in use.
- Do not run any application that includes prescheduled or automatically scheduled activities, such as a calendar program.

- Do not leave other applications running. Some applications, such as Microsoft Office, run background processes.
- Do not allow the Find Fast background process (find.exe) to run. The process tries to update its cache of file and folder locations. Check your Startup folder, and delete the file if it is there. To locate the find.exe, select Start > Search > find.exe.
- Turn off AutoPlay for Multimedia devices. Windows XP uses an AutoPlay feature to automatically run programs and open files that it encounters on CD-ROMs and DVDs. If you plan to use the Online Library and Online Tutorial CD-ROMs, you should turn off AutoPlay for CD-ROMs that contain mixed content.
  - a. Double-click the My Computer icon on your desktop.
  - b. Right-click the CD-ROM or DVD drive you want and select Properties.
  - c. Click the AutoPlay tab, and select Mixed content from the pop-up menu.
  - d. Select “Select an action to perform,” and then select Take no action.
  - e. Click OK.

## Optimum Performance (Macintosh)

- Disable the energy saver:
  - a. Select System Preferences > Energy Saver.
  - b. Drag the System Sleep slider to Never.
  - c. Drag the Display Sleep slider to Never.
  - d. Deselect “Put the hard disk to sleep when possible.”
  - e. For PowerBook system, click the Options tab and set the Processor Performance to Highest.
- Turn off Classic mode as follows:
  - a. Select System Preferences > Classic.
  - b. Click the Start/Stop tab.
  - c. Click Stop.
  - d. Select “Start Classic when you log in.”
- Turn off folder size calculations:
  - a. With a window in List view, select View > Show View Options.
  - b. Deselect Calculate all sizes.
  - c. Click All Windows.
- Turn off file sharing:

- a. Select System Preferences > Sharing.
- b. Click the Services tab.
- c. If the Services section shows Personal File Sharing On, click Stop.
- Do not move the cursor to the Dock during capture or other time-critical operations. OSX does frequent computations in order to display the Dock.
- Do not leave other applications open. Determine which applications are currently running.

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

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

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



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

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

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

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

The Microsoft Windows XP operating system limits every program to 2 gigabytes (GB) of address space. It reserves the remaining 2 gigabytes of address space for its own use. The operating system includes a boot-time mechanism that allows applications access to a larger virtual address space than was previously available. Avid provides a utility for setting the boot-time mechanism to extend the process address space. See [“Using Install3GB.bat to Extend Your Usable Address Space” on page 51](#) for information on using the utility.

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



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



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

### Using Install3GB.bat to Extend Your Usable Address Space

Use the following procedure to extend your usable address space.

#### To extend address space:

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

The following window opens.

```

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

2. Choose one of the following:

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

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

1. Microsoft Windows XP Professional
  2. Microsoft Windows XP Professional /3GB /userva=2700
4. To boot with extended address space, choose 2.

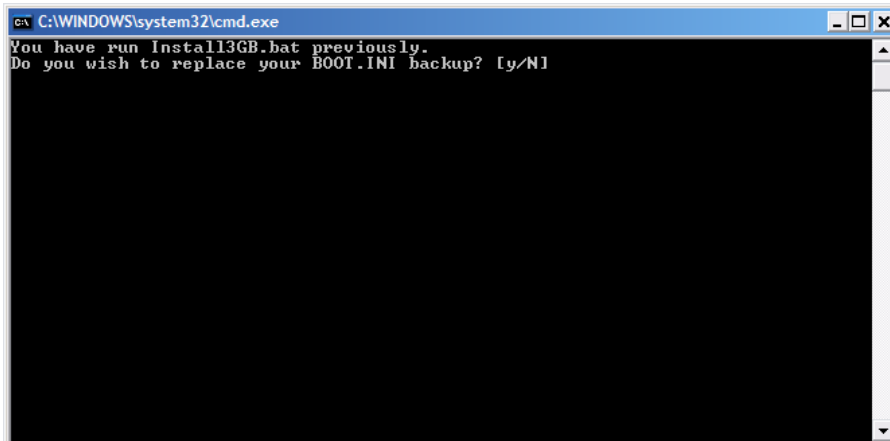
### Restoring the Boot.ini Backup file

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

#### To restore the Boot.ini backup file:

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

The following window opens.



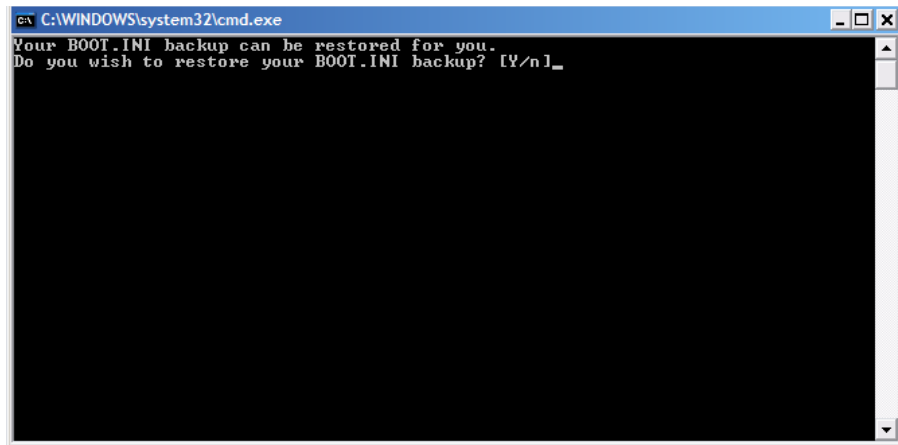
```
CA C:\WINDOWS\system32\cmd.exe
You have run Install3GB.bat previously.
Do you wish to replace your BOOT.INI backup? [y/N]
```



*The only time you should select Y at this prompt is if you had run the utility previously, had chosen the “D” option in step 2 on page 51, and had installed another copy of Windows operating system on a different partition.*

2. Type N.

The following window opens.



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

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

## Special Notes

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

## Antivirus Applications

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

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

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

## Turn off Automatic Reboots (Windows)

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

### To turn off automatic reboot:

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

## Goodies Folder

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



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

## Panasonic AG-DVX100 Camera

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

### Device Setup

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

### Recording Setup

- REC SPEED - SP

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

### **AV In/Out Setup**

DV OUT - **OFF**

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

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

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

Menu > RECORDING SETUP > 1394 TC REGEN > OFF

### **Panasonic AG-DVX100 Camera Communication Error**

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

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

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

### **Disconnecting Devices**

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

### **Avid Pro Tools LE 7.1 co-installed with the Avid Editor**

Normally, the Avid editing application and Pro Tools LE cannot be installed on the same system. However, if you are running the Avid editing application in Software Only mode with ProTools LE v7.1, they can be installed on the same system. Running applications simultaneously is not supported. Upgrading to later versions of the Avid editing application or Pro Tools LE 7.1 may break this co-existence.

# Documentation Additions

This section includes errors, omissions, additions, or changes that happened too late to be included in the documentation.

See the following updated information:

- [Online Library Documents](#)
- [Using Sonic DVDIt](#)
- [Support for P2 Media on the Macintosh](#)
- [Color Effect: Chroma Adjust, Hue Parameter](#)
- [Selecting a DV Device](#)
- [Support for Panasonic VariCam](#)

## Online Library Documents

In previous releases, the Online Library documentation was included on a separate CD-ROM. The documentation, in PDF format, is now installed with the application. To access the Online Library, select Online Library from the Help menu.

## Using Sonic DVDIt

Use the following procedure if you are using Sonic DVDIt™.

### Setting up the Send To template for Sonic DVDIt

The DVD Send To templates are coded for Avid DVD by Sonic. If you received a product that includes Sonic DVDIt, you will need to make the following changes to the Send To template. You must be logged in as an administrator in order to make these changes.

1. Select a clip or sequence in the bin. Right click and select Send To -> DVD -> DVD Authoring.
2. Select "Auto Launch".
3. Select "Sonic DVDIt" from the drop down list of applications. If it does not appear, navigate to the .exe file which is usually located under Program Files\Sonic\DVDIt\DVDIt\DVDIt 6.exe
4. Select "Auto Load Exported File(s)."
5. Click Save As Template.
6. Highlight the DVD\_Authoring.stt file in the file list within the Save As dialog box and click Save.

7. Select “Yes” to overwrite the existing file.
8. Perform the same sequence for the One Step template.

## Support for P2 Media on the Macintosh

This editing application supports editing of DVCPRO P2 media, either directly from P2 memory cards or from a media drive to which you have copied the media.

The following information supplements the information in the published documentation (see “Using the Panasonic DVCPRO P2 Equipment” in the Help).

### Setting Write Protection on P2 Cards

Before mounting P2 cards as drives on Macintosh systems, you need to set write-protection on the cards. To set write-protection, slide the switch on a card to the write-protected position, so that an orange tab is showing.

### Mounting P2 Cards as Drives

After you mount the cards as drives, each card appears as a drive on the desktop with the label “No Name.”

In the Media tool, the drives are identified individually as NO NAME, NO NAME 1, and so on.

## Color Effect: Chroma Adjust, Hue Parameter

Hue is one of the Chroma Adjust parameters for the Color effect. The Hue parameter is measured as degrees on a color wheel from -180 to +180, where 0 does not change the hue.

For this release, the direction of the rotation of the color wheel has changed. For example, in previous versions a setting of -20 added red to skin tones; in this release +20 adds the same amount of red.

The direction of rotation of the Hue parameter now matches that of Symphony Nitris and older Avid Meridien systems.

You can use a console command to reverse the rotation and match the behavior of previous versions of the editing application. For example, if you open a sequence created in a previous version, enter this command so that any color adjustment using the Hue parameter matches that created by the original setting.

**To reverse the direction of rotation for the Hue parameter:**

1. Select Tools > Console.
2. In the Console command line, type:

```
ChromaHueReverse
```

3. Press Enter.

To return to the default setting, type the command again.

If the command is enabled, the following message appears in the console when you start the application: Reversing Software Color Effect Chroma Adjust Hue is enabled.

## Selecting a DV Device

In the “Selecting a DV Device” topic in the help, the second option in the topic should have read as follows:

**To select a DV device for capture, play, or output, do one of the following:**

- ▶ Select Special > Device, and then select Avid DNA or IEEE 1394, depending on how the DV device is connected.

## Support for Panasonic VariCam

The Panasonic VariCam<sup>®</sup> is a camera that allows the recording of frames rates between 1 fps and 60fps. For example, material captured at 24 frames per second and played back at 24 frames per second has no speed change, but the same action captured at 48 frames per second and played back at 24 frames per second results in playback that is slowed down 50 % (a 50% slo-mo).

The 720p format is always recording to a progressive 60 (59.94) frame tape format. The different frame rates are achieved by selecting the desired frame rate and the camera flags the “true” frames within the 60 frame sequence. When these flags are detected by the Avid editing system, only those frames are captured and stored to disk. When played back at the project’s frame rate, either a slow motion or fast motion results.

The following procedure applies when capturing from tape via the Panasonic AJ-HD1200A camera.



*Note, if you capture audio, it will be out of sync.*

**To use the VariCam camera with the Avid editing application:**

1. Connect the VariCam camera through a 1394 (FireWire) port on your computer.
2. Select a 720p project format.

3. Do one of the following:
  - Click the DNA and 1394 button above the Timeline so that 1394 is displayed.
  - Select Special > Device > IEEE 1394.
4. Either select or deselect the “Preserve VariCam Frames” option in the Capture tool:

If deselected (the default), the capture will observe the flags in the video stream and only capture those frames. This type of capture will result in a slow motion or fast motion depending on original recording speed.

If selected, every frame is captured (all 60 frames), essentially ignoring the flagged frames.

## Accessing Online Support

Avid 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/join online message-board discussions.

### **To access Avid Online Support:**

- ▶ Go to [www.avid.com/onlineSupport/](http://www.avid.com/onlineSupport/).

## Technical Support Information

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