



Avid Editing Application

ReadMe

Fixed in v3.5.13

The following were fixed in Avid Media Composer v3.5.13 and Avid Symphony v3.5.13.

- **Bug Number:** UDevC00134200. Opening bins in an Avid Unity shared project took a long time. The time it takes to open shared bins has been improved.
- **Bug Number:** . A known issue existed when co-installing Pro Tools v8.0.3 with Media Composer v3.5 through v3.5.9 on Mac OS X v10.5.x when an Avid Mojo or Mojo SDI was connected and the Avid Video Engine was installed with Pro Tools. Pro Tools did not recognize the video engine after installation, and Media Composer did not launch properly. This issue only occurred if the Avid Video Engine was installed with Pro Tools. This has been fixed in this release.
- **Bug Number:** UDevC00132618. Third Party created DNxHD files may have caused an error when playing back on Nitris DX (in full quality mode). This has been fixed.
- **Bug Number:** UDevC00134912. When working with the FilmScribe application, you might have received Changelist length errors. This has been fixed.
- **Bug Number:** UDevC00133980. When attempting to render a sequence that contained AudioSuite plugin effects, if you did not have the AudioSuite window open, you would be prompted to either cancel the render so the AudioSuite window could be opened or to bypass the AudioSuite plugin effects. If you chose to bypass, the AudioSuite plugin effects would contain clicking when played back. This has been fixed.
- **Bug Number:** UDevC00133989. Previously, Audio levels might have changed after rendering. For example, if you created a sequence with an audio clip, changed the gain level in the Audio Mixer tool and then added an AudioSuite plugin and performed a render, the sequence would be fine. If you then added an Audio EQ effect and rendered, the gain level would be added again. This has been fixed.

- **Bug Number:** UDevC00134699. A 1394 “No Input Signal Present” error on the video track in the capture tool could cause either the Audio tool to fail or audio monitoring issues in the Audio Punch-In Tool. This has been fixed.
- **Bug Number:** UDevC00134173. Performing an Audio Punch In was resulting in a “PMM _insufficient _media” error. This has been fixed.
- **Bug Number:** UDevC00134205. When performing a consolidation with more than two P2 AMA clips, the application would freeze when the media was being accessed using a MediaNet Ethernet attached client. This has been fixed.

Fixed in v3.5.12

The following were fixed in Avid Media Composer v3.5.12 and Avid Symphony v3.5.12

- **Bug Number:** UDevC00129244. Performing a QuickTime Reference export of MPEG media resulted in an “Exception: Structured Exception” on a Windows system, and a “Bus Error” on a Macintosh system. This has been fixed.
- **Bug Number:** UDevC00132411. A new firmware update has been included for the Adrenaline to fix the capture of certain video signals.
- **Bug Number:** UDevC00133367. Setting the TC Generator Y position to a value greater than 505 caused the application to freeze. This has been fixed.
- **Bug Number:** UDevC00133192. If you adjusted audio levels by adding keyframes, once you checked the sequence into Interplay, when you checked out the sequence, the gain level changes were ignored during playback. This has now been fixed.
- **Bug Number:** UDevC00132325. Timeline waveforms would redraw randomly and inconsistently. This has been fixed.
- **Bug Number:** UDevC00132262. Previously, you would receive an “INPUTOUTPUT_FILE_NOT_FOUND” error in the record monitor after deleting a precompute file from the Media Tool. This has been fixed.

Fixed in v3.5.11

The following were fixed in Avid Media Composer v3.5.11 and Avid Symphony v3.5.11

- **Bug Number:** UDevC00129000. When exporting or consolidating OMF 2 audio sequences, some of the media would appear offline. This has been fixed.
- **Bug Number:** UDevC00128426. When performing an XDCAM batch import, if you had modified the tape name of the proxy clips, the import would fail. This has been fixed.
- **Bug Number:** UDevC00129239. You might have seen bus errors, “invalid attr kind” and “AvidHandleMgr” assertions associated with saving bins and autosave on the Macintosh. Sometimes the bus error would occur before you were notified that an Autosave was taking place, and might not have associated it with saving bins. This has been fixed.
- **Bug Number:** UDevC00132518. You might have experienced a 3 to 8 second capture delay. This has been fixed.
- **Bug Number:** UDevC00128824. When you select OMF in the Media Creation Settings window, it switches to MXF after you save the setting and open a new project. This has been fixed.
- **Bug Number:** UDevC00108418. Performing fast scrub in the Timeline would occasionally cause the system to freeze until you pressed Command + period. This has been fixed.

Fixed in v3.5.10

The following were fixed in Avid Media Composer v3.5.10, and Avid Symphony v3.5.10

- **Bug Number:** UDevC00108418. Performing fast scrub in the Timeline would occasionally cause the system to freeze until you pressed Command + period. This has been fixed.
- **Bug Number:** UDevC00128824. When you select OMF in the Media Creation Settings window, it switches to MXF after you save the setting and open a new project. This has been fixed.
- **Bug Number:** UDevC00132518. You might have experienced a 3 to 8 second capture delay. This has been fixed.

- **Bug Number:** UDevC00132197. When you select to “Use marks for segment color correction,” in the Correction and Enable Setting then change to Source segment or Program Segment and apply a color correction change, the change doesn’t apply to the previously marked IN and OUT section. This has been fixed.
- **Bug Number:** UDevC00129239. You might have seen bus errors, “invalid attr kind” and “AvidHandleMgr” assertions associated with saving bins and autosave on the Macintosh. Sometimes the bus error would occur before you were notified that an Autosave was taking place, and might not have associated it with saving bins. This has been fixed.

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