



Avid® Media Composer® Adrenaline™ HD Version 2.1 ReadMe

Important Information

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

This document describes hardware and software requirements and provides any special notes that Avid feels are important for you to know. This document also lists known problems and limitations.

Latest ReadMe

From time to time, information might be added even after this ReadMe is complete. For the most up-to-date ReadMe, check the Knowledge Base at www.avid.com/onlinesupport/.

Latest Drive Striping Tables

To find the latest striping tables:

1. Access the Knowledge Base at www.avid.com/onlinesupport/.
2. Click Documentation.
3. Select Local Storage from the Avid Product menu.
4. Type “striping tables” in the Search for text box.
5. Click the Title Only radio button in the Search Type.
6. Click Search.

Contents

New Features for Version 2.1	4
If You Need Help	5
Hardware and Software Requirements	5
Avid DNxcel Board Installation	6
Hardware Setup	6
Slot Configurations	6
Installing the Software	6
Installing Windows Media Format Runtime Libraries	7
Installing Avid QuickTime Codecs on a Non-Avid Editor System	7
Avid System Configuration Requirements	8
Qualified Platforms	8
Unity Client Configuration Notes	8
Starting the Application	9
Qualified Graphics Card	9
NVIDIA Card Not Installed	9
Setting up the NVIDIA Card	10
Adjusting Graphics Controls in the NVIDIA Settings	12
Workgroup Support	13
QuickTime Support	14
Configuring PCI Bus with the Avid Adrenaline	14
FireWire Cable Requirements	14
Disabling Automatic Software Updates	14
Completing Your System Setup	15
Limitations	16
Additional Information	26
Documentation Changes	26
Installing Software Drivers	30

Formatting and Striping MediaDrives	33
Installing Command 8 Drivers on a Windows System	34
Setting Screen Resolution	34
Suggestions for Optimum Performance	35
Extending Your Usable Address Space and Adding RAM for Improved Performance	38
Special Notes.	41

New Features for Version 2.1

The following table describes the new features with version 2.1. See the More Info column for a reference to further details on the feature.

New Feature Descriptions

Feature	Description	More Info
Support for Panasonic P2	The Avid editing application now supports the Panasonic P2 equipment.	See “Using Panasonic DVCPRO P2 Equipment” in the Help.
Support for Sony XDCAM	The Avid editing application now supports the Sony XDCAM camera.	See “Importing Media from XDCAM Devices” in the Help.
720p/23.976 format and 1080p/24 format	The Avid editing applications have two new media formats.	See “HD Resolutions” in the Help.
Workgroup Support	This version Avid editing application is supported in a Workgroup environment.	See “Workgroup Support” on page 13.
Frame Chase	The Frame Chase editing feature lets you view and edit clips during the capture process through Avid Unity TransferManager.	See “Frame Chase” in the Avid Unity MediaManager Help.
Remote Capture and Play	Remote Play and Capture allows you to use an Avid editing application like a videotape recorder (VTR).	See “Remote Play and Capture” 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 “Capturing DV 25 and DV 50 with Standard Pulldown” on page 26.
Advanced Keyframe improvements	The Avid editing application has added a Reverse Keyframe command and other improvements.	See “Reverse Keyframe” in the Help.
New Updated 16-bit effects	The Avid editing application has added new 16-bit effects.	See “Additional 16-Bit Effects” on page 26.
New Marquee templates	Avid now supplies new Marquee templates with 16x9 aspect ratio.	See “New Marquee Templates” on page 27

New Feature Descriptions (Continued)

Feature	Description	More Info
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 “Quick Transition” in the Help.
Disabling Editor Resolutions	The Avid editing application allows you to disable resolutions.	See “Disabling Editor Resolutions” in the Help.

If You Need Help

If you are having trouble using your editing application:

1. Retry the action, carefully following the instructions given for that task. It is especially important to check each step of your workflow.
2. Check this ReadMe file for the latest information that might have become available *after* the documentation was published.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.
4. Visit Avid Online Support at www.avid.com/onlinesupport/. Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.
5. For Technical Support, please call 800-800-AVID (800-800-2843).
For Broadcast On-Air Sites and Call Letter Stations, call 800-NEWSDNG (800-639-7364).

Hardware and Software Requirements

The following section describes the hardware and software requirements. For the most up-to-date information, go to www.avid.com.

Avid DNxcel Board Installation

If you are installing an HD card into the Avid Adrenaline system, follow the *Avid DNxcel Board Installation Instructions* provided with the board.

Hardware Setup

For information on setting up the hardware, see the *Using the Avid Adrenaline HD* CD-ROM provided with your system.

Slot Configurations

For the latest information on HP xw8000 and HP xw8200 slot configurations, see avid.com. The *Using the Avid Adrenaline HD* CD-ROM information on slot configurations is not up-to-date.

Installing the Software

To install the application software, follow the procedures on the application CD-ROM.



If you install and receive a message “Sentinel Protection Installer- Insert disk 1,” cancel the dialog box. The correct Sentinel driver is installed.

After installing the software, if you try to install a release prior to Media Composer Adrenaline HD 2.0, you must manually uninstall the Media Composer application and the Avid DIO Runtime (with Start > Settings > Control Panel > Add or Remove Programs). Otherwise, the older version you are trying to install does not overwrite properly.



If you use Add/Remove to uninstall, the application entry within the Add/Remove panel lingers for approximately 15 or 20 seconds after the program is uninstalled. The Add/Remove panel will eventually close and you can continue normally.

Also, with release 2.0, the location of the Flamethrower.sys file changed. It now resides in Program Files\Common Files\Avid\Supporting Files\WindowXPDrivers. If you reinstall an older version of the editing application, if you receive a Files Needed dialog box opens as you progress through the Found New Hardware Wizard, you must browse to the location of the previous Flamethrower.sys file at the following location and choose to overwrite the file:

Program Files\Avid Media Composer Adrenaline\Supporting
Files\WindowXPDrivers



*You must install the Avid After Effects EMP Plug-in **before** you install the Avid Media Composer Adrenaline HD application. If you have already installed the Avid editing application, uninstall it, install EMP and then reinstall the Avid Media Composer Adrenaline HD application.*



The Avid QuickTime Codecs are now selectable for installation on the Avid editing application CD. This makes it easy to bring the CD to another system to install just the codecs if necessary.

Installing Windows Media Format Runtime Libraries

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 CD-ROM, double-click the wmfdist95.exe file, and follow the instructions in the dialog boxes. This installs the proper runtime libraries.



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

Installing Avid QuickTime Codecs on a Non-Avid Editor System

The Avid editor automatically installs Avid QuickTime Codecs on your system. However, you can install the Avid QuickTime Codecs (LE) on a system that does not have an Avid editor. This version of the Avid QuickTime Codecs does not include MPEG.

To install the Avid QuickTime Codecs (LE) on a system without an Avid editor:

1. Insert the Avid application CD-ROM.
2. Click Install Products.
3. Click Avid QuickTime Codecs.

Avid System Configuration Requirements

Media Composer Adrenaline HD systems require the following system configuration:

- Windows XP Professional with Service Pack 2. After you install SP2, and you are in an Avid Unity environment, see “[Unity Client Configuration Notes](#)” on [page 8](#).
- Minimum 2 GB of RAM.
- NVIDIA Driver 67.22. The NVIDIA driver is located in Program Files/Avid/Utilities/nVidia. See “[Installing the NVIDIA Display Driver](#)” on [page 10](#).

Qualified Platforms

For the list of qualified and supported platforms, go to www.avid.com/products/composer/adrenalinehd/specs.asp.

Unity Client Configuration Notes

If you install SP2 on a Avid Unity™ client system, make sure to 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.

Starting the Application

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

Qualified Graphics Card

Although other graphics cards might work, for full performance, Avid Media Composer Adrenaline HD supports the following graphics cards for full 3D OpenGL compatibility:

- NVIDIA Quadro 4 980 XGL
- NVIDIA QuadroFX 1100, FX 1300, FX1400

Driver versions change frequently. Please go to the online support page at www.avid.com for the current driver version information.

For specific information on which graphics card your system supports, go to: <http://www.avid.com/products/composer/adrenalinehd/specs.asp>.

For proper operation and performance, some driver settings must be manually changed.



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



Avid does not support using the display driver Clone Mode. Setting the display driver to Clone Mode might cause an access violation.

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 setup 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.

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 applicable Quadro tab.

The version number is listed under the Driver Version Information window next to the Description: Display driver.

Installing the NVIDIA Display Driver

If you do not have the 67.22 NVIDIA driver, perform the following.

To install the NVIDIA display driver:

1. Double-click Program Files\\Avid \\ Utilities \\nVidia\\ 67.22.winxp2K.exe
2. Unzip the NVIDIA file to C:\\NVIDIA.
3. Double-click C:\\NVIDIA\\Winxp(67.22)\\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.

Setting Multi-Display Hardware Acceleration

Set the single-display mode and the dualview mode as described in the following procedures if you have two monitors.

If the driver is set to anything other than Single Display mode, the Avid application might drop frames during real-time playback of 3D effects.

To set single-display 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 applicable Quadro tab.



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

5. In the pop-up settings window, click Performance and Quality Settings.
6. Click Open GL Settings.
7. From the Multi-Display Hardware Acceleration menu, choose Single-Display Mode.
8. Click Apply and then click OK.

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, click nVidia Display Mode.
6. Select nView Modes > Dualview.
7. Click Apply, and then click OK.

Adjusting Graphics Controls in the NVIDIA Settings

If you see the video display shift in brightness, contrast, hue, or saturation when you pause and play video, you should adjust the graphics controls in the NVIDIA settings.

To adjust the graphics controls:

1. Exit all applications.
2. Right-click the Desktop, and select Properties.
The Display Properties dialog box opens.
3. Click the Settings tab.
4. Click the 1 monitor.
5. In the lower right hand corner, click the Advanced button.
6. Click the applicable Quadro tab.
7. On the left side of the display pane, click the Color Correction setting.
8. In the “Apply Color Changes to” menu, make sure Desktop is selected.
9. Click Restore Defaults.
10. Go back to the “Apply Color Changes to” menu, and select Overlay/VMR
11. Click Restore Defaults
12. Set the brightness slider to 120%.
13. Set the contrast slider to 110%.
14. Click Apply, and then click OK to save the changes.
15. Go back to step 4 repeat the process for the second monitor.

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 Adrenaline attached. It also can prevent Adobe Photoshop's 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.

Workgroup Support

Avid Unity™ MediaNetwork v3.5.3 is supported with this release along with the following workgroup products:

- Avid Unity MediaManager v4.5
- Avid Unity TransferManager v2.9
- Avid DMS v2.7
- Avid Nearchive v1.7
- Avid Player/MediaManager Browser Player v2.5

QuickTime Support

Avid has tested and approved the use of Apple QuickTime® version 6.5.1

You must install QuickTime from the Apple web site. This is not supplied by Avid. For more information, see [“Downloading the QuickTime Standalone Version” on page 41.](#)

Configuring PCI Bus with the Avid Adrenaline

The FireWire® interface for the Avid Adrenaline 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/ and select your DNA device and then click specifications.

When you are using an Avid Adrenaline 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.

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.

Disabling Automatic Software Updates

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

(Windows) To disable automatic software updates:

1. Do one of the following:
 - ▶ Select Start > Control Panel, and then double-click System.
 - ▶ Select Start > Control Panel, and then double-click Performance and Maintenance > System.
2. Click the Automatic Updates tab.
3. Deselect “Keep my computer up to date.”
4. Click OK.

Completing Your System Setup

This check list covers the major steps required to complete your system setup.

To finish setting up your system:

1. Read this ReadMe file completely.
2. Make sure your system meets the hardware and software requirements. See [“Hardware and Software Requirements” on page 5](#).
3. See the *Using the Adrenaline DNA* on the CD-ROM supplied with your Adrenaline hardware, for instructions on connecting cables and devices to your system. Some of the connections allow you to control a video deck, use faders and mixers, and add storage to your system.
4. Load the NVIDIA drivers, if necessary.

Limitations

Audio

Clip Pan: When adding 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 adding an audio dissolve between two clips with Automation Pan onto a single audio track, the audio dissolve interpolates the pan values between the pan key frame value at the beginning of the dissolve and the pan key frame value at the end of the dissolve. Any pan key frame 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.

Capture

- When attached to a Panasonic AG-DVX100P camera, the editing application might not recognize drop vs. non-drop tape until capture on-the-fly is attempted.
- The following error message, "Exception: ADM_DIO_ERROR_OCCURRED, DIOerr:Expected DV50 NTSC but received DV25NTSC" will occur if you attempt to capture DV 25 from a DV 50 source or DV 50 from a DV 25 source.
- When you attempt to capture DNxHD 175 in a 1080p/23.976 project, you might receive a "Capture aborted due to error" message.
- When you batch capture long clips with a lot of MXF 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 trying to 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 expects a DIF SPEED of S100. Therefore capture fails producing scrambled or blocky images.

Workaround: From Panasonic DVCPRO deck's menu, set the menu DIF SPEED to S100.

Compatibility

- Sending to Digidesign Pro Tools: 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.
- Avid DS Nitris®: To share HD or 10-bit media that has been captured with Avid Media Composer Adrenaline HD v2.0.2 or higher, you must use Avid DS Nitris 7.5 QFE3. To access QFE3, go to <http://www.softimage.com/avidds> and click Download > QFE and other fixes.
- 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 will 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

- 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.
- During 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 end of the sequence might be truncated on tape.

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

- When attached to a Panasonic deck and performing a digital cut to a 720p/23.976 project, the digital can be 1 to 2 frames late.
- 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, etc.) will reset the clock to zero when applied. If the value you entered resets to zero when applied, adjust the value upwards or downwards until a satisfactory length is determined (at which point the clock will not reset itself and the desired duration will be correctly applied).

Effects

- 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 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.

- Fluid film 2:3 timewarp effect might render incorrectly when 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 may fail.
- When an Avid FX is applied in an SD 24p progressive project, it can create unwanted aliasing on the resulting clip.

Export

- Exporting sequences as AAF with automated Audio Pan and clips with no Pan will not play back correctly when imported.

Workaround: Set the clip pan on any clip that does not contain pan events (Clip or Automated) before exporting as AAF.

Workaround: Or, export as OMF 2.0 if the sequence contains clips with Pan Automation. (This workaround can only be done in an SD project or an HD project that has been down converted to SD)

Workaround: Or, export the sequence as an AAF file without any changes and then adjust the incorrect pan settings after import.

- When exporting 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 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/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.
- Export Locators export 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 Microsoft's Windows Media web site for more detail.

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 that states 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 new 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 Support

- Panasonic P2 clips appear in the bin with the start timecode of zero. You can modify the timecode by selecting the clip in the Bin, right-clicking and selecting modify. The modify dialog appears. You can then set a timecode.

- Play performance for a multi-stream sequence will suffer when directly accessing media from the P2 media cards in the AJ-SPX800P camera.
- If you power 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

- In PAL projects, the editing application might not allow you to enter a duration when loading fill. This is not an issue with NTSC projects.

Workaround: Load a clip in the source window, then use the clear monitor command, and load fill again.

- When the Avid editing application stops streaming play, a number of additional frames are sent to the Avid Adrenaline device in order to keep the client monitor synchronous with the desktop display. The Avid Adrenaline 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 will restore the ability to play.

Settings

- Do not carry User Profiles from a previous release to this release. 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 release.

- In the Open GL Settings tab of the Windows Display Properties dialog box, the Multi-Display hardware acceleration should be set to Single Display mode. The default setting is Multi-Display Performance mode. This is the mode that appears if a new version of the NVIDIA driver is installed. If the setting is anything other than Single Display mode, the Avid application might drop frames during real-time playback of 3D effects.

Titles

- 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 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 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.

You might see some artifacts in crawling titles that you create using DV 25 411 media.

- HD titles appear aliased when 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 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.

- 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 re-edit the title in 16x9 for correct positioning.

Workaround: In 16x9 mode, load the original 4x3 title in Title Tool. Click on the Selection tool and select Edit > Select All, 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.

Unity

- Bins containing Titles or graphics with alpha channels created with 10-bit video do not open when shared with an earlier version editing system that does not support 10-bit video.
- A “Disk File Already Exists” error might appear on Shared Unity Projects when moving bins to folders. For example, create a project on Unity, create a new bin and leave the default name on the bin, and then create a folder in the project and drag the new bin into the folder, then rename the bin. If you then click the New bin button and leave the default name and then drag that bin to the folder, you receive the error message Disk File Already Exists, even though you changed the name of the first bin in the project.

Workaround: Change the default name of the bin before you drag it to the folder.

Workgroup

- When Relinking in an Avid Unity workgroup environment, only shared-storage media that is checked in to MediaManager is available for relinking.
- When trying to open a very large number of files and workspaces, the Media tool may hang. This might happen in Frame and Script modes. Text mode does not display this behavior.
- When checking in Timewarp effect templates into MediaManager you might receive this error message “Assertion failed ::found==kAAFTTrue File:\coresw\ame\Aaf\AAFEffEffectUtils. c, Line993”.
- Do not check sequences with MetaSync tracks into MediaManager. You cannot check out sequences that contain MetaSync tracks from MediaManager.

Workaround: Remove the MetaSync track from the sequence before checking the sequence into MediaManager.

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 XDCAM driver versions that are officially supported for this release are v1.0.0.5 and v1.0.0.6. The firmware version for the XDCAM deck is v1.1.
- XDCAM proxy media might not export to a QuickTime reference movie successfully.

Workaround: If you export as a regular QuickTime movie, MPEG 4, or as Windows Media 9, the export is successful. Or, you can transcode the proxy sequence to DV 25 or MPEG-IMX and then export as QuickTime reference.

Additional Information

The following information is helpful when you work with your Avid system.

Documentation Changes

The following changes were not included in the printed documentation.

Capturing DV 25 and DV 50 with Standard Pulldown

In NTSC 23.976 projects you can now capture DV 25 24p and DV 50 24p material with standard pulldown through a 1394 (FireWire) connection. The connection can be through an Avid Adrenaline device, or a separate 1394 connection. You can edit the material and output it as 24p.



To capture DV material at the DV 50 24p resolution, the connection must be through a separate 1394 port on a different bus than the one being used by the Avid Adrenaline device.

Additional 16-Bit Effects

The following effects now support 16-bit processing.

- Dip to Color
- Fade from Color

- Fade to Color
- All Box Wipes
- All Edge Wipes
- All Matrix Wipes
- All Sawtooth Wipes
- Shape Wipes

New Marquee Templates

Avid now supplies new Marquee templates with 16x9 aspect ratio. The Avid Templates folder in the Templates Library contains several new versions of templates designed for use with 16x9 footage. When a template has both 4x3 and 16x9 versions, the name of the 4x3 version ends in _4x3, while the name of the 16x9 version ends in _16x9.

Digital Cut Tool Changes

The Crash Record option is displayed in red in the Digital Cut tool because this method of digital cut modifies the timecode on the tape. The “Allow assemble and edit for Digital Cut” in the Deck Preferences settings has been changed to “Allow assemble edit and Crash Record for Digital Cut.” If this is not selected, these options do not appear in the Digital Cut tool. The only option that should appear in the Digital Cut tool for FireWire-controlled decks is the Crash Record option.

Effects Changes

The following effects can be promoted to the Advanced Keyframe model:

- Blend effects
- Box Wipes
- Conceal effects
- Edge Wipes
- Film effects
- The following Image effects:
 - Color Effect
 - Flip
 - Flip-Flop

- Flop
- Mask
- Resize
- The following Key effects:
 - Chroma Key
 - Luma Key
 - Matte Key
- LConceal effects
- Motion effects
- Peel effects
- Push effects
- Reformat effects
- Spin effects
- Squeeze effects
- 3D Title effects
- Xpress 3D effects

Using PlasmaWipes with HD Projects

This section describes how to add HD versions of the PlasmaWipe effects to your Avid editing system. For information on using PlasmaWipes, see the effects guide or Help for your Avid editing application.

The basic set of PlasmaWipes that are shipped with your Avid editing system include files that are optimized for the following resolutions:

- NTSC resolutions (720x486)
- PAL resolutions (720x576)

HD projects require one of the following resolutions for PlasmaWipes:

- 1080i and 1080p projects require 1920x1080
- 720p projects require 1280x720

Several examples of each resolution are included in the Goodies folder on your Avid editing application installation CD-ROM. You can install these effects on your system and use them to create custom PlasmaWipe effects for your HD project.

To install the HD versions of the PlasmaWipes effects:

1. Insert the Avid editing application CD-ROM into the CD-ROM drive and navigate to the following folder:
`<drive>:\Goodies\HDPlasmaWipes`
2. For 1080i and 1080p projects, copy the contents of the 1920x1080 folder to the following location:
`C:\Program Files\Avid\<application>\Supporting Files\Plasma Wipes\1920x1080\Avid\Custom`
3. For 720p projects, copy the contents of the 1280x720 folder to the following location:
`C:\Program Files\Avid\<application>\Supporting Files\Plasma Wipes\1280x720\Avid\Custom`
4. Copy the files in the 720x486 folder to the following folder:
`C:\Program Files\Avid\<application>\Supporting Files\Plasma Wipes\720x486\Avid\Custom`



You must copy the 720x486 files. The 1020x1080 and 1280x720 versions require these files.

5. Restart your Avid editing application and open the Effect Palette.
 The new HD PlasmaWipe effects appear in the Effect Palette under the PlasmaWipes categories.

To create new HD PlasmaWipes effects:

1. See “Creating PlasmaWipes Effects” in the effects guide or Help.
2. Create a new PlasmaWipe effect file at either 1920x1080 or 1280x720 resolution as described in the documentation. Either copy one of the existing HD PlasmaWipe effect files or create a new file using the proper resolution.
3. Save the effect and store it in the corresponding Custom folder. For example, if you create a file named MyPlasmaWipe.raw at 1920x1080 resolution, store it in the following folder:

`C:\Program Files\Avid\<application>\Supporting Files\Plasma Wipes\1920x1080\Avid\Custom\MyPlasmaWipe.raw`

4. You must also create a 720x486 version of the file and store it in the corresponding 720x486 folder.

To create a 720x486 version, do the following:

- a. Open the HD version of the image in Adobe® Photoshop®.
- b. Change the Image Size to 720x486.
- c. Use File > Save As to save the file to the 720x486 directory.

For example:

C:\Program Files\Avid\<application>\Supporting Files\
Plasma Wipes\720x486\Avid\Custom\MyPlasmaWipe.raw

For more information on creating a 720x486 (NTSC) version, see “Creating PAL and NTSC Versions of the Image” in your Avid editing application Help.



The system will not recognize the new PlasmaWipe effect until you create the corresponding 720x486 version.

Installing Software Drivers

The Avid installation software does not automatically load the software drivers for the USB-to-MIDI software, or the Fibre Channel adapter board. If they are needed, you must install the drivers separately. For information on connecting these devices to your system, see *Using the Adrenaline DNA Installation Instructions* on the CD-ROM.

Installing USB-to-MIDI Drivers

You need to install USB-to-MIDI software drivers if you use one of the following devices to control audio gain automation on your Avid system:

- JL Cooper FaderMaster Pro™ MIDI automation controller
- JL Cooper MCS-3000X MIDI automation controller
- Yamaha® 01V or Yamaha 01V/96 digital mixing console

These controllers are referred to as fader controllers. Avid supports the MIDIMAN MIDISPORT™ 2x2 USB-to-MIDI converter to connect the fader controller to your USB hub.

The *Using the Adrenaline DNA Installation Instructions* on the CD-ROM, describes how to connect a fader controller to your Avid system. This section describes how to install the driver software that recognizes your fader controller.



To reduce traffic on the USB bus, connect the USB-to-MIDI converter only if you need to use the JL Cooper FaderMaster Pro, the JL Cooper MCS-3000X, or the Yamaha 01V or Yamaha 01V/96 fader box.

To install the MIDISPORT 2x2 drivers:

1. Ensure that the MIDISPORT 2x2 USB to MIDI converter is *not* connected to the system. When you are ready to load the drivers, you will use a USB connector to connect the MIDISPORT 2x2 USB-to-MIDI converter to your computer.
2. Download the latest MIDISPORT 2x2 drivers from the following Web site: www.m-audio.com.
The system downloads a compressed, executable file.
3. Double-click the downloaded file to uncompress the driver files to a floppy disk or to a folder on your system.
4. Double-click the Install.txt file that is included with the downloaded files. This file contains the instructions for loading the drivers.
5. To initiate the driver installation, use a USB connector to connect the MIDISPORT 2x2 USB-to-MIDI converter to the system. It is not necessary to connect the external fader to the MIDISPORT 2x2 device.
The system automatically detects that a new device has been connected and opens the Found New Hardware Wizard dialog box.
6. Follow the instructions in the Install.txt file.



If you uncompressed the files to a folder on your system, two drivers might appear in the list. You can select either one.

Installing the Fibre Channel Driver

The Avid application doesn't automatically load the Fibre Channel driver or firmware. The ATTO 2-GB Fibre Channel adapter boards, both optical and copper, use the same driver. An ATTO configuration utility is used to perform firmware updates. The configuration utility, firmware, and driver are placed on the hard drive.



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

To install 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.

To install the ATTO Configuration Utility:

1. Navigate to the following location:

Program Files\Avid\Utilities\ATTOFC\Utilities

2. Double-click epiconf230.exe.

The ExpressPCI Configuration tool opens.

3. Click Next.

The License Agreement window opens.

4. Select “I accept the terms of the License Agreement,” and then click Next.

5. Read the information in the window, and then click Next.

The Choose Install Folder window opens.

6. Accept the default, and then click Next.

The Pre-Installation Summary window opens.

7. Click Install.

The configuration utility and driver are installed. This takes approximately 1 minute.

8. Click Done.

9. Restart the system.

To update the Fibre Channel adapter board firmware:

1. Shut down the system.
2. Disconnect the Fibre Channel cable from the Fibre Channel board.
3. Start the system.
4. Navigate to Start\All Programs\ExpressPCI Configuration Tool.
5. Select ExpressPCI Configuration Tool.

The ATTO ExpressPCI Configuration Tool window opens.

6. In the left pane, expand hosts to localhost. You see ExpressPCI FC 3300 or FC 3305.
7. Click ExpressPCI FC 3300 or FC 3305.
8. In the right pane, click the Flash tab.

The Flash options appear.

9. Click the Browse button, navigate to Program Files/Avid/Utilities/ATTOFC/Firmware FlashBundle_xx, and then click Open.
10. Click Update.
A message box opens, instructing you to unmount all devices.
11. Click OK.
The firmware updates. The update is finished when a message appears at the bottom of the ExpressPCI Configuration Tool window.
12. Close all open windows.
13. Shut down the system.
14. Connect the Fibre Channel cable to your PC.
15. Start the system.

Formatting and Striping MediaDrives

To use all the resolutions that Avid Media Composer Adrenaline HD offers, you need to format your media drives using a four-way stripe.



Disk drives must be configured as Dynamic if you are striping drives.

To create a partition and format a drive:

1. Start your system, and log in to an account with administrative privileges.
2. Right-click the My Computer icon, and select Manage.
The Computer Management window opens.
3. Click the Disk Management folder.



For more information on the Computer Management window, click the Help icon in the toolbar of the Computer Management window.

4. Make the first drive a Dynamic drive by right-clicking the disk ID section of the disk in the Computer Management window and selecting Upgrade to, or Create Dynamic disk, depending upon the status of your disk.

When you select a disk in the Computer Management window, the white section of the disk changes to stripes, showing that the section has been selected.

5. Repeat step 4 for each drive you want to stripe.
6. Right-click one of the Dynamic drives and select Action > Create Volume.
7. Follow the instructions in the Create Volume Wizard to finish striping the drives using NTFS format.

Installing Command|8 Drivers on a Windows System

You can use the Command|8™ as a control surface for your Avid editing application as well as for Pro Tools. The Windows drivers for the Command|8 are on the Pro Tools installer CD-ROM that ships with the Command|8. If you want to use the Command|8 without Pro Tools, run the Setup.exe installer and deselect everything except the Command|8 drivers. For more information on using the Command|8 with your Avid editing application, see “Using an External Fader or Controller” in the Help.

Setting Screen Resolution

You need to set your screen resolution before you run your Avid application.

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

3. Set the Desktop Area slider to 1024 x 768 pixels.
4. Click the Color Quality pop-up menu, and select Highest.
5. (Desktop models) Set Screen Refresh by doing the following:
 - a. Click the Advanced button.
 - b. Click the Monitor tab.
 - c. Click the Screen Refresh pop-up menu, and select 75 Hertz.
 - d. Click OK.
6. Click OK.



You can use higher screen resolutions. Screen resolutions are limited by the system graphics board and the monitor specifications.

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



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 for 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.

Extending Your Usable Address Space and Adding RAM for Improved Performance

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 38](#) 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.

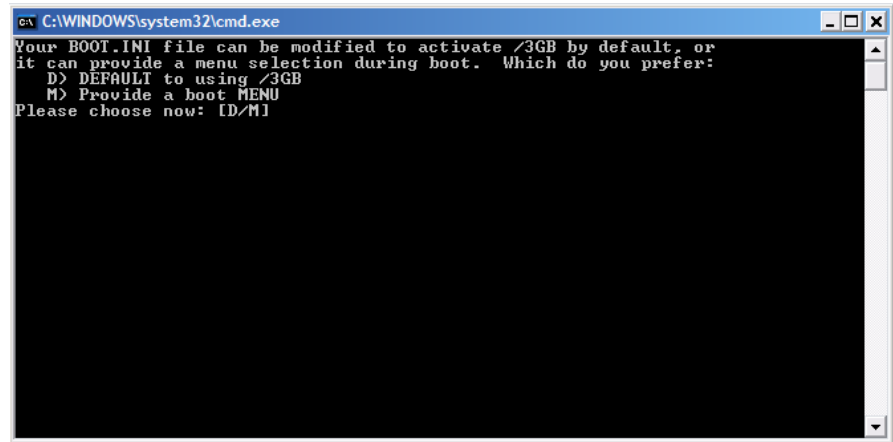
Using Install3GB.bat to Extend Your Usable Address Space

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.



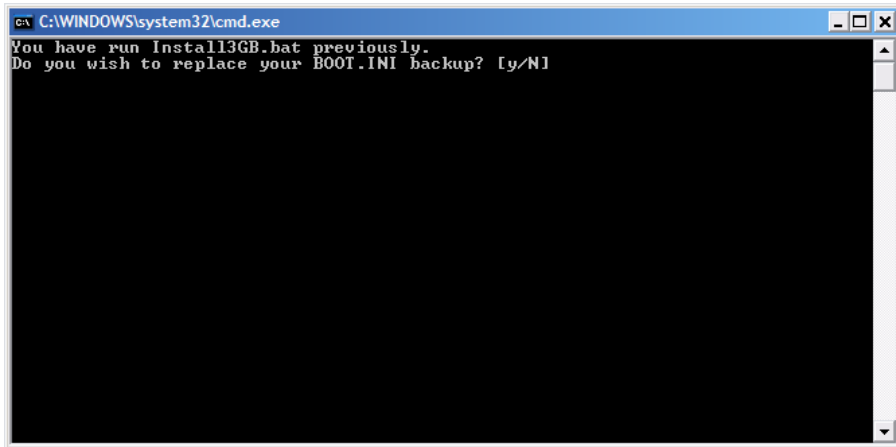
2. Choose one of the following:
 - ▶ If you want to always use the extended memory every time you boot the system, type D.
 - ▶ If you want the option to choose between the extended memory and the original default setting whenever you reboot, type M.
3. Restart your system.
4. If you typed D in step 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
5. 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:

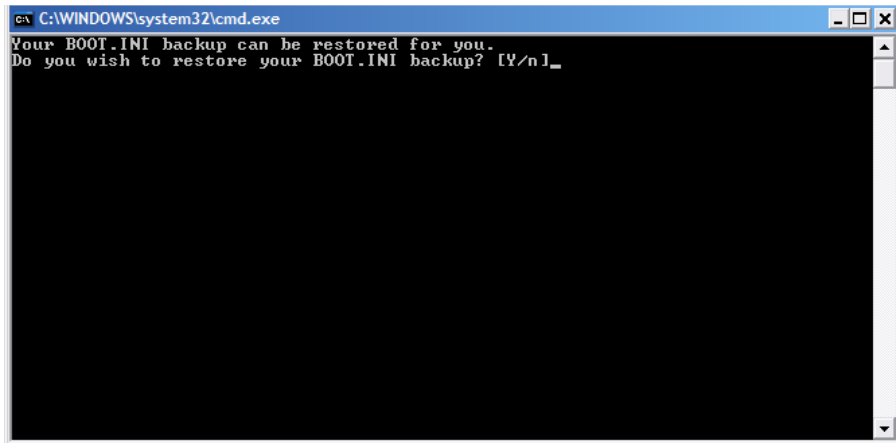
1. Double-click Program Files\Avid\Utilities\3GB\Install3G.bat.
The following window opens.



*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 39](#), **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

The Automatic Reboot option is turned on by default on some Windows XP systems. To turn off automatic restart:

- a. Select Start > Settings > Control Panel.
- b. Double-click System.
- c. Click the Advanced tab.
- d. Click the Settings button under Startup and Recovery.
- e. Deselect Automatically restart under System failure.
- f. Click OK.

Downloading the QuickTime Standalone Version

The Avid application notifies you if QuickTime is not detected on your system. If you want to use the QuickTime application for exporting sequences, download the *standalone* version of QuickTime from Apple's Web site at www.apple.com.

When you install or update QuickTime, select the Recommended installation rather than the Minimum installation. The Minimum installation does not install all the components needed by your Avid application. When the installer asks for a QuickTime Pro registration key, ignore the dialog box and click Next to proceed with the installation.

Drive Filtering

Drive filtering is turned on for this release. In Windows XP, the filtering might not correctly select drives. If you find that no drives are available for your desired resolution, turn off drive filtering in the Media Creation dialog box. If you turn off drive filtering, use the following guidelines when capturing media to your drives:

- You can capture DV 25 or 10:1 resolution to an internal drive or to a non-Avid drive. This is true for standalone editors as well as editors on a LANshare workgroup.
- If you are recording to Avid Unity MediaNetwork or to a striped drive set, you can capture any resolution, including uncompressed (SD).

For more information about the Media Creation dialog box, see the Help.

Goodies Folder

Avid supplies a Goodies folder located on the Avid Media Composer Adrenaline HD CD-ROM. Access the Goodies folder by browsing the Avid Media Composer Adrenaline HD CD-ROM. This folder contains programs and files you might find useful when trying to perform functions beyond the scope of the Media Composer Adrenaline HD 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 Adrenaline 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 do lose communication, quit the application, power cycle the Avid Adrenaline, then restart the application.

Power User

Administrator or Power User rights are needed to run the Media Composer Adrenaline HD application. The Media Composer Adrenaline HD installer has automatically granted the necessary “Increase Scheduling Priority” user right to Power Users.

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

Avid Media Composer Adrenaline HD and Avid Pro Tools LE cannot be installed on the same system.

AudioSuite Plug-ins

AudioSuite™ Plug-ins supported by Avid are added to the AudioSuite Fast menu. If you have chosen a plug-in that is not officially supported by Avid, the plug-in name is still added to the AudioSuite Fast menu, however, a ~ character precedes the name, informing you that this plug-in is not supported. If you attempt to use the plug-in, a dialog box appears informing you that this plug-in is not supported and might cause an error. Select Cancel or Continue.

The following is a list of AudioSuite plug-ins supported by Avid. Core plug-ins that are installed with the Avid editor installer are supported. Non-core plug-ins are also supported, but are not installed with the Avid editor. They are located in the Goodies folder. These plug-ins can be used on a trial basis and then purchased through Digidesign. All others are not supported at this time.



Other AudioSuite plug-ins might get installed on your system for use with Pro Tools, or you might download plug-ins. These plug-ins might not work correctly with your Avid application, and are not supported by the Avid editor. Using any unsupported plug-ins is at your own risk.

Core Plug-Ins:

- D-FX Chorus

- D-FX D-Verb
- D-FX Flanger
- D-FX Multi-Tap Delay
- D-FX Ping-Pong Delay
- Dynamics II
- EQ II
- Invert-Duplicate
- Mod Delay
- Normalize-Gain
- Reverse-DC
- Signal Generator
- TCE-Pitch

Non-Core Plug-Ins:

- BNR
- Focusrite D3
- Lo-Fi
- Maxim
- Recti-Fi
- Sci-Fi
- Vari-Fi

Copyright and Disclaimer

Product specifications are subject to change without notice and do not represent a commitment on the part of Avid Technology, Inc. The software described in this document is furnished under a license agreement. You can obtain a copy of that license by visiting Avid's Web site at www.avid.com. The terms of that license are also available in the product in the same directory as the software. The software may not be reverse assembled and may be used or copied only in accordance with the terms of the license agreement. It is against the law to copy the software on any medium except as specifically allowed in the license agreement. Avid products or portions thereof are protected by one or more of the following United States Patents: 4,746,994; 4,970,663; 5,045,940; 5,267,351; 5,309,528; 5,355,450; 5,396,594; 5,440,348; 5,452,378; 5,467,288; 5,513,375; 5,528,310; 5,557,423; 5,568,275; 5,577,190; 5,584,006; 5,640,601; 5,644,364; 5,654,737; 5,715,018; 5,724,605; 5,726,717; 5,729,673; 5,745,637; 5,752,029; 5,754,851; 5,799,150; 5,812,216; 5,852,435; 5,905,841; 5,929,836; 5,930,445; 5,946,445; 5,987,501; 6,016,152; 6,018,337; 6,023,531; 6,058,236; 6,061,758; 6,091,778; 6,105,083; 6,118,444; 6,128,001; 6,134,607; 6,137,919; 6,141,691; 6,198,477; 6,201,531; 6,223,211; 6,249,280; 6,269,195; 6,317,158; 6,317,515; 6,330,369; 6,351,557; 6,353,862; 6,357,047; 6,392,710; 6,404,435; 6,407,775; 6,417,891; 6,426,778; 6,477,271; 6,489,969; 6,512,522; 6,532,043; 6,546,190; 6,552,731; 6,553,142; 6,570,624; 6,571,255; 6,583,824; 6,618,547; 6,636,869; 6,665,450; D392,269; D396,853; D398,912. Other patents are pending.

Copyright © 2005 Avid Technology, Inc. and its licensors. All rights reserved.

Attn. Government User(s). Restricted Rights Legend

U.S. GOVERNMENT RESTRICTED RIGHTS. This Software and its documentation are "commercial computer software" or "commercial computer software documentation." In the event that such Software or documentation is acquired by or on behalf of a unit or agency of the U.S. Government, all rights with respect to this Software and documentation are subject to the terms of the License Agreement, pursuant to FAR §12.212(a) and/or DFARS §227.7202-1(a), as applicable.

888 I/O, Adrenaline, AirPlay, AirSPACE, AirSPACE HD, AniMatte, AudioSuite, AudioVision, AutoSync, Avid, Avid DNA, AVIDdrive, AVIDdrive Towers, Avid Mojo, AvidNet, AvidNetwork, AVIDstripe, Avid Unity, Avid Xpress, AVoption, AVX, CamCutter, ChromaCurve, ChromaWheel, DAE, D-Fi, D-fx, Digidesign, Digidesign Audio Engine, Digidesign Intelligent Noise Reduction, DigiDrive, Digital Nonlinear Accelerator, DigiTranslator, DINR, D-Verb, Equinox, ExpertRender, FieldPak, Film Composer, FilmScribe, FluidMotion, HIIP, HyperSPACE, HyperSPACE HDCAM, IllusionFX, Image Independence, Intraframe, iS9, iS18, iS23, iS36, Lo-Fi, Magic Mask, make manage move | media, Marquee, Matador, Maxim, MCXpress, Media Composer, MediaDock, MediaDock Shuttle, Media Fusion, Media Illusion, MediaLog, Media Reader, Media Recorder, MEDIArray, MediaShare, Meridian, MetaSync, NaturalMatch, Nearchive, NetReview, NewsCutter, Nitris, OMF, OMF Interchange, OMM, Open Media Framework, Open Media Management, ProEncode, Pro Tools, QuietDrive, Recti-Fi, RetroLoop, rS9, rS18, Sci-Fi, Softimage, Sound Designer II, SPACE, SPACEShift, Symphony, the Avid|DS logo, Trilligent, UnityRAID, Vari-Fi, Video Slave Driver, VideoSPACE, and Xdeck are either registered trademarks or trademarks of Avid Technology, Inc. in the United States and/or other countries.

iNEWS, iNEWS ControlAir, and Media Browse are trademarks of iNews, LLC.

Dell and Latitude are registered trademarks of Dell Computer Corporation in the United States and other countries. Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Macintosh is a trademark of Apple Computer, Inc., registered in the U.S. and other countries. NVIDIA Quadro is a registered trademark or trademark of NVIDIA Corporation in the United States and/or other countries. QuickTime and the QuickTime logo are trademarks used under license from Apple Computer, Inc. The QuickTime logo is registered in the U.S. and other countries. All other trademarks contained herein are the property of their respective owners.

Avid Media Composer Adrenaline HD Version 2.1 ReadMe • Part Number 0130-07000-01 Rev. A •
March 2005