

FAQ

Final Cut Pro on Avid Unity

What has changed?

Avid Unity™ systems have always been open to non-real time third party Windows and Mac applications and customers have not been prohibited from attaching third party editing and other applications requiring real time full-resolution media access. However, until now we have not been able to provide reliable configuration guidelines for third party real time applications that follow the same standards we apply to Avid editing systems and workflows. The testing we have completed for Final Cut Pro offers specific configuration guidelines and performance data based on our rigorous and systematic testing.

What non-Avid real-time applications have been tested on Avid Unity systems?

At this point we have verified Final Cut Pro editors (v.6.0.4 and currently shipping versions) on Mac OS 10.5.6, connected to Avid Unity ISIS® (1.6 and 2.0.1+) or Avid Unity MediaNetwork (v5.1.1+;5.1.2 client for Mac OSX Leopard). We expect to be able to announce the same status for Adobe Premiere at a later date.

What performance and configuration data is available?

Configuration and performance guidelines are available to customers using only FCP (single and multiple FCP client configurations) on Avid Unity MediaNetwork and Avid Unity ISIS as well as for configurations with Avid editors (Media Composer®, NewsCutter®, or Symphony™) and FCP editors on the same Avid Unity system in separate allocation or storage groups (they are not supported together within the same groups). Data includes expected real time stream counts and working resolutions for given storage allocation group sizes (number of disk drives needed to support X # of clients working in Y resolution).

Will Avid offer this level of testing for any third party application?

Avid may qualify applications requiring real time, full resolution media access as priority and testing capacity permits.

If the application doesn't work properly, who do I turn to for support?

We will assume first call responsibility for holders of current Avid Support contracts to determine if the Avid Unity system is properly configured and correctly functioning. If best efforts then point to a problem with the application, customers will be asked to contact the support channels they normally use for that application.

Can I use Avid Unity storage even if I don't use Avid applications?

Yes. Note that for non-Avid real time applications, we do not guarantee that performance will be equivalent to the optimized tuning between Avid editing applications and Avid Unity.

Does Avid Interplay work with Final Cut Pro editors and workflows?

Avid® Interplay® Access supports the Mac OS X platform, and through this application FCP QuickTime files and projects can be checked into Interplay. Any Interplay workstation can search for these files, though there is currently no tightly integrated workflow between Avid Media Composer and Final Cut Pro within Interplay. Further options for integration of Final Cut Pro into the Interplay environment are under investigation.

Can I mix Avid applications and third party applications on the same Avid Unity system?

Yes. Avid editors and FCP editors may be attached to the same Avid Unity system as long as they are in separate ISIS Storage groups or MediaNetwork Allocation groups.

Can I use third party storage hardware with Avid Unity software?

No, to guarantee consistent and predictable performance and insure the fastest and most responsive support, we are not able to qualify third party storage components.

Can I supply my own or non-qualified adapters and switches?

No. In order to maintain configuration consistency and the ability to implement mandatory updates required for effective support, we are not able to support customer-sourced adapters and switches.



Why would customers want to use Avid storage with someone else's applications?

For the peace of mind, greater productivity, and competitive total cost of ownership that comes with an investment in Avid Unity. We serve the most demanding and competitive media production companies in the world, which is why we test to the toughest performance and reliability standards. But everyone can benefit from the flexibility, reliability, and superior management tools of Avid Unity, including those using third party applications.

Do I still have to buy Avid Unity client licenses if I don't use Avid applications?

Yes.

What happens when a new version of Avid Unity or FCP comes out?

Avid will provide continuous testing/characterization of new versions of Avid Unity with the latest versions of FCP as well as new versions of FCP on the latest version of Avid Unity. Appropriate Avid Unity documentation will be updated as needed to reflect the results of the on-going configuration or performance characterization.

Where should FCP scratch data be saved? Where should FCP projects be saved? How should FCP media be saved?

These topics are covered in the Avid Unity MediaNetwork and ISIS documentation prepared for FCP clients.

How do I learn more?

Call your Avid Sales Representative or local Avid Reseller, or see the "How to Buy" page on [avid.com](http://www.avid.com).

<http://www.avid.com/products/howtobuy/Index.aspx>