

# Release Notes – AJA Windows Software 5.5

## General

If you are installing for the first time please read the “ReadMeFirst.PDF” located on the installation CD. This software release adds new features and improves functionality of the KONA LS/LSe, LH/LHe, LHi and 3/3X/3G cards, as well as the Io Express from AJA.

## Requirements and Recommendations

- Operating Systems Required: Windows 7 64 bit
- Before running this installer, uninstall all previous versions of AJA XENA or AJA Windows software.
  1. Go into the Control Panel and click ‘Uninstall or Change a Program’
  2. Right Click on the ‘XENA Retail’ software and select ‘Change’
- QuickTime™ 7.6 or higher must be installed.
- For Additional Hardware recommendations and requirements, please see the links below:  
<http://www.aja.com/support/kona-pc/kona-pc-system-configuration.php>  
<http://www.aja.com/support/kona/kona-system-configuration.php>
- For NVIDIA Quadro users, please see for recommended driver versions  
<http://www.aja.com/support/kona-pc/kona-pc-graphics-cards.php>
- AJA recommends running this installer as an Administrator. To do this, right click on the installer and select ‘Run As Administrator’. This ‘Run As Administrator’ option may not be present if Vista User Account Control (UAC) is turned off.

## New Features and Changes

- Contains Support for Adobe Premiere Pro CS5.5, Adobe After Effects CS 5.5, and Adobe Photoshop 5.1.
- Contains Significantly Improved Performance for Adobe’s Mercury Engine in Premiere Pro CS 5.5.

## Resolved Issues

- Issue of incorrect color shifts on rendered effects and titles in the Adobe Premiere Pro timeline have been resolved.

- Incorrect frame rate when importing file-per-frame sequences such as DPX, Cineon, TGA into Premiere Pro has been resolved.
- Up/Down/Cross conversion problems with the KONA 3G in Machina have been resolved.
- Incorrect output of 8bit RGBA in Photoshop has been resolved.
- Playback performance of ProRes 4:4:4:4 files in AJA timelines in Premiere Pro has been improved.
- Issue performing an insert edit when negative numbers are input for timecode values has been resolved.
- Premiere Pro crash when capturing large numbers of QuickTime files (100's of files) has been resolved.
- Issue in Premiere Pro where export-to-tape would stop prematurely but report that it had completed successfully has been resolved.
- Issue of KONA 3G not getting its firmware updated correctly is resolved.
- Issue of KONA 3G not allowing analog output settings to be changed in Adobe applications is resolved.
- Issue with intermittent frame dropping on extremely long timelines in Premiere Pro is resolved.
- Issues with incorrect output of 1080p50/59.94/60 on KONA 3G and KONA LHi are resolved. See Known Issues and Limitations below.
- Issue of output glitching when scrubbing across segment boundaries in the Premiere Pro timeline is resolved.
- Memory leak on initial playback of some QuickTime files in Premiere Pro is resolved
- Memory leak during audio conforming in Premiere Pro is resolved.
- Issue where sub-clips created in the Premiere Pro source window point to the wrong sections of the master clip is resolved.
- Issue with lack of embedded HDMI audio on KONA LHi in 1080p50/59.94/60 has been resolved.
- Issue where audio in QuickTime and AVI clips are imported to the wrong numbered tracks is resolved.

- Incorrect playback of CineForm 2-frame GOP AVI files in AJA Premiere Pro sequences has been resolved.
- Memory leak during playback of CineForm AVI files in AJA Premiere Pro sequences has been resolved.
- Issue with CineForm AVI files being marked in Premiere Pro as non real time when they can in fact play real time has been resolved.
- Issue with 8 bit YUV AVI files having incorrect thumbnails in Premiere Pro has been resolved.
- Issue with AVCHD clips being marked non real time in AJA Premiere Pro timelines when they actually play real time has been resolved.
- Issue of overlapping clips in AJA Premiere Pro timelines being marked non real time when they are expected to be real time has been resolved.
- Issue of audio meters being ahead of the actual CTI location in AJA Premiere Pro timelines has been resolved.

## Known Issues and Limitations

- Uncompressed RGB quicktime files with effects or transitions placed on them will be non-real time. These segments must be rendered in order to play real-time.
- 3D CineForm AVI files will not play at full resolution with both eyes using KONA 3 and KONA 3G. Users should use the CineForm Neo 3D toolkits to re-wrap their 3D CineForm AVI files into Quicktime files.
- In the KONA LHi, 1080p50 and 1080p60 AJA sequences in Premiere Pro must use software color space conversion if outputting RGB file types. This can be turned on in the Premiere Pro Playback settings for the sequence.
- HDMI output on progressive projects needs to be set to 'true progressive' in most cases. Many users are used to setting up projects as progressive segmented frame or 'psf' for SDI or component transmission. AJA Premiere Pro projects will default to 'psf' when 1080p project settings are selected. To force progressive mode for HDMI monitoring, check the 'disable segmented frames' feature in the Premiere Pro Playback Settings.
- XENA ASIO driver is no longer used in Premiere Pro. The ASIO driver will still show up in the Premiere Pro Audio Hardware selector, but users should instead select the Premiere Pro default audio device. If the ASIO driver is selected, some audio problems may occur. See page 67 of the KONA manual, or page 82 of the Io Express manual for

more information on audio device setup in Premiere Pro.

- Eyeon Fusion 32-bit is not supported using this installer. 64-bit Fusion is supported. For KONA LS/LSe, HS, LH/LHe, 2K/2Ke users, legacy driver installers (XENA driver version 3.5.x) must be used for 32-bit Fusion support. For KONA LHi and Io Express users, 32-bit Fusion is not supported.
- Io Express currently is not recommended for use in Windows with an Apple MacBook Pro 8,2 or earlier using Bootcamp. Io Express will work in an Apple Mac Pro tower, or in a MacBook Pro 8,3 with Windows and Bootcamp.
- AJA Device Control dialog panel in Premiere Pro must be closed prior to closing the Premiere Pro capture window. If the Capture window is closed while the device control window remains open, Premiere Pro may crash.
- Time code is not stored in crash captured clips when the time code source is RS-422. If this is required, use embedded time code instead of RS-422 time code.
- Jog and Step functionality may behave abnormally with some Sony decks in the Adobe Premiere Pro Capture window.
- Variable frame rates (VFR) with pull down added are not adjusted for time code.
- *Crash capture* and *Print to Video* will work on Varicam frame rates over HD-SDI, but insert edit, in/out capture, and batch capture, will not.

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