



Dolby Media Meter Release Notes

Version 2.3

Release Date: October 2014

This document provides information regarding version 2.3 of Dolby® Media Meter, including installation information, operational considerations, and known issues.

Dolby Media Meter software and product documentation can be downloaded from www.dolbycustomer.com.

You can purchase Dolby Media Meter, or upgrade from Dolby Media Meter. Contact your local Dolby supplier, or email salesadmin@dolby.com.

1 Product Overview

The Dolby Media Meter is a software tool that measures loudness in programming for broadcast, packaged media, cinema trailers, video on demand, and games. The Dolby Media Meter can accurately and objectively measure loudness as viewers subjectively experience it. As its core measurement options, the Dolby Media Meter uses the ITU-R BS.1770-3, ITU-R BS.1770-2, Leq(A), Leq(M), and ITU-R BS.1770-1 algorithms and supports Dialogue Intelligence™.

2 Installation Information

The Dolby Media Meter utilizes PACE Anti-Piracy InterLok® protection. See PACE Anti-Piracy at www.paceap.com to download the latest drivers.



Note: If you update from an older 2.x version, you can continue to use the same iLok authorization.



Note: Uninstall the existing version of this product before you install the current release.

3 Update Modifications to Version 2.3

The following are the latest updates for Dolby Media Meter, v2.3:

- Supports the EBU R128-2014 specification. Integrated EBU R128 tolerance can now be set in .5dB increments.
- Supports OS® X® Yosemite
- Adds an Analyze button to the AudioSuite Meter
- Support for the latest versions of Pro Tools, Nuendo and Sound Forge
- Mono surround channels are no longer attenuated by 3dB with Leq(M)
- Resolved issues with 7.1 True Peak and Sample Peak measurements
- Warnings in the logs now appear when both tolerance values have been exceeded. Previously, they appeared when the minimum value was met and the maximum was exceeded.

4 Update Modifications to Version 2.2

The following are the latest updates for Dolby Media Meter, v2.2:

- AAX, VST and Standalone now support 64-bit, including support for Pro Tools 11, Sound Forge 1, Sound Forge 11, and Nuendo 5.
- 32-bit AAX and VST formats are supported. RTAS support has been removed.
- AudioSuite handles are now disabled. Only the selected audio will be rendered.
- Undo now works properly after an AudioSuite render.
- Issues with the AudioSuite user interface flashing or disappearing after rendering have been resolved.
- Media Meter standalone now defaults to 5.1 instead of 7.1.
- On Windows, the AudioSuite progress bar no longer freezes during rendering in Pro Tools 11. This issue still occurs in Pro Tools 10.
- AAX Media Meter now reports its delay compensation properly.
- AudioSuite Media Meter no longer adds 66 samples of latency to rendered clips.
- In Pro Tool 10.3.7 and Pro Tools 11.0.2, AAX and Audio Suite now properly read the timecode. In some cases, timecode in the Media Meter graph and log may be offset by one second.
- After importing a sound effect from SoundMiner to Pro Tools, the focus now correctly switches to Pro Tools instead of Media Meter standalone.
- Upon installation Media Meter now defaults to display **Infinite All, Short Term All, and Peak**.
- Loudness Range and LeqM warnings are now shown at the end of a log that is created with the Media Meter AAX plug-in.
- With two or more Media Meter AAX plug-ins in a session, it is now possible to have one plug-in set to tenths and the other plug-in set to units.
- Occasionally in Media Meter standalone, the timecode display next to the zoom slider displayed outside of the specified range. This issue is now resolved.
- The timecode display next to the AudioSuite graph zoom slider could be incorrect if the slider was moved rapidly. This issue is now resolved.
- Logs that were created with offline bounce in Pro Tools 11 no longer contain incorrect timecode values.

- After deactivating and reactivating a bypassed Media Meter AAX plug-in, it is now possible to disable bypass.
- Time Code in the Graph and Log File now loops, instead of incrementing, during an AudioSuite preview.
- Integrated EBU and Short Term EBU no longer display on the graph when Leq(A) or ITU-R BS.1770-1 algorithms are selected.
- Infinite Dialogue, Short Term Dialogue, and Dialogue Range now correctly display NA (rather than blank) when measuring with the ITU-R BS.1770-2/1770-3 algorithm.



Note: This product offers a trial period of 14 days. The product is fully functional and does not require an iLok authentication during the trial period. However an iLok USB dongle is required to activate the trial.

5 Update Modifications to Version 2.1.39

The following are the latest updates for Dolby Media Meter 2, v2.1.39:

- Dolby Media Meter now works as an Avid® Audio Extension (AAX) native plug-in with Pro Tools® 10. Real-Time AudioSuite (RTAS®) is still supported with Pro Tools 9 and earlier versions.
- VST is now compatible with Sony® Sound Forge® v10 on Microsoft® Windows®.
- Performance is now optimized at buffer sizes below 1,024 samples in Pro Tools.
- A DAE-9094 error that could occur with Pro Tools 10.3 and HDX hardware is now resolved.
- A DAE-9129 error that could occur with Pro Tools HD Native and HDX systems is now resolved.
- An issue with audio glitches when opening or closing the plug-in, or during long playback passes, is now resolved.
- A DAE-6085 audio device buffer underflow error that could occur once a session was open for several hours is now resolved.
- The error dialog that occurs when no input files are specified has now been resolved.
- The Loudness Range now displays NA when the 1770-1 algorithm is selected.
- AudioSuite and RTAS plug-ins now display timecode correctly in sessions where the session start is other than 00:00:00:00. This issue still exists with AAX plug-ins, and is expected to be resolved by Avid in Pro Tools 11.
- The user interface now supports ITU-R BS.1770-3.

6 Known Issues

The following are known issues for Dolby Media Meter, v2.3:

- Second concurrent instance of Dolby Media Meter AAX is unable to display Leq(m).
 - The second instantiation of Dolby Media Meter on another track will not display Leq(m); it will stay blank due to a design limitation in Leq(m) measurement.

- Pro Tools 10.3.7, 11.0.2 and higher resolved the following issue: If the session start is other than 00:00:00:00, the timecode in Media Meter AAX graph and logs will be offset.
- In standalone and AudioSuite Media Meter, logs display measurements every one second at: 00, regardless of the timecode rate. Depending on your timecode rate (for example, 29.97 drop frame), the measurement location in the log might not correspond to the exact timecode location in the program material. They might be offset by a small number of frames.
- Media Meter does not support AudioSuite handles. Only selected audio will be rendered.
- When you insert Media Meter on a stereo or surround track in Sony Sound Forge, the plug-in does not show the correct channel width until playback begins.
Workaround: Manually set the channel configuration in Settings for Media Meter.
- In Sony Sound Forge 10, Media Meter displays meter activity on the wrong channels when you select a single channel on a stereo track and select **Preview**. In Sound Forge 11, all channels are passed to the plug-in, even when only one is selected.
- Leq(M) is only supported at 48kHz.
- When saving a log with Windows VST applications, timecode in the log cannot increment contiguously on slower CPUs.
Workaround: Use a faster CPU, or close unnecessary applications.

7 Hardware and OS Requirements

The following are hardware and operating system requirements for v2.3:

Apple® Macintosh®

- Apple Mac® Pro with Intel® processor running Mac OS® X® versions:
 - OS X 10.8.5 Mountain Lion
 - OS X 10.9.4 Mavericks
 - OS X 10.10 Yosemite



Note: We no longer support Mac OS X 10.7 in this release.

- 2 GHz processor (multicore or multiprocessor CPU recommended)
- 2 GB RAM
- 100 MB free disk space required for installation
- PACE iLok USB smart key

Microsoft Windows

- Microsoft Windows 7
- 2 GHz processor (multicore or multiprocessor CPU recommended)
- 2 GB RAM
- 100 MB free disk space required for installation
- PACE iLok USB smart key

Supported audio workstations

- Avid
 - Pro Tools version 11.2 and higher (Pro Tools software, HD Native, and HDX)
 - Pro Tools version 10.3.9 and higher (Pro Tools software, HD, HD Native, and HDX)

- Steinberg
 - Nuendo 6.5
 - Nuendo 6



Note: We no longer support Nuendo 5 in this release.

- Sony Creative Software
 - Sound Forge 1.0.23 (Mac)
 - Sound Forge 2 (Mac)
 - Sound Forge 11 (Windows)



Note: We no longer support Sound Forge 10 in this release.
