



Avid MediaNetwork v5.1 Performance Guide

Avid Unity MediaNetwork v5.1 Change History

Date Revised	Release	Changes Made
4/20/2009	V5.1.x	Avid has started an initiative to characterize a variety of software applications in an Avid Unity MediaNetwork shared storage environment. Apple® Final Cut Pro® is one of the applications that have been tested. For more information, see “Media Engine and MEDIArray Performance with Final Cut Pro on page 8.”

The purpose of this document is to provide performance guidance for the Avid Unity MediaNetwork v5.1 release. This release will introduce support for operating systems Leopard (10.5.3 and later) and Vista Service Pack 1. As a result of new performance enhancements to the editor, Avid Unity MediaNetwork v5.1 will now have the ability to support additional stream counts on fewer drives from previous releases. **All results were based on using Media Composer and Symphony v3.0 as well as DS v8.4.**

What’s New in MediaNetwork v5.1

- Client support for Leopard (10.5.3 and later) and Vista Service Pack1
- Support for Media Composer v3.0 / Symphony v3.0 / DS v8.4 / NewsCutter v7.0
- Larger drive sizes (1TB)
- Increased scaling capabilities to a maximum of 8 engines.
- Increased client counts (for example: MediaNetwork 5.1 now supports up to eight 1:1 Uncompressed HD Editors.)

Important Information

Avid recommends that you read all the information in this performance document thoroughly before installing or using any new software release.

△! Avid stresses that the information in this document should be used as guidelines only. The amount and type of effects used by each client can cause changes in the provided guidelines.

△! If any Allocation Group includes an Avid editor earlier than the versions listed in the What’s New in MediaNetwork v5.1, see the Avid Unity MediaNetwork 5.0.x Performance Guide.

△! Meridien is not supported in MediaNetwork v5.1.

△! A reduction in the frequency of audio or video cuts might be necessary to allow for more streams of video playback.

△! Mac OSX clients cannot capture 8-bit 1:1 HD media to a mirrored Avid Unity MediaNetwork workspace; 10-bit 1:1 HD media works fine. To capture 8-bit 1:1 HD media to an Avid Unity MediaNetwork workspace, you must unmirror the workspace, and then capture the 8-bit 1:1 HD media.

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Media Engine and MEDIArray Performance

Scaling the Avid Unity MediaNetwork environment is based on the amount of bandwidth a Media Engine (or several MEDIArrays) is able to provide. A single Media Engine or MEDIArray comprised of 16 drives can produce upwards of 340 MB/s (DNxHD and SD) or 315 MB/s (1:1 Uncompressed HD).

- MediaNetwork 5.1 supports a Max of 46 Clients (26 Fibre and 20 Ethernet).
- MediaNetwork Ethernet configurations are limited to 90-100 MB/s.
- The data below applies to Media Engine, MEDIArray XT and MEDIArray LP storage.

△! To attain the best possible bandwidth, Avid recommends that an allocation group or multiple allocation groups not span a single Media Engine or MEDIArray.

△! Writes to a mirrored workspace are always two times a single stream.

Allocation Group	DNxHD or SD		1:1 8 Bit HD with or w/o DNxHD or SD		1:1 10 Bit HD with or w/o DNxHD or SD	
	Single Drive	Allocation Group	Single Drive	Allocation Group	Single Drive	Allocation Group
One 16 Drive	21 MB/s	340 MB/s	19.5 MB/s	315 MB/s	19.5 MB/s	315 MB/s
Two 16 Drive	21 MB/s	680 MB/s	19.5 MB/s	630 MB/s	19.5 MB/s	630 MB/s
Three 16 Drive	21 MB/s	1,020 MB/s	19.5 MB/s	945 MB/s	19.5 MB/s	945 MB/s
Four 16 Drive	21 MB/s	1,360 MB/s	19.5 MB/s	1,260 MB/s	19.5 MB/s	1,260 MB/s
Five 16 Drive	21 MB/s	1,700 MB/s	19.5 MB/s	1,575 MB/s	19.5 MB/s	1,575 MB/s
Six 16 Drive	21 MB/s	2,040 MB/s	19.5 MB/s	1,890 MB/s	19.5 MB/s	1,890 MB/s
Seven 16 Drive	21 MB/s	2,380 MB/s	19.5 MB/s	2,205 MB/s	19.5 MB/s	2,205 MB/s
Eight 16 Drive	21 MB/s	2,720 MB/s	19.5 MB/s	2,520 MB/s	19.5 MB/s	2,520 MB/s

32 Drives	17.5 MB/s	560 MB/s	15 MB/s	490 MB/s	15 MB/s	490 MB/s
48 Drives	17.5 MB/s	840 MB/s	12.5 MB/s	615 MB/s	12.5 MB/s	600 MB/s
64 Drives	17.5 MB/s	1,120 MB/s	12.5 MB/s	810 MB/s	9.5 MB/s	620 MB/s
80 Drives	15 MB/s	1,200 MB/s	11.5 MB/s	920 MB/s	8.5 MB/s	700 MB/s
96 Drives	15 MB/s	1,440 MB/s	10 MB/s	1,000 MB/s	9 MB/s	910 MB/s
112 Drives	15 MB/s	1,680 MB/s	9 MB/s	1,050 MB/s	8 MB/s	925 MB/s
128 Drives	15 MB/s	1,920 MB/s	8.5 MB/s	1,115 MB/s	7 MB/s	935 MB/s

Example 1: What is the expected Bandwidth of a **32 Drive** Allocation Group when using **1:1 10 Bit HD**?

Closest Allocation Group	Total =
32 Drives	Total: 490 MB/s



32 Drive AG Rating = 490 MB/s

Example 2: What is the expected Bandwidth of a **124 Drive** Allocation Group when using **DNxHD or SD**?

Closest Allocation Group	Single Drive Bandwidth (128 Drives)	# of Drives in Allocation Group	Total = 124 Drives x 15 MB/s
128 Drives	15 MB/s	124 Drives	Total: 1860 MB/s



124 Drive AG Rating = 1860MB/s

Client Performance / Resolution (MB/s) Chart and Examples

The charts below define the bandwidth used for each resolution and the maximum stream count. For some platforms, achieving the maximum stream count per client will require switching the video quality mode. All ratings have been adjusted to include 8 tracks of audio.

DV

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
DV 25	NTSC, PAL	4MB/s	8MB/s	12MB/s	16MB/s	20MB/s	24MB/s	20MB/s	
DV 50	NTSC, PAL	8MB/s	16MB/s	24MB/s	32MB/s				

MPEG

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
MPEG 30	30i NTSC, 25i PAL	4MB/s	8MB/s	12MB/s	16MB/s	20MB/s	24MB/s	20MB/s	
MPEG 40	30i NTSC, 25i PAL	5MB/s	10MB/s	15MB/s	20MB/s	25MB/s		25MB/s	
MPEG 50	30i NTSC, 25i PAL	6.5MB/s	13MB/s	19.5MB/s	26MB/s				

*Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported*

JFIF Progressive

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
35:1	24p, 23.976p NTSC	1.5MB/s	3MB/s	4.5MB/s	6MB/s	7.5MB/s	9MB/s	7.5MB/s	15MB/s
	25p, 24p PAL	1.5MB/s	3MB/s	4.5MB/s	6MB/s	7.5MB/s	9MB/s	7.5MB/s	15MB/s
28:1	24p, 23.976p NTSC	1.5MB/s	3MB/s	4.5MB/s	6MB/s	7.5MB/s	9MB/s	7.5MB/s	15MB/s
	25p, 24p PAL	1.5MB/s	3MB/s	4.5MB/s	6MB/s	7.5MB/s	9MB/s	7.5MB/s	15MB/s
14:1	24p, 23.976p NTSC	2.5MB/s	5MB/s	7.5MB/s	10MB/s	12.5MB/s	15MB/s	12.5MB/s	25MB/s
	25p, 24p PAL	2.5MB/s	5MB/s	7.5MB/s	10MB/s	12.5MB/s	15MB/s	12.5MB/s	25MB/s
3:1	24p, 23.976p NTSC	6MB/s	12MB/s	18MB/s	24MB/s			30MB/s	
	25p, 24p PAL	7MB/s	14MB/s	21MB/s	28MB/s			35MB/s	
2:1	24p, 23.976p NTSC	8MB/s	16MB/s	24MB/s	32MB/s			40MB/s	
	25p, 24p PAL	9.5MB/s	19MB/s	28.5MB/s	38MB/s			47.5MB/s	
1:1	24p, 23.976p NTSC	17.5MB/s	35MB/s	52.5MB/s	70MB/s				
	25p, 24p PAL	22MB/s	44MB/s	66MB/s	88MB/s				
1:1 10b	24p, 23.976p NTSC	22MB/s	44MB/s	66MB/s					
	25p, 24p PAL	25MB/s	50MB/s	75MB/s					

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

JFIF Interlaced

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
15:1s	30i NTSC, 25i PAL	1.5MB/s	3MB/s	4.5MB/s	6MB/s	7.5MB/s	9MB/s	7.5MB/s	15MB/s
4:1s	30i NTSC, 25i PAL	2.5MB/s	5MB/s	7.5MB/s	10MB/s	12.5MB/s	15MB/s	12.5MB/s	25MB/s
2:1s	30i NTSC, 25i PAL	4MB/s	8MB/s	12MB/s	16MB/s	20MB/s	24MB/s	20MB/s	40MB/s
20:1	30i NTSC, 25i PAL	2MB/s	4MB/s	6MB/s	8MB/s	10MB/s	12MB/s	10MB/s	20MB/s
10:1	30i NTSC, 25i PAL	3MB/s	6MB/s	9MB/s	12MB/s	15MB/s	18MB/s	15MB/s	30MB/s
3:1	30i NTSC, 25i PAL	7MB/s	14MB/s	21MB/s	28MB/s			35MB/s	
2:1	30i NTSC, 25i PAL	9.5MB/s	19MB/s	28.5MB/s	38MB/s			47.5MB/s	
1:1 SD	30i NTSC, 25i PAL	22MB/s	44MB/s	66MB/s	88MB/s				
1:1 10b SD	30i NTSC, 25i PAL	28.5MB/s	57MB/s	85.5MB/s					

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

1080i

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
1:1 10-bit	1080i/59.94	157MB/s	314MB/s						
1:1		125MB/s	250MB/s						
DNxHD 220 X		28MB/s	56MB/s	84MB/s					
DNxHD 220		28MB/s	56MB/s	84MB/s					
DNxHD 145		18.5MB/s	37MB/s	55.5MB/s	74MB/s				
DVCPRO HD		14.5MB/s	29MB/s	43.5MB/s					
1:1 10-bit	1080i/50	131MB/s	262MB/s						
1:1		105MB/s	210MB/s						
DNxHD 185 X		23.5MB/s	47MB/s	70.5MB/s					
DNxHD 185		23.5MB/s	47MB/s	70.5MB/s					
DNxHD 120		16MB/s	32MB/s	48MB/s	64MB/s				
DVCPRO HD		14.5MB/s	29MB/s	43.5MB/s					

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

1080p

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
1:1p 10-bit	1080p/29.97	157MB/s	314MB/s						
1:1		125MB/s	250MB/s						
DNxHD 220 X		28MB/s	56MB/s	84MB/s					
DNxHD 220		28MB/s	56MB/s	84MB/s					
DNxHD 145		18.5MB/s	37MB/s	55.5MB/s	74MB/s				
DNxHD 45		6MB/s	12MB/s	18MB/s	24MB/s	30MB/s		30MB/s	
1:1p 10-bit	1080p/25	131MB/s	262MB/s						
1:1		105MB/s	210MB/s						
DNxHD 185 X		23.5MB/s	47MB/s	70.5MB/s					
DNxHD 185		23.5MB/s	47MB/s	70.5MB/s					
DNxHD 120		16MB/s	32MB/s	48MB/s					
DNxHD 36		5MB/s	10MB/s	15MB/s	20MB/s	25MB/s		25MB/s	
1:1p 10-bit	1080p/24	126MB/s	252MB/s						
1:1		101MB/s	202MB/s						
DNxHD 175 X		23MB/s	46MB/s	69MB/s					
DNxHD 175		23MB/s	46MB/s	69MB/s					
DNxHD 115		15.5MB/s	31MB/s	46.5MB/s	62MB/s				
DNxHD 36		5MB/s	10MB/s	15MB/s	20MB/s	25MB/s		25MB/s	
1:1p 10-bit	1080p/23.976	126MB/s	252MB/s						
1:1		101MB/s	202MB/s						
DNxHD 175 X		23MB/s	46MB/s	69MB/s					
DNxHD 175		23MB/s	46MB/s	69MB/s					
DNxHD 115		15.5MB/s	31MB/s	46.5MB/s	62MB/s				
DNxHD 36		5MB/s	10MB/s	15MB/s	20MB/s	25MB/s		25MB/s	

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

Resolution	Project Format	Number of Streams per Client						MultiCam	
		1	2	3	4	5	6	4-way	9-way
1:1p 10-bit	720p/59.94	142MB/s	284MB/s						
1:1		106MB/s	212MB/s						
DNxHD 220 X		28MB/s	56MB/s	84MB/s					
DNxHD 220		28MB/s	56MB/s	84MB/s					
DNxHD 145		18.5MB/s	37MB/s	55.5MB/s	74MB/s				
DVCPRO HD		14.5MB/s	29MB/s	43.5MB/s					
1:1p 10-bit	720p/50	120MB/s	240MB/s						
1:1		89MB/s	178MB/s						
DNxHD 185 X		23.5MB/s	47MB/s	70.5MB/s					
DNxHD 185		23.5MB/s	47MB/s	70.5MB/s					
DNxHD 120		15MB/s	30MB/s	45MB/s	60MB/s				
DVCPRO HD		14.5MB/s	29MB/s	43.5MB/s					
1:1p 10-bit	720p/29.97	71MB/s	142MB/s						
1:1		53MB/s	106MB/s						
DNxHD 220 X		28MB/s	56MB/s	84MB/s					
DNxHD 220		18.5MB/s	37MB/s	55.5MB/s					
DNxHD 145		18.5MB/s	37MB/s	55.5MB/s	74MB/s				
DVCPRO HD		14.5MB/s	29MB/s	43.5MB/s					
1:1p 10-bit	720p/25	60MB/s	120MB/s						
1:1		48MB/s	96MB/s						
DNxHD 90 X		12MB/s	24MB/s	36MB/s	48MB/s				
DNxHD 90		12MB/s	24MB/s	36MB/s	48MB/s				
DNxHD 60		8MB/s	16MB/s	24MB/s	32MB/s	40MB/s		40MB/s	
1:1p 10-bit		720p/23.976	58MB/s	116MB/s					
1:1	46MB/s		92MB/s						
DNxHD 90 X	11.5MB/s		23MB/s	34.5MB/s	46MB/s				
DNxHD 90	11.5MB/s		23MB/s	34.5MB/s	46MB/s				
DNxHD 60	7.5MB/s		15MB/s	22.5MB/s	30MB/s	37.5MB/s		37.5MB/s	
DVCPRO HD	14.5MB/s		29MB/s	43.5MB/s					

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

Example 1: What is the minimum drive requirement for an Allocation Group to support a 1:1 10-bit HD editor playing two streams?

# of Clients	Project Format	Resolution	# of Streams per client	Total Bandwidth Needed =
1	1080i/59.94	1:1 10bit	2	314 MB/s (See Page 4)
				Total: 314 MB/s

**Rating for 1:1 HD on 16 Drives
(See Page 2) = 315 MB/s**

Example 2: What is the minimum drive requirement for an Allocation Group to support two 1:1 SD editors writing a single stream each and six DNxHD 145 editors playing six stream each? Note: (See page 2, Writes to a mirrored workspace are always two times a single stream.)

# of Clients	Project Format	Resolution	# of Streams per client	Total Bandwidth Needed =
2	30i NTSC	1:1	1 x 2	88 MB/s (See Page 3)
6	1080i/59.94	DNxHD145	4	444 MB/s (See Page 4)
				Total: 532 MB/s

**Rating for DNxHD and SD on 32 Drives
(See Page 2) = 560 MB/s**

Example 3: What is the minimum drive requirement for an Allocation Group to support Two DNxHD 90 editors playing two streams each and 1 DV25 4-way MultiCam editors over Ethernet, and a dual stream 1:1 10-bit HD and four triple stream DNxHD 145 editors over fiber?

# of Clients	Project Format	Resolution	# of Streams per client	Total Bandwidth Needed =
2	720p/25	DNxHD90	2	48 MB/s (See Page 5)
1	30i NTSC	DV25 4way	5	20 MB/s (See Page 3)
Ethernet Total = (Must be < 90-100MB/s)				68 MB/s
1	1080i/59.94	1:1 10-Bit	2	314 MB/s (See Page 4)
4	1080i/59.94	DNxHD145	3	222 MB/s (See Page 4)
Fibre Total =				536 MB/s
				Total: 604 MB/s

**Rating for 1:1 10-bit HD with DNxHD and SD on 64 Drives
(See Page 2) = 620 MB/s**

Media Engine and MEDIArray Performance with Final Cut Pro

Avid has tested Final Cut Pro as a client in the Avid Unity MediaNetwork shared storage environment. Testing was done with Avid Unity MediaNetwork v5.1.2 and Final Cut Pro v6.0.4 and v6.0.5. There is no Avid restriction on the QuickTime version. Use the QuickTime version recommended in the Final Cut Pro application. QuickTime v7.6 was the version used in the Avid testing. The following provides information on how many streams were qualified per client at various resolutions.

Δ! Avid Interplay Access supports the Mac OSX platform, and through this application Final Cut Pro QuickTime files and projects can be checked into Interplay. Any Interplay workstation can search for these files and edit their Interplay metadata, though there is currently no tightly integrated workflow between Avid editors and Final Cut Pro within Interplay.

The following list characterizes the setup guidelines for your Final Cut Pro client with Avid Unity MediaNetwork:

- You need to stay in line with the general client parameters specified for all Avid Unity MediaNetwork Macintosh clients. The following are the specific hardware details used in the Avid testing:
 - Platforms — Mac Pro (early 2008) “Harpertown” Dual Quad-Core 3.0 or 3.2 GHz.
 - Operating system — Mac OS 10.5.4 and later.
 - Avid Unity MediaNetwork — Fibre Channel connection using the ATTO Celerity FC-41ES adapter board (Avid has not tested Final Cut Pro as an Ethernet client on Avid Unity MediaNetwork and is not supported at this time).
- Final Cut Pro editing software was characterized with the AJA KONA™3 hardware. The complete Apple Studio 2 bundle was installed.
- Verification tests on Apple Color and Sound Track Pro were run to verify Push - Pull capabilities.
- Final Cut Pro media should be in its own Allocation Group. Including:
 - Scratch disks
 - Project files

Δ! Do not mix Final Cut Pro clients and Avid editor clients within the same Allocation Group.

- Final Cut Pro editing systems require 30% to 50% more bandwidth than Avid Media Composer at similar resolutions.
- The number of Final Cut Pro clients supported in an Allocation Group are about 1/2 the number of Avid Media Composer clients at similar resolutions.

Δ! Make sure the workspaces you are using is part of the Allocation Group you created for Final Cut Pro clients. When Final Cut Pro clients are sharing the same Allocation Group as Avid editing clients, the Final Cut Pro clients have poor performance.

- Digidesign Pro Tools software was not tested with Final Cut Pro clients.

Scaling the Avid Unity MediaNetwork environment is based on the amount of bandwidth a Media Engine (or several MEDIArrays) are able to provide. A single Media Engine or MEDIArray comprised of 16 drives can produce upwards of 220 MB/s (Compressed) or 180 MB/s (Uncompressed SD and HD).

Media Engine Bandwidth with Final Cut Pro Clients

Allocation Group	Compressed SD		Uncompressed SD and HD	
	Single Drive	Allocation Group	Single Drive	Allocation Group
One 16 Drive	13.75 MB/s	220 MB/s	11.25 MB/s	180 MB/s

Apple DVCPPro

Resolution	Project Format	Number of Streams per Client					
		1	2	3	4	5	6
720*480	SD DVCPRO25 NTSC/29.97	4.1	9.2	11.2	14.9	20.2	22.9
720*576	SD DVCPRO25 PAL/25	4.8	7.6	11.2	16.2	18.5	22.2
720*480	SD DVCPRO50 NTSC/29.97	7.4	14.7	22.5	29.5	36.8	
720*576	SD DVCPRO50 PAL/25	7.6	16.6	23	29.3	36.5	

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

Apple ProRes 422

Resolution	Project Format	Number of Streams per Client					
		1	2	3	4	5	6
720*576	HQ PAL/25	8.3	15.9	27.8	32.1	39.5	48.6
720*486	HQ NTSC/29.97	9.8	18.3	26.1	34.2	43	50.5
1280*720	HQ/23.98	11.5	23.7	35.5	47.1	59.8	70.6
1280*720	HQ/25	12.3	24.1	36	50.6	60.3	71.6
1280*720	HQ/29.97	15.2	29.8	45.2	61.7	74.7	
1920*1080	HQ/23.98	22.7	45.3	66.5	89.7		
1920*1080	HQ/25	24.3	47.8	72.8	95		
1280*720	HQ/50	24.8	49.4	73.6	97.6		
1920*1080	HQ/29.97	31.8	62.6	93.3			
1280*720	HQ/59.94	31.7	61.3	91.9			
720*576	NQ PAL/25	5.6	10.9	17.7	22.5	26.6	32.1
720*486	NQ NTSC/29.97	5.8	11.1	16.5	21.9	28.1	33.4
1280*720	NQ/23.98	7.5	15.7	21.6	28.9	36	44.5
1280*720-	NQ/25	8.4	16	23.9	31.7	39.9	49.5
1280*720	NQ/29.97	10.3	18.1	27.1	36.1	45	54
1920*1080	NQ/23.98	16.4	32.1	46	60	74.1	89.3
1920*1080	NQ/25	16.7	32.3	45.3	60.5	75.4	
1280*720	NQ/50	17.4	32.2	47.7	62.9	78.3	
1920*1080	NQ/29.97	19.8	36.9	54.8	73		
1280*720	NQ/59.94	19.3	38.9	58.7	75.2		

Legend: Shaded cells = Fibre Only
Empty Cells = Not Supported

Hardware and Software Used During Testing

Below is a chart which describes both the hardware and software used at the time of the test qualification.

Platform	OS	CPU	Memory	Editor Version	Client
HP xw8600	Vista-64 SP1	Dual 3.00GHz Xeon	4GB	Symphony v3.0	MediaNetwork v5.1
HP xw8600	XP 32 SP2	Dual 3.00GHz Xeon	4GB	Media Composer v3.0	MediaNetwork v5.1
HP xw8400	Vista-64 SP1	Dual 2.66GHz Xeon	4GB	Media Composer v3.0	MediaNetwork v5.1
HP xw8400	Vista-64 SP1	Dual 2.66GHz Xeon	4GB	Symphony v3.0	MediaNetwork v5.1
HP xw8400	XP 32 SP2	Dual 2.66GHz Xeon	4GB	Symphony v3.0	MediaNetwork v5.1
HP xw8400	Vista-64 SP1	Dual-Quad 2.66GHz	4GB	Media Composer v3.0	MediaNetwork v5.1
HP xw8400	XP 32 SP2	Dual-Quad 2.66GHz	2GB	Media Composer v3.0	MediaNetwork v5.1
HP xw8200	XP 32 SP2	Quad 2.66GHz	2GB	Media Composer v3.0	MediaNetwork v5.1
Mac Pro	10.5.3	2 x 3GHz Dual-Xeon	4GB	Media Composer v3.0	MediaNetwork v5.1
Mac G5	10.5.3	2 x 3GHz Quad G5	2GB	Media Composer v3.0	MediaNetwork v5.1
Mac Pro	10.5.4, 10.5.6	2 x 3GHz Dual-Xeon	4GB	Final Cut Pro v6.0.4	MediaNetwork v5.1.2