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# ABSENTIA DX v3.3.12 MANUAL

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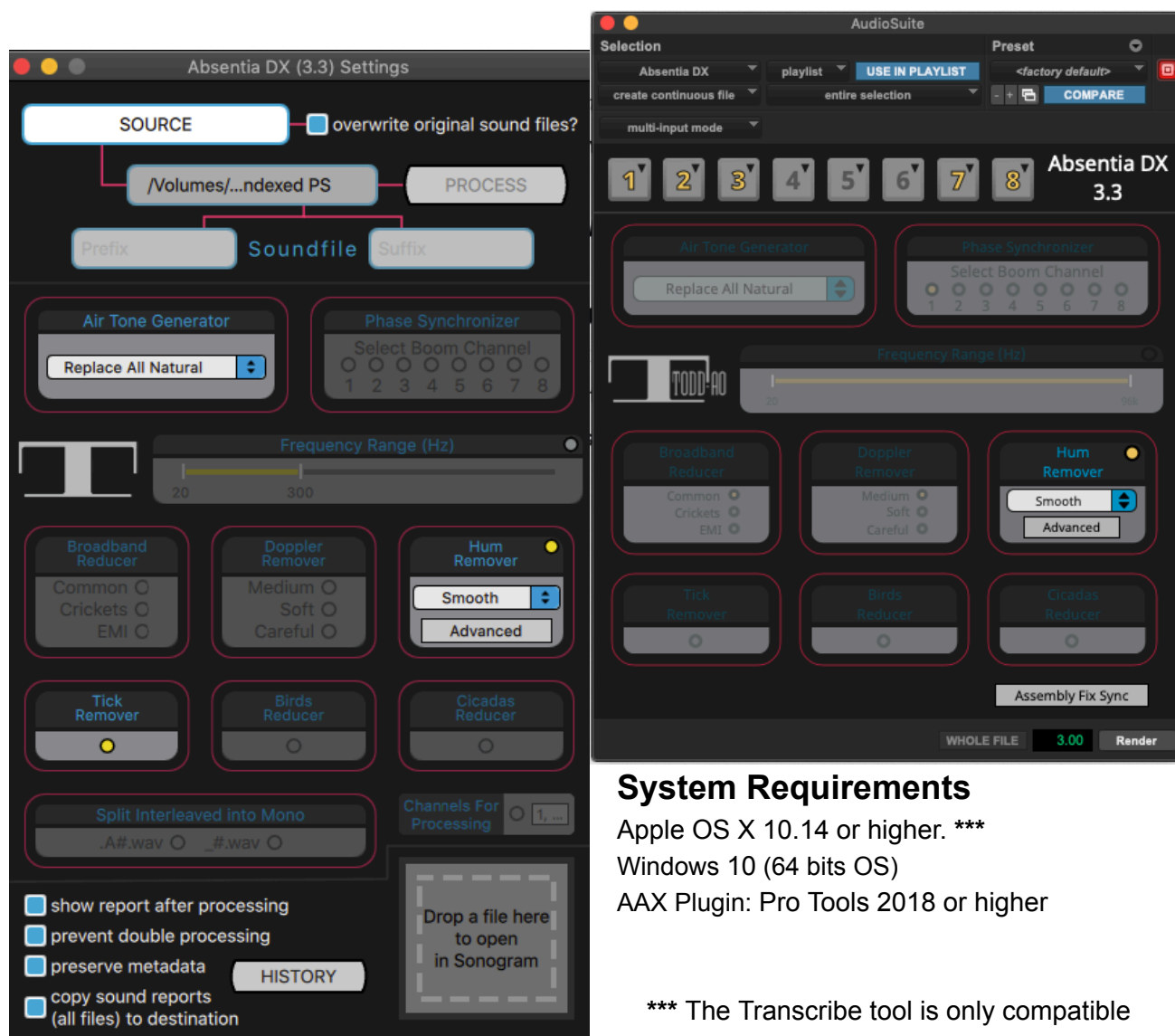
## Introduction

**Absentia DX™** is defined as *“in the absence of dialog.”*

The Absentia DX algorithm analyzes production dialog recordings and removes obvious hums, wireless rings, and ticks while maintaining the integrity of the human voice.

## Message from the Development Team

*Our goal is to help make your work results better and get you home to your family and friends sooner. We believe that ABDX's productivity and performance improvements with production dialog pay for itself quickly. Most importantly, we're thankful to be helping out the sound community of which we are a part.*



## System Requirements

Apple OS X 10.14 or higher. \*\*\*

Windows 10 (64 bits OS)

AAX Plugin: Pro Tools 2018 or higher

\*\*\* The Transcribe tool is only compatible with Silicon processors.

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## How to Install

1. Download the installer from [absentiadx.com](http://absentiadx.com).

### Win

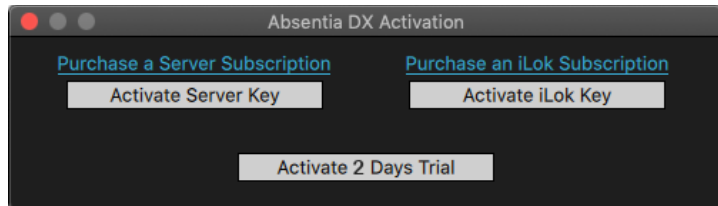
2. Double-click the “Absentia\_DX\_Installer.msi” and follow the Setup Wizard

### Mac

2. Double-click the “Absentia\_DX\_Installer.pkg” and follow the Setup Wizard.

## Activation & Deactivation

The first time you open Absentia DX 3 you will be prompted to choose Server or iLok licensing



Purchase a Server or an iLok subscription.

## Server License

**Mac & Win.** Click the “Activate Server Key” button and enter your Server License Key to activate the software.

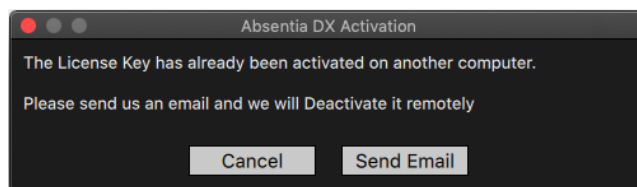
*Note: When updating from v2 version your old authorization stays active, so there is no need to enter your key again.*

## Deactivation

If you need to move the software to another machine, you must deactivate it first, by going to Help > Deactivate License Key. After that, you can activate it on a new machine.

If you want to activate the license on a new machine and you are not able to deactivate the license from the original computer, you can request a remote deactivation.

- Enter your key on the prompt window
- Press “Activate”
- Press “Send Email”

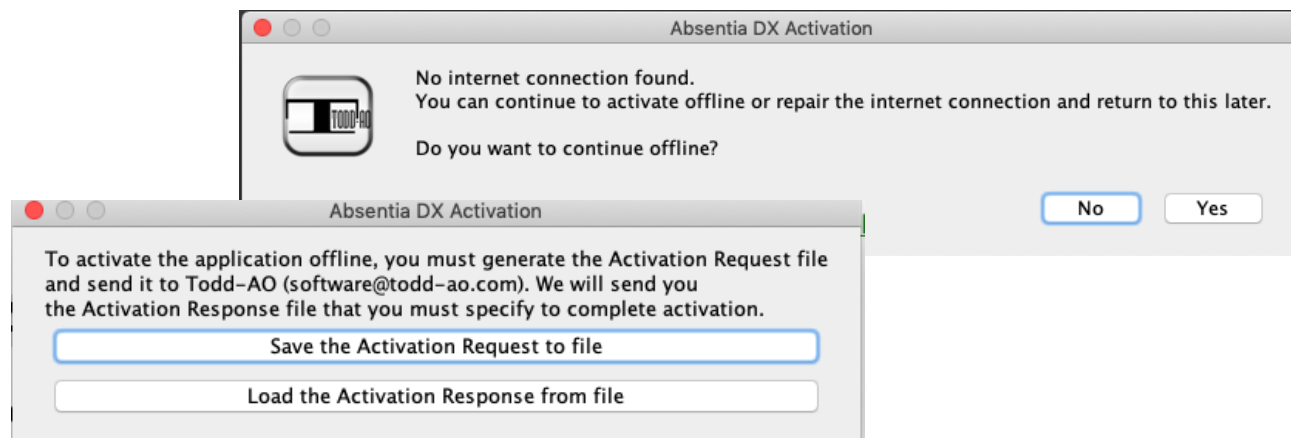


An email including your license key will be sent to us, so we can remotely deactivate it.

## Offline Activation

In case you need to work on computers that have no access to the internet you can request an offline activation. Make sure your machine has no access to the internet.

- Enter your key on the prompt window.
- Press “Activate”
- Press “Yes” on the next window.



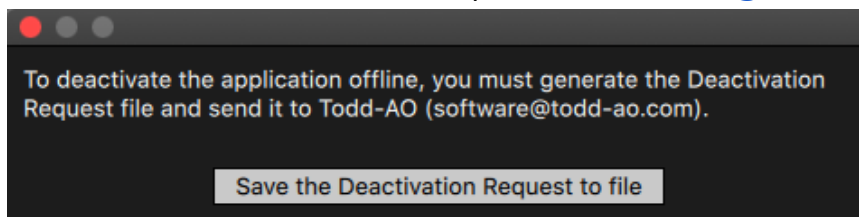
*If you don't see this screen, your computer is not offline. Turn WiFi off, unplug the ethernet cable, and try again.*

- Press “Save the Activation Request to file”.
- Send the Activation Request file to [software@todd-ao.com](mailto:software@todd-ao.com).
- Load the Activation Response file you receive.

## Offline Deactivation

If you need to deactivate the license from the offline computer you have the option to request an offline deactivation.

- Open Absentia DX.
- Go to Help > Deactivate License.
- Press “Yes”.
- Press “Save the Deactivation Request to file”.
- Save and send the Deactivation Request file to [software@todd-ao.com](mailto:software@todd-ao.com)



## iLok License Activation

**License Account Login**

Please enter your ilok.com account credentials.

User ID:

Password:

☒ Remember Me

[Forgot Password or User ID?](#)

[Create new account](#)

Click the “Activate iLok Key” button and log in to your iLok account to activate your Subscription.

**Select License to Activate**

Select the license that you would like to activate:

Name	Type	Role	Expires	Deposit Date
Absentia DX	Subscription	Product	Yes	17/03/2021 11:50

Allowed Locations:

Limits and Expiration: License expires

[Show Locations](#) [Quit](#) [Next](#)

Click “Next” on this window to send the key to your iLok.

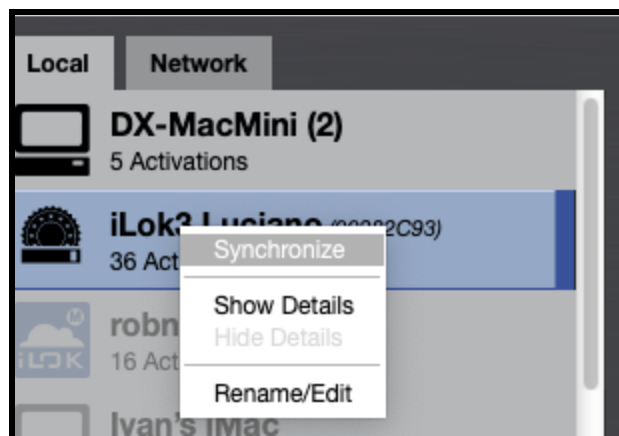
On the next screen, you will get confirmation that your subscription is activated.

**Successful Activation**

Congratulations, Absentia DX has been activated!

## Auto-Renewal

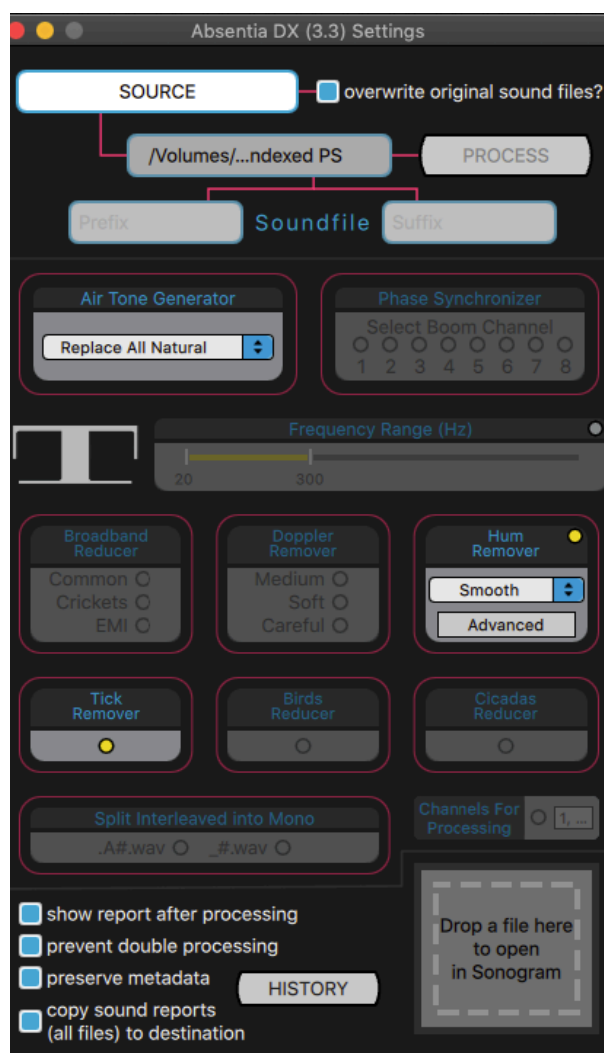
If your iLok is disconnected from the internet during the automatic renewal period, it may fail to renew, resulting in your Absentia subscription not being updated on your physical iLok. To refresh your license manually, simply connect your iLok and synchronize it using the iLok License Manager.



## How to use Absentia DX

There are different methods of using ABDX, you may choose to use it on specific scenes, all sound rolls, on the dialog assembly, or the final cut tracks before the mix stage. Many factors such as turnover schedule or computer speed, will determine which workflow is best for you.

The new Plug-In includes all the Tools from the Standalone app. Depending on your preference there are some tools that you can use on a batch process with the Standalone app. And other tools will work better during editing or mixing in Pro Tools.



- Enable tools to use when processing
- Select a Destination folder
- Select a Source folder, or drop files to process

## Workflow

Drag and drop volumes, folders, or sound files directly onto the application or the settings window and files will begin processing.

An Absentia DX progress window will appear, with the number of sound files queued, and below the status bars of the files being simultaneously processed. You may drag and drop additional files to add to the queue.



At the right of each status bar, there is an “x” that allows to cancel the process of an individual file. The pause button pauses processing on all files. Closing this window cancels the whole process.

*To safely process all the production sound rolls, use Hum Remover (Smooth) + Tick Remover, which guarantees no artifacts in most cases.*

## Metadata

ABDX processed files retain full metadata of the original files, so you can easily swap the original files with ABDX files or vice versa.

*Note: when splitting files, Unique ID is not kept as many split files would have the same ID.*

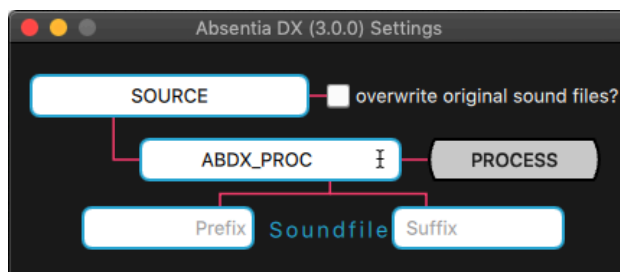
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## ABDX Settings Window

### Path Settings

**Source Folder:** Click on “SOURCE” to select the source folder or volume for processing.

*Alternatively, drag and drop directly onto the application or the settings window and files will begin processing.*



**Destination Folder:** Click on “ABDX\_PROC” to select a specific output folder. By default, the ABDX files will be created in the same path as the source file(s).

**Prefix:** This will add text to the start of the newly created sound file name at the Destination.

**Suffix:** This will add text to the end of the newly created sound file name at the Destination.

**Overwrite original sound files:** if this checkbox is selected, Absentia DX will overwrite your original sound files. Your Destination Folder will become grayed out and inactivated.

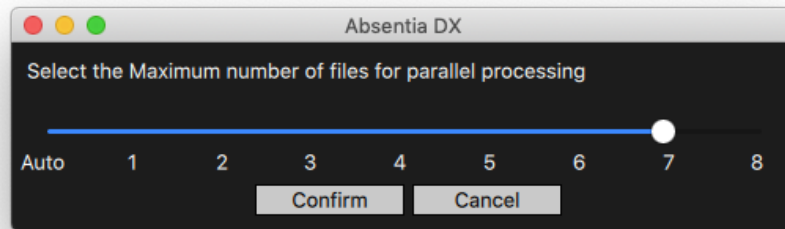
*Note: We recommend that you retain a backup of your original files.*

---

## Menus

### Settings Menu

**Parallel Processing:** Limit the number of files processed at the same time. “Auto” guarantees the best performance. If you need to free CPU for other programs, you can set a lower value.



**Presets:** Create, recall, or remove your current presets for all tools

**Default:** Reset all settings to Default

### Help Menu

**Manual (Online):** Link to this Manual

**Update:** Check Daily or Check Now for new versions of Absentia DX

**Deactivate License Key:** Deactivate your Server license to use it on another machine.



## Background Noise Tools

### - Hum Remover

**Smooth:** Conservative removal of hums and wireless rings. *Safe to use it on batch processing.*

**Strong:** Aggressive removal of hums and wireless rings.

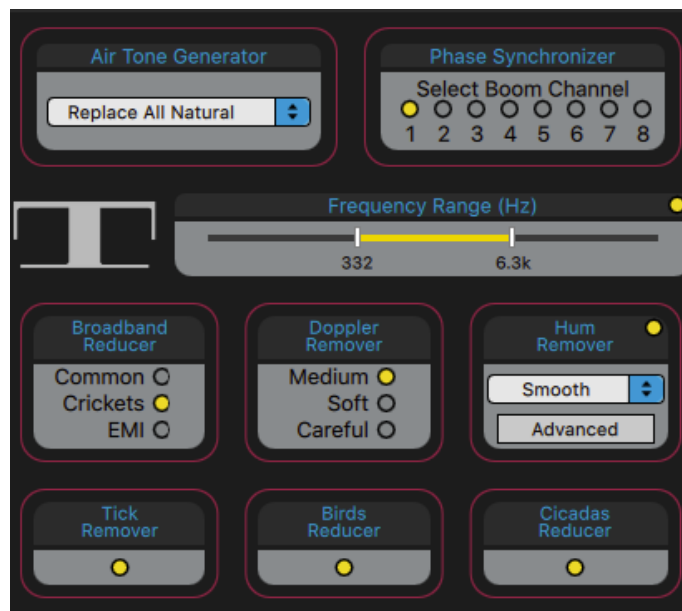
**Tight:** Tighter (closer to dialogue) removal of hums and wireless rings.

**Electric Engines:** Removes hum from camera, generators, and projectors.

**EMI Smooth\*:** Conservative removal of hum produced by Electro-Magnetic Field interference, such as Radio or Transmitters.

**EMI Strong\*:** Aggressive removal of hum produced by Electro-Magnetic Field interference, such as Radio or Transmitters.

**Smooth Under Dialog:** Conservative removal of hums, focused on the low end that overlaps dialog fundamentals.



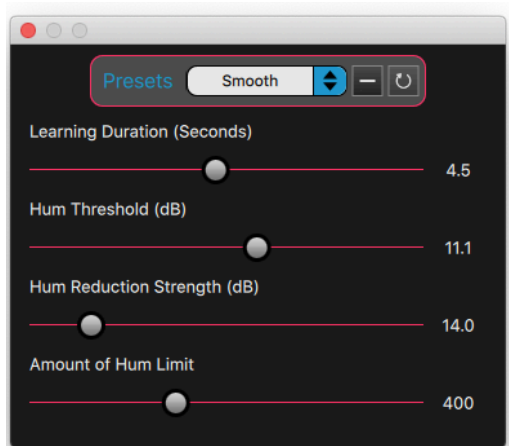
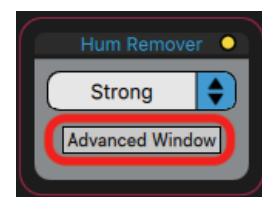
*\*This tool goes deeper than standard HR and closer to dialogue. Use it discreetly as it may modify the voice.*

### Hum Remover Advanced Window

Click on the "Advance Window" button

*Warning: Absentia DX was intended to never affect dialog.*

*Advanced Settings can damage dialog, be careful, and do not over-process.*



**Presets:** In this menu, you'll see the default presets.

"-" Button is for removing presets. If you modify a setting a "+" button will be available to create a new Preset.

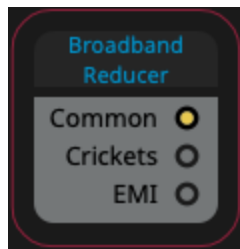
**Learning Duration (Seconds):** Increase to make a longer hum model to analyze. Be aware that high value can affect dialog.

**Hum Threshold (dB):** Decrease to capture quieter hum.

**Hum Reduction Strength (dB):** Increase to filter deeper. Be aware that high value can affect dialog.

**Amount of Hum Limit:** Increase to capture shorter and quieter hum. Be aware that high value can affect dialog.

## Broadband Reducer



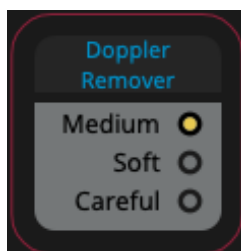
**Common:** Finds smaller noise peaks, and uses the Smooth algorithm to reduce them. (Deeper processing)

**Crickets:** Removes crickets in the background. It can also remove high-end whirr. Works from 2 kHz to 22 kHz.

*Skips Range Selector (Hz) setting, even if it's enabled.*

**EMI:** Similar to Crickets preset but works full range.

## Doppler Remover



Removes hum and whistle that presents tonal variation, like a plane whistling by. It also works for hum with pitch-changing conditions, that Hum Remover skips.

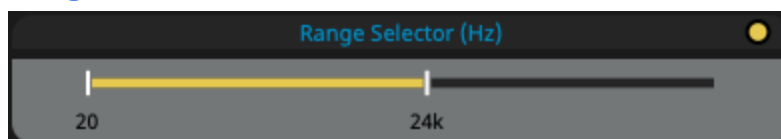
3 Presets available.

## Birds and Cicadas Reducer



Bird chirps and Cicadas reducer tools remove these unwanted specific sounds from the background while preserving the dialogue.

## Range Selector



Limit the frequency range where you want **Hum Remover** and **Broadband Reducer** modules to work. Double-click on the frequency numbers to manually type a value.

This can be good when processing SFX if you want some parts of the spectrum not to be touched or modified.

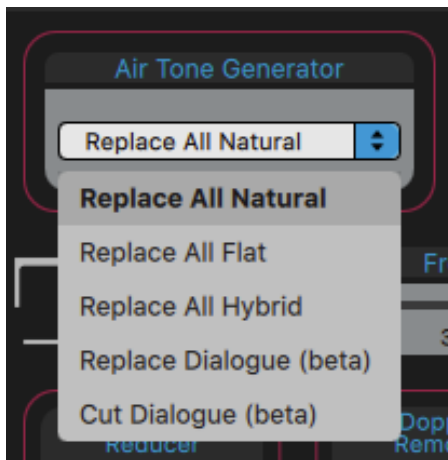
*\*Range Selector will be skipped with BroadBand Reducer Crickets preset*

## Dialog Editing Tools

### Air Tone Generator \*New

Replace a selection with room-tone from nearby regions. Good results always depend on the source file. Three presets are available to test and get the best tone.

*Air Tone Generator is a very good tool to create ADR fills or an M&E international band.*



**Replace All *Natural*:** Replaces everything leaving more “air movement”, which results in a more natural tone.

**Replace All *Flat*:** Replaces everything leaving a flat tone.

**Replace All *Hybrid*:** Average mix of Natural and Flat algorithms.

**Replace Dialogue:** Replaces dialogue only while maintaining production moves and clothes rubs.

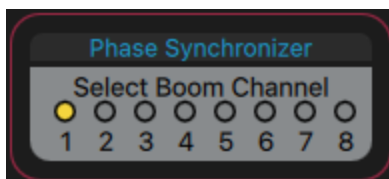
**Cut Dialogue:** Edits dialogue out, leaving the air gaps. It creates a room tone file from a full sound roll recording.

### Phase Synchronizer

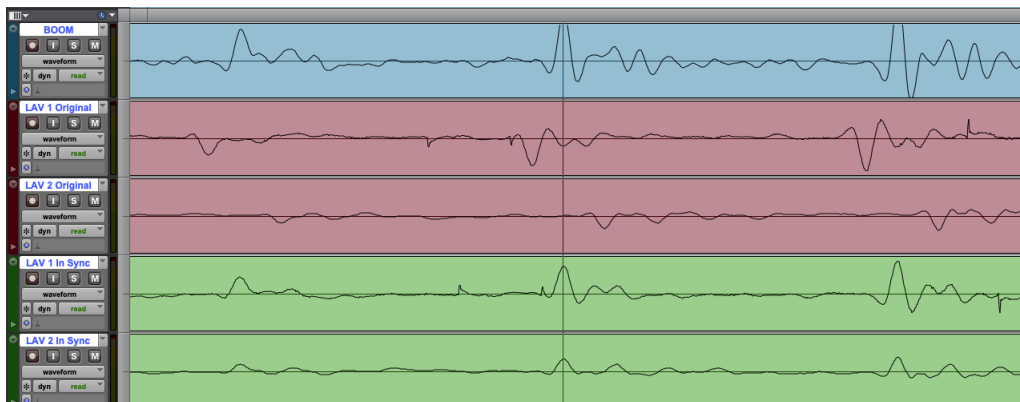
Select the Master channel, and synchronize the other channels to that.

Then cut the Boom and Lavalier together without phasing cancellation issues.

**PS in Standalone:** Select the master channel and drop poly-wavs into the app

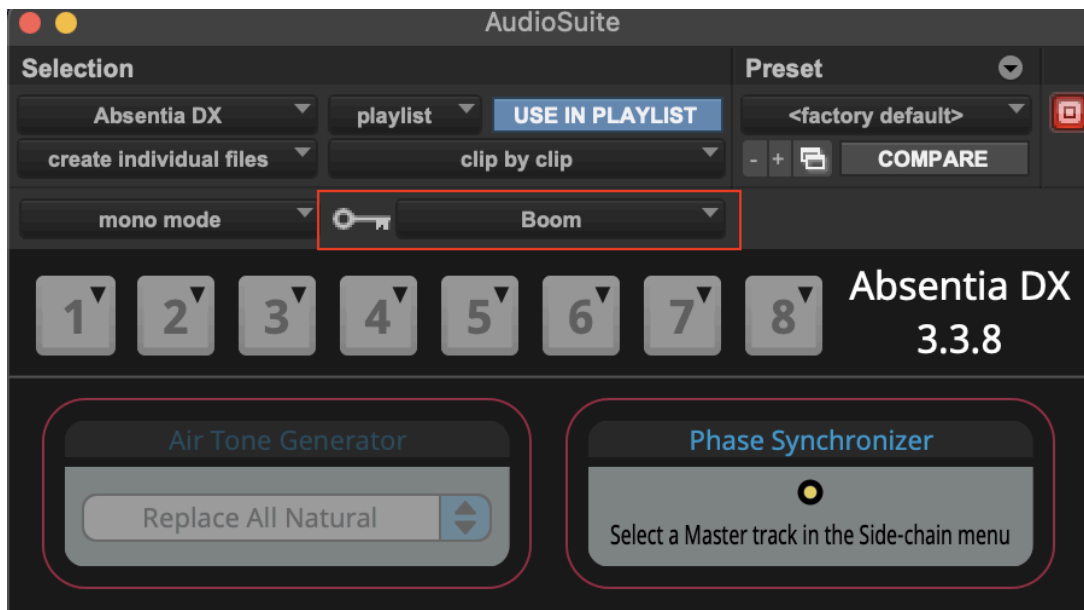


**Now featured in the plug-in for microphone phase alignment while cutting**



*Comparative view of the waveforms phase sync for a Boom + 2 LAV mics setup. Boom Waveform (Blue), Un-aligned LAV tracks (Red), Aligned LAV tracks (Green).*

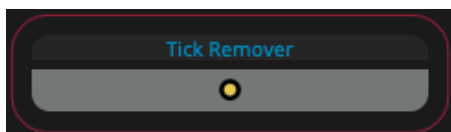
**PS in Pro Tools:** Set the channel to use as a master (from the side-chain selector) and then select the tracks to be aligned to that channel.  
Click the Render button to process.



### Important note

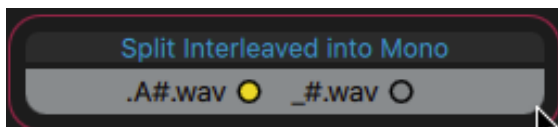
Phase Synchronizer plug-in should be used in “mono mode” to keep handles.  
Phase Synchronizer can fix offsets up to 85 ms long.

### Tick Remover



Removes ticks and leaves a cleaner dialog.

### Split Interleaved into Mono (only for the Standalone):



This option will split single Polyphonic .wav files into multi-mono .wav files.

Two different naming options are available, depending on user needs.

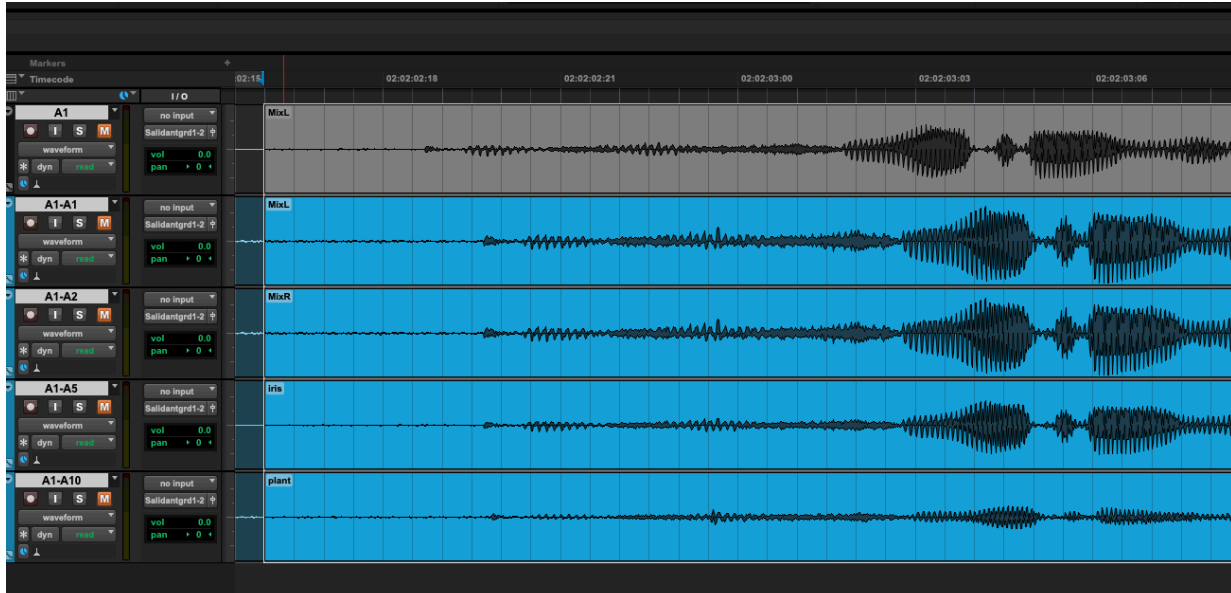
xxx.A1.wav	xxx_1.wav
xxx.A2.wav	xxx_2.wav
xxx.A3.wav	xxx_3.wav

## Assembly Fix Sync

**Assembly Fix Sync (AFS)** saves time on Dialogue Assemblies. It corrects the offset between the AAF clips and the expanded channels in Pro Tools.

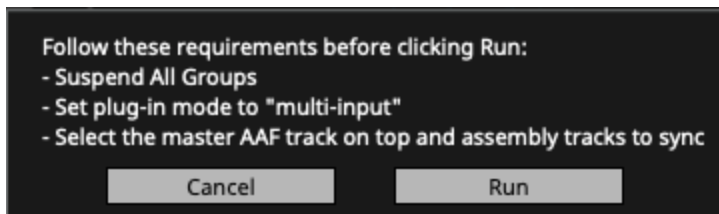
*\*AFS is only available in the AAX plug-in, and Mac OS 10.14 or higher*

Select the master AAF track and the expanded assembly channels.



The master track should be at the top, and the next track is the one from the assembly that will be used to compare to. It can be the Mix channel, or any other channel.

Click the new **Assembly Fix Sync** button and make sure to fit the requirements before you Run



AFS will calculate the offset between the top track waveform and the next track waveform. Then it will apply that offset to the rest of the assembly. Offset is calculated with sample accuracy.

*\*Please don't use the mouse or keyboard while AFS is running.*

*\*The maximum offset that AFS can detect is 2 seconds.*

Repeat the process for the remaining A2, A3, A4 sets.

[Check the Tutorial Video](#)

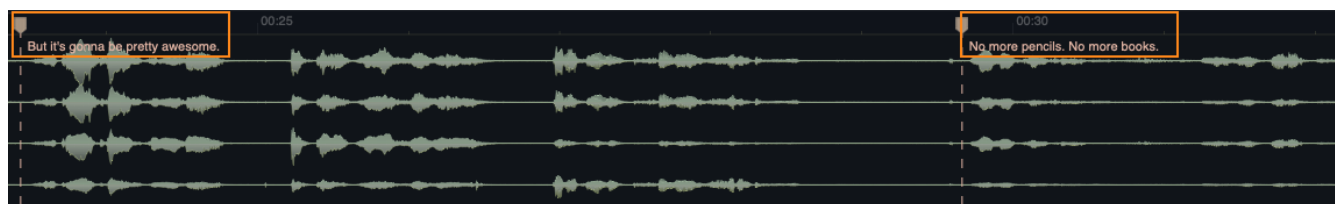
## Transcribe

**Transcribe** converts audio from wav files into text. The extracted text can populate:

**1- DATABASE** An xls database sheet, with the metadata to find a specific line's exact position and character microphone.

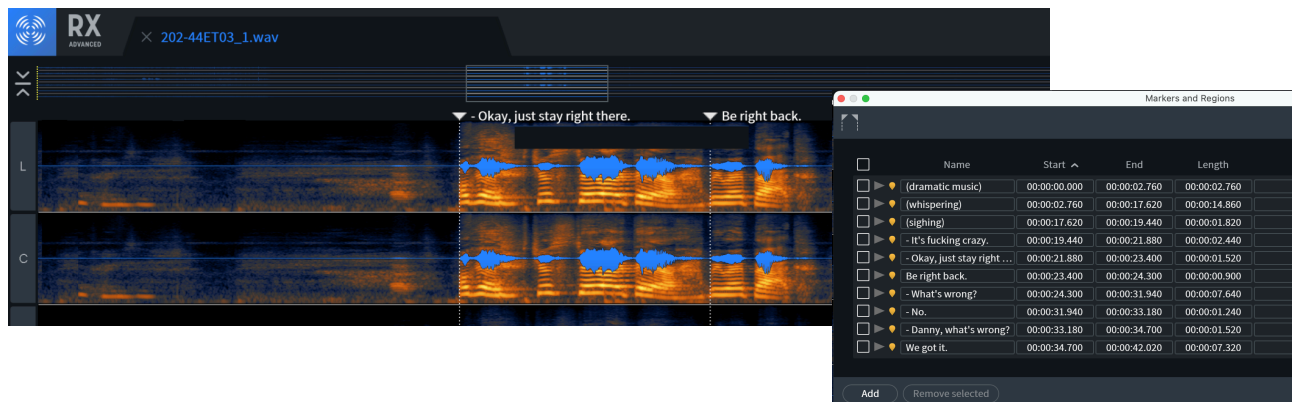
	A	B	G	H	I	J	K	L	M	N	O	P
1	Transcribed Dialog	File Name	T/C Start	T/C End	Channel(N	Character	SoundRoll	Take	Scene	Date	Location	Project
18	(whispering)	202-44ET03.wav	06:40:12:18	06:40:27:18	1	Mix L	SR007	03	202-44E			888
19	(sighing)	202-44ET03.wav	06:40:27:14	06:40:29:14	1	Mix L	SR007	03	202-44E			888
20	- It's crazy.	202-44ET03.wav	06:40:29:10	06:40:31:10	1	Mix L	SR007	03	202-44E			888
21	- Okay, just stay right there.	202-44ET03.wav	06:40:31:20	06:40:33:20	1	Mix L	SR007	03	202-44E			888
22	Be right back.	202-44ET03.wav	06:40:33:09	06:40:34:09	1	Mix L	SR007	03	202-44E			888
23	- What's wrong?	202-44ET03.wav	06:40:34:06	06:40:41:06	1	Mix L	SR007	03	202-44E			888
24	- No.	202-44ET03.wav	06:40:41:21	06:40:43:21	1	Mix L	SR007	03	202-44E			888

**2- CUE POINTS** Embedded cue points (markers) on each wav file.



### Cue Points workflow

Cue points could be valuable in **editing**. Applications like Izotope RX, Wave Agent, Adobe Audition, or TwistedWave can show the Marker's text right above the waveform to quickly recognize the text to edit.



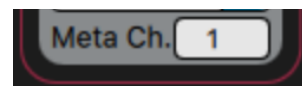
## Transcribe Settings

There are a few settings that users need to configure.

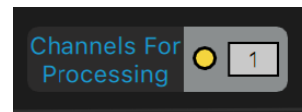


**Project:** Creates one master xls file for the whole project on the computer Desktop.

**1:** This is the channel source to create transcribed text (Cue Points). Only one channel can be selected for the Wav Cue Points, and OFF = no Cue Points.



The channels to be transcribed into the xls file are set by the “Channels for Processing” checkbox, which generally would be put to Ch 1 (Mix Channel).



*Dropping several wav files will keep populating the same “Project.xlsx” file.  
To start a new Project simply rename, move, or delete the file from the Desktop.*

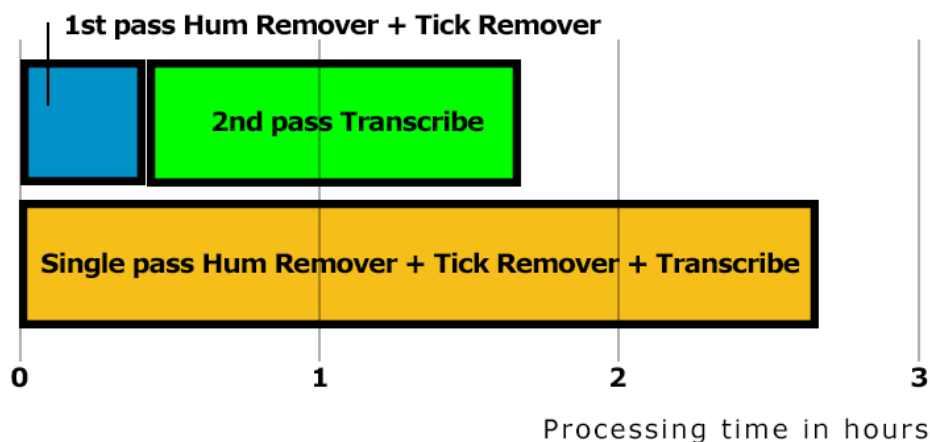
**WaveFile:** Creates one xlsx file per each wav file processed by Transcribe.  
Files will be created on the computer Desktop with the same filename as the source wav.

*Transcribe is the **only tool unsupported on Intel machines**, as it is maximized for ARM processors, like Apple’s Silicon processors.*

*That said, users can transcribe the dailies on a Silicon Mac, and then use that database for **Alts Finder on an Intel machine**.*

*Alts finder has a **Relink** feature for users who transcribe dailies on one computer and then utilize the database on another machine*

## 10GB folder Benchmark



*CPU: When dropping a folder, Transcribe processes 5 files simultaneously. To use the max CPU power, go to Settings / Parallel Processing and set the maximum number of cores. Transcribe will use 95% of the CPU.*

*\*Overall speed is enhanced when Transcribe is applied independently of other ABDX tools.\**



## ALTS finder

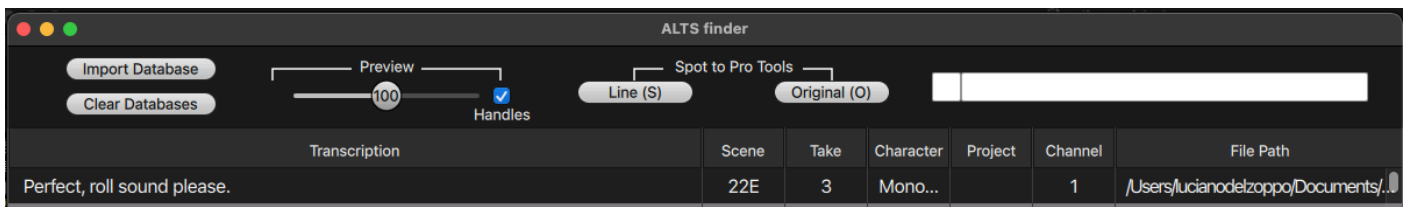
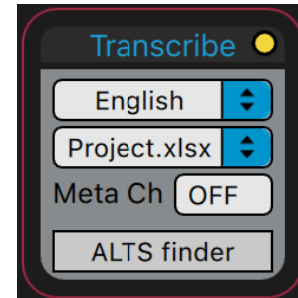
**Search** for alternative lines, words, or expressions.

**Playback** and compare several takes.

**Spot to Pro Tools** the selected ones.

Click the ALTS finder button inside the Transcribe box to open it.

The spreadsheet window will load the latest database imported.



**Import Database(s):** Load .xls files with transcription created by Transcribe. Multiple files are allowed. Alternatively, drag and drop xls files into the ALTS finder window.

**Search Window:** Enter text to search for inside the Transcription, Scene, Take, Character, or Path. It can be part of a line, a word, or expressions like “yell”, or “breath”.

*Tip: Enter a small part of a line to search (instead of the whole line). Note that the same line can be transcribed differently across takes (I’m vs I am, or He’s vs his).*

**Clear Databases:** Remove all the loaded databases. Then, load new ones from scratch.

**Playback:** Clicking on each record will auto-playback that line. The space bar also starts/stops playback. Navigate with the keyboard arrows to quickly preview different takes.

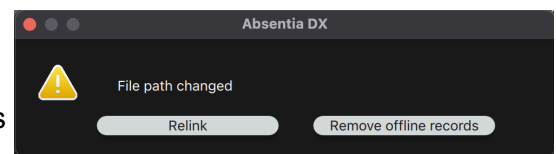
**Reveal in Finder:** Clicking Cmd+R in a row will open the file containing that line in Finder.

**Extend Column:** Right-clicking a column enlarges that column to show the full content.

**RELINK** Users can Transcribe dailies on one machine and then use the xls database on another one. To make it easier, we added a Relink function.

Use the **Relink** button to tell Alts Finder the new dailies location. An automatic scan/relink process will begin.

The **Remove offline records** button can remove the records not found after scanning.



## Preview

**Volume Control** Users can change the playback volume on the Alts Finder and Sonogram Player windows. The volume range is **0% to 200%**. 100-200% is handy for dailies recorded on a low gain. Double-click on the icon to reset it to default (100%)





## Spot to Pro Tools

There are two ways of spotting the selected record to Pro Tools.

**Classic Spotting:** Type “**S**” (*for Spot*) on the keyboard and ALTS will create a new file in the Audio Files folder and place a clip in the Pro Tools timeline. The exported clip will have 3 second handles and only one channel (the one that was highlighted in ALTS)

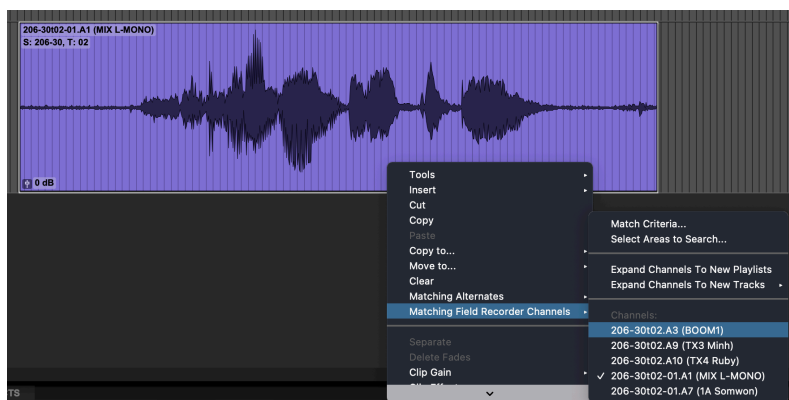
**Reference Original:** Type “**O**” (*for Original*) on the keyboard and ALTS will place a clip in the Pro Tools timeline. The clip will reference the original sound roll, with full handles and all channels expandable/interchangeable. This is the same setting as Soundminer’s “Reference Original if possible”

## WHICH TRANSCRIBE/SPOT METHOD TO USE

These two spotting options may adapt to each editor's workflow.

**1** Using reference original (**O**) the editor can Transcribe only the Mix channel from the dailies. **The advantage** is that this will save a lot of transcription time, especially if the polys have a lot of channels. Transcription is a heavy and time-consuming process. E.g. if a sound roll has 6 channels, the transcription time will be around 6x faster. **The disadvantage** is that ALTS can playback the Mix channel only (not the ISOs). If the dialogues have a lot of overlaps, this could be an issue.

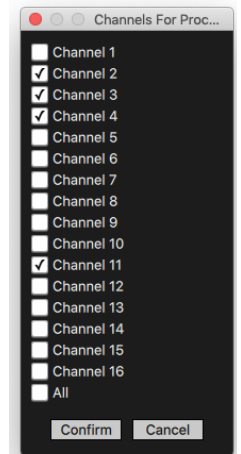
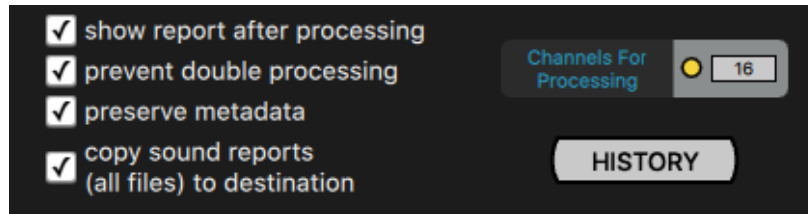
After spotting to Pro Tools, the editor can switch the channels by using the “Alternates” feature on Pro Tools Studio, or the “Field Recorder” feature on Pro Tools Ultimate.



*Note: Pro Tools always places the Mix channel when referencing the original file, so the editor must switch channels after spotting.*

**2** Using the classic spotting (**S**) the editor needs to Transcribe ALL channels from the dailies since the exported clip is a single channel, and it won't include the other channels of the poly. **The disadvantage** is that this will require more transcription time. **The advantage** is that every ISO can be played back in ALTS, and then spotted into Pro Tools.

## General Settings



**Channels for Processing:** Selection of single channels of a poly WAV file, to make the processing faster. Non-selected channels are skipped.

**Show Report after processing:** Upon completion of processing of your sound files, a sortable report is displayed that shows all the files processed and reports of any errors.

**Prevent double processing:** Sometimes it's hard to keep track of processing, so we've added metadata to processed files so that those same files are never processed twice. If a file was already processed, you will see that notification in the Report displayed after processing.

**Preserve Metadata:** Includes the Pro Tools UniqueID along with the full metadata from the source to the processed file and the complete iXML chunk (channel names).

**Copy Sound Reports (all files) to Destination:** when dropping a folder with all the dailies, it copies each folder sound report to the Destination corresponding folder.

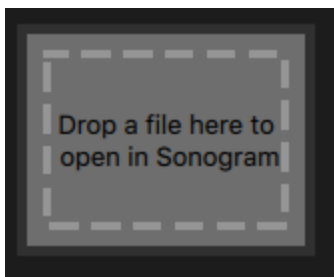
**History:** Opens the history Pane, which provides a spreadsheet of processed files, settings, errors, paths, and status.

## Sonogram

The sonogram shows the spectral view of the source/processed files (or any WAV file), so you can easily compare them, and visually see the cleaning of Absentia. It also includes a sound player to listen to the differences. You can listen to each channel separately.

*Please note If you choose to overwrite the source file, it will show the processed file only.*

Drag and drop the files you want to analyze on the sonogram section or press the “Sonogram” button on the history pane report to watch the spectrum of processed & original files.



Hum Remover	Channels	Range (Hz)		Original File
Done	All	Full	Sonogram	/Volumes/W
Done	All	Full	Sonogram	/Volumes/W

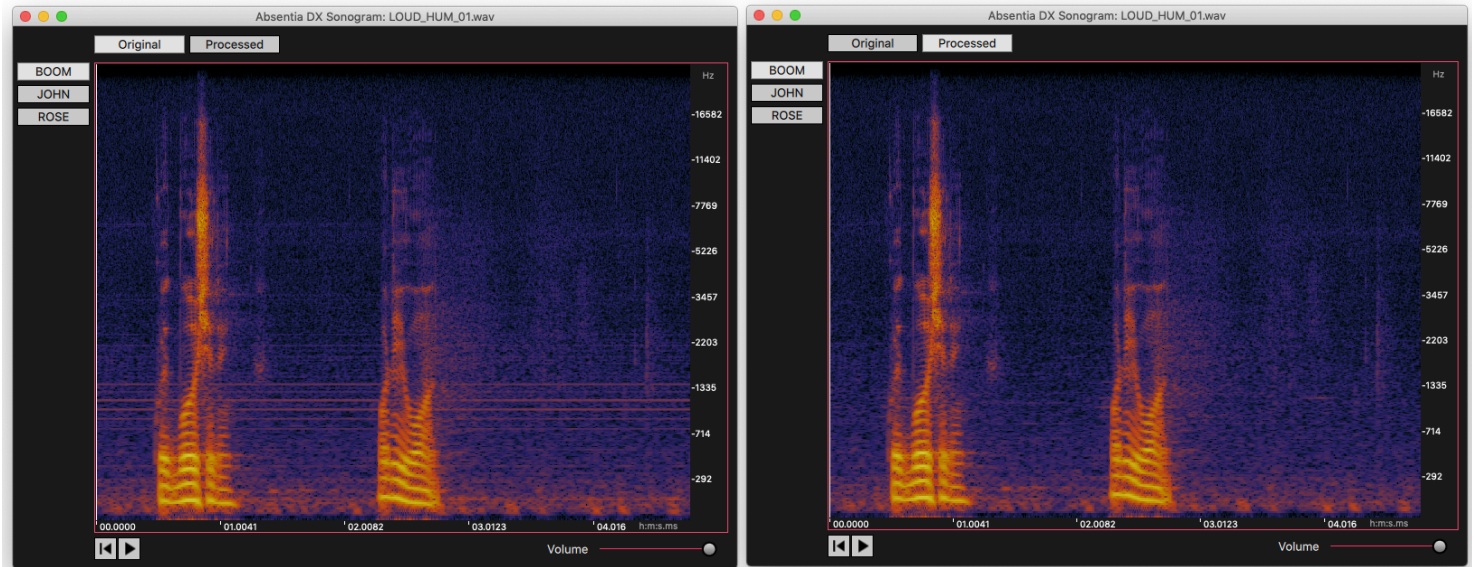
**Multi-Channel Spectrum** Check the channel-by-channel Spectrum of a poly WAV.

**Read Channel Name metadata** to know what microphone is being shown.

**Drag & Compare versions of the same clip** Drop several versions (same length) of the same clip to see and hear the difference and decide which is best.

**Original**

**Processed**

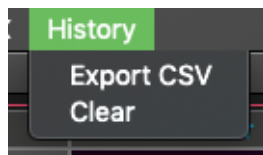


## History Pane

Press the History button on the setting window to get a detailed report of the processing history.

Absentia DX											
Date & time	Hum Remover	Doppler Remover	Intermittent Remover	Broadband Reducer	Tick Remover	Air Tone Generator	Phase Synchronizer	Split...	Cha...	Rang...	
2020-07-30 12:53:13	Done								All	Full	Sonogram
2020-07-30 12:53:13	Done								All	Full	Sonogram
2020-07-30 12:53:33		Done							All	Full	Sonogram
2020-07-30 12:53:34		Done							All	Full	Sonogram
2020-07-30 12:53:39										Full	Sonogram
2020-07-30 12:53:39										Full	Sonogram
2020-07-30 12:53:47				Done					All	Full	Sonogram
2020-07-30 12:53:52				Done					All	Full	Sonogram
2020-07-30 12:53:59					Done				All	Full	Sonogram
2020-07-30 12:53:59					Done				All	Full	Sonogram
2020-07-30 12:54:05									None	All	Full
2020-07-30 12:54:05									None	All	Full
2020-07-30 12:54:16									Done	All	Full
2020-07-30 12:54:17									Done	All	Full
2020-07-30 12:54:26						Done			All	Full	Sonogram
2020-07-30 12:57:34	Done						Done	Done	All	Full	Sonogram
2020-07-30 12:59:27	Done						Done	Done	All	Full	Sonogram

**History Menu:** Export a CSV file of the History report or Clear the history.



## Status Messages

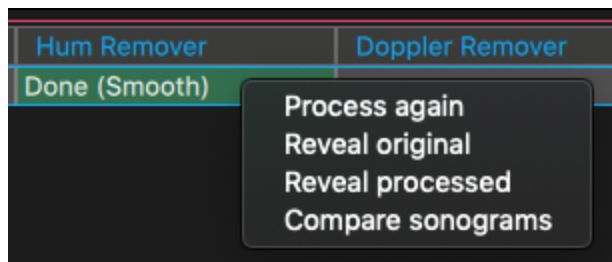
**Done:** Processed done successfully.

**Processed:** File previously processed and skipped.

**Canceled:** Files processing canceled by the user.

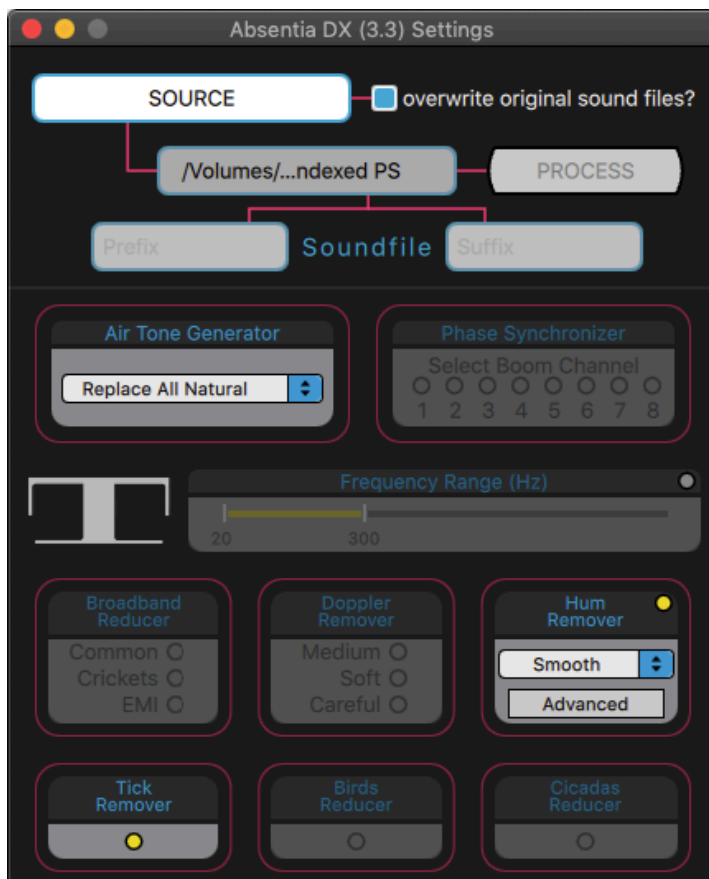
**None:** Files that have been analyzed and discarded for processing.

**Error:** Place the mouse over the error box to see the description of the issue.



**Right-Click:** Right-clicking on each record to “Process Again”, “Reveal Original”, “Reveal Processed”, or “Compare Sonograms”

## The new Absentia DX Plug-In



The new **ABDX Plug-in** now features the library from the Standalone app. That means it works on its own and does not require the Standalone to be opened, which makes processing 2x faster.

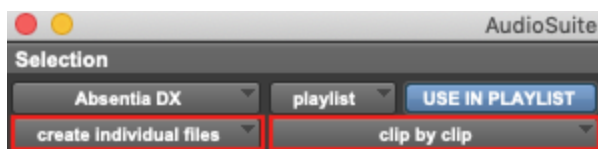
Now features all the tools from the Standalone app to use within Pro Tools while editing or mixing.

Select one audio clip, several in a track, or even several tracks or channels of the same audio clip. Then select the process you want to apply in the **plug-in window** and then click the **Render** button. The Absentia DX plug-in will render them all at the same time.

## Workflow

*We recommend making the first pass before starting to cut with the Absentia DX Standalone application. Process all the sound rolls with Hum Remover (Smooth), and Tick Remover on a batch. This setting guarantees that no dialog will be harmed and it's a better starting point, as the dailies will be cleaner.*

Later, use the Pro Tools plug-in for deeper processing while cutting dialogues or mixing. Select a damaged clip (or clips), choose which Absentia tool you would like to use from the plug-in window, and then click the *Render* button.



If you want to process several clips in a track or even keep fades or edits after processing, change the plug-in settings to “create individual files” and “clip by clip,” in the same way as other AAX plug-ins.

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## FAQ · Troubleshooting

### - Can I process MP3 or AIFF files?

Yes, ABDX can process many sound file formats such as WAV, AIFF, MP3, FLAC, and WMA.

### - May I process 96 kHz WAV files or higher?

Yes, there is no limit for the sample rate or the bit depth of a sound file.

### - Can I batch-process a heavy folder, like 120GB?

Yes, our standard benchmark is 40 GB in 6 hours on a 3.5 GHz i7 with an SSD drive, processing Hum Remover + Tick Remover.

### - What is the maximum number of channels to process per file?

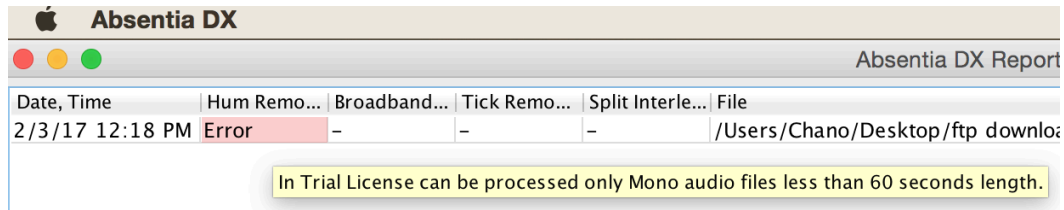
ABDX can process poly-WAV files of up to 16 Channels.

### - What happens when the source file is a multi-channel poly WAV (1 file with many channels)? Does it apply the same processing to all the tracks within, or does it analyze differently for each track?

When dropping a poly WAV. Absentia DX will analyze and process each channel separately.

### - I am running the trial version and when I try to process a file I get an error on the pop-up report.

The trial version has a limitation and only works with mono files, up to 60 seconds long. Also, note that if you step over the error a text will pop up explaining the error cause



**- I manually download the update and when I run the Absentia program starts & automatically quits.**

This is a problem with your ISP (internet service provider) or internet device. Download the latest update from our [website](#). After that, you need to do an offline Deactivation of your license (go offline & then Help/Deactivate License). Run the downloaded installer and do an offline activation and the application will work now. At last, go online.

**- My iLok subscription was renewed, but my iLok is showing an expired license.**

If your iLok is disconnected from the internet during the automatic renewal period, it may fail to renew, resulting in your Absentia subscription not being updated on your physical iLok. To refresh your license manually, simply connect your iLok and synchronize it using the iLok License Manager

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## Credits

Rob Nokes	
Evgeny Globa	Designer & Programmer
Vladislav Sakov	GUI Programmer
Luciano Del Zoppo	Testing and Analysis
Augustine Pereira	E-Commerce

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