



Grass Valley
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EDIUS® X

EDIT ANYTHING. FAST

Software version 10.32.8648

Release Notes
April 2022

www.grassvalley.com

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Important Notification

Supported OS

Windows 7 OS is no longer supported. You are only able to use EDIUS X on Windows 10 or 11 OS.

If Windows Defender SmartScreen prevents the installer from starting

If Windows Defender SmartScreen prevents the installer from starting, please follow the following steps.

- 1) Right-click the installer file then select "Properties"
- 2) Open "Digital Signatures" tab then make sure the file has the digital signature of "GRASS VALLEY K.K."
- 3) Open "General" tab then check [Unlock] checkbox
- 4) Click [Apply] button, then click [OK] button
- 5) Run the installer again

Using with Floating License

If Floating License Server is being used, its version has to be the same (or upper) as EDIUS X.

Precautions when using subscription licenses

Subscription licenses have the following restrictions:

- Bonus Contents for EDIUS X including the OFX Bridge are not available
**OpenFX plugins cannot be used because the OFX Bridge is not available*
- Disc Burner is not available
- H.264/AVC Blu-ray and Blu-ray 3D exporters are not available
- Internet connection is required for regular online validation of the licenses and the eID even for Workgroup
- The same license is not allowed to be installed on two computers at the same time
**Some types of perpetual licenses are permitted to be installed on up to two computers per license only for use by a single user under certain conditions*

If the above restrictions are an issue, please consider purchasing perpetual licenses.

About offline usage

From 10.30, the maximum offline usage period for licenses that require Internet access regularly, such as EDIUS X Pro, is shortened from 60 days to 30 days.

Upgrading from an earlier build

If you update EDIUS X from build 10.20 or earlier, eID log in dialog appears at the first startup.

- You can skip the eID validation only in Workgroup license
- If the eID validation is skipped to start Workgroup editor, eID log in dialog doesn't appear on subsequent running of EDIUS
- Internet connection is required for eID validation

If you upgrade EDIUS X from build 10.21 or earlier, the following settings of GV Job Monitor will be reset to the default settings:

- Windows colors
- Display settings of jobs

Using with virtual machines

When a virtual machine is created by duplicating another virtual machine on which EDIUS has been installed, please follow the following steps to use EDIUS with the created machine:

- 1) Run SelfCertificationInstaller.exe on "C:\Program Files\Grass Valley\EDIUS Hub"
- 2) Restart the OS

**Only EDIUS Cloud supports use with virtual machines in cloud environments such as AWS*

System Requirements

The following are the system requirements of this build

CPU	CPU with AVX2 support: Intel 4th Gen or newer or equivalent AMD CPU.
Memory	8 GB or more RAM for SD/HD projects. 16 GB or more for 4K/8K projects.
Hard Disk	6 GB of hard disk space for installation. SSD or drive with SATA/7,200 rpm or faster for video storage.
Graphics Card	1 GB VRAM or more for SD/HD projects. 2 GB or more for 4K/8K projects. 1024x768 32-bit or higher resolution. Direct3D 9.0c or later and PixelShader Model 3.0 or later.
Sound Card	Sound card with WDM driver support.
Optical Drive	Blu-ray Disc writer is required when creating Blu-ray Discs. DVD-R/RW or DVD+R/RW drive is required when creating DVDs.
Network	Internet connection is required for validation of license and eID *EDIUS Pro and subscription licenses require internet connection regularly for validation
OS	Windows 10 64-bit version 1903 or later. Windows 11 64-bit

**System requirements are subject to change without notice*

New Features & fixed issues

New Features

This update provides the following additional features:

EDIUS

- Support importing Nikon RAW files shot by Nikon Z9
- Support proxy editing of ProRes RAW files and Nikon RAW files shot by Nikon cameras
- Changed the default color space of ProRes RAW files shot by Nikon cameras to Nikon - N-Log
- Support for pasting attributes to multiple clips
- Added a feature to release floating licenses when EDIUS exits and no background job exists
- Added the same 8K editing /exporting features as EDIUS X Workgroup to EDIUS X Pro
- Added a progress bar that is displayed if updating the internal database is in progress and the startup is suspended during launching EDIUS
**Updating the internal database is typically done just after the software update only*
- Extended the paste attributes feature to allow copying clip color

Mync

- Support importing Nikon RAW files shot by Nikon Z9
- Changed the default color space of ProRes RAW files shot by Nikon cameras to Nikon - N-Log
- Changed the same 8K editing /exporting features available with the EDIUS X Workgroup license to be also available with the Mync Standard and EDIUS X Pro licenses

Fixed or improved issues

The following issues are fixed or improved in this version:

EDIUS

- There is a case that "Job registration failed" notification appears when opening a project
- Export fails if the timeline contains a growing HLS file (SFDC00809362)
- Export is very slow if the timeline contains a HLS file stored in Amazon S3 (EDIUS Cloud only) (SFDC00810771)
- EDIUS stops responding for a while when the UI loses focus then gets focus again, if the timeline contains a long HLS clip loaded from Amazon S3 (EDIUS Cloud only) (SFDC00810777)
- Waveform cache file is created on batch exporting even though "Create Waveform Cache" option is turned off
- EDIUS crashes if creating new sequence is repeated rapidly
- Proxy files generated by EDIUS X are handled as part of spanned GoPro clips wrongly
- Small green noise appears on a clip with the primary color correction applied if the "Base" of the "Color Space" is set to "Scene light" in the settings dialog of the effect (SFDC00811862)
- If the timeline contains a HLS clip loaded from Amazon S3, the exported file is different from the timeline (EDIUS Cloud only) (SFDC00812239)
- Primary color correction doesn't convert the color space of JPEG files properly
- EDIUS cannot be updated in an environment created by duplicating a virtual machine on which EDIUS has been installed
- There is a case that audio waveform keeps flashing when a time effect is applied on a timeline clip (SFDC00806784)
- If a file in a remote folder is dropped to the timeline, EDIUS UI doesn't respond during its waveform cache is being created (SFDC00814067)
- Once the PC switches from AC power to battery power, all jobs stop and cannot be resumed
- EDIUS freezes during opening a file if a partial transfer information for the file has been created with an old version of EDIUS
- If Slide B Right effect is applied to QuickTitrer clip, the objects in the clip moves slightly just before the start position of the effect (SFDC00813671)
- The [Picture] tab in the settings dialog of each GPUfx transition is not drawn correctly

- EDIUS crashes by multithread confliction during loading lots of clips

Mync

- Proxy files generated by EDIUS X are handled as part of spanned GoPro clips wrongly
- If a storyboard contains a HLS clip loaded from Amazon S3, the exported file is different from the storyboard (Mync Cloud only) (SFDC00812239)

Known issues

This build has below known issues:

EDIUS

- Frame number of source timecode is always shown as even number in 50p/60p clips
- There is a security software that detect EDIUS.exe as a malware
- Encoding in Dolby Digital Professional/Plus changes the volume of audio
- Standalone GV Job Monitor requests "EdiusHubPackage.msi" when it is launched
Workaround: Use EDIUS integrated GV Job Monitor
- Two "EDIUS X" items appear in "App & Features" in Windows settings
- MPEG2 Elementary Stream exporter is unavailable
- Some of third party plug-ins and Bonus Contents cannot be uninstalled or updated properly if GV Render Engine is running in the background
Workaround: Follow the following steps when uninstalling or updating plug-ins:
 1. Close EDIUS if it is running
 2. Click GV Render Engine on the Taskbar, then select "Pause"
**If GV Render Engine is not found on the Taskbar, sign out all accounts from the OS, then sign in with the account used to uninstall or update plug-ins*
 3. Uninstall or update plug-ins
 4. Click GV Render Engine on the Taskbar, then select "Start"
- Updating Floating License Server fails if the installed version is 10.30 or earlier
Workaround: Uninstall the old version first
- If the OS has not been restarted after changing the display scaling, sizes of texts created by QuickTitler will be unexpectedly changed at the export
Workaround: Restart GV Render Engine before file export (See [FAQ](#) for the steps)
- AVCHD 3D writer exporter fails to export files
- When a clip exported by the P2 3D exporter is registered in the bin, it will be handled as a sequence clip instead of a 3D clip
- When "Separate Left and Right" is selected to export a stereoscopic clip, only the L side file is export
- "Add and Transfer to Bin" from Amazon S3 source browser fails if the path contains multibyte characters (EDIUS Cloud only)
- Vorbis exporter fails if the number of audio channels is 7 or 8, even though the exporter's specifications allow up to 8 channels of audio
- When exporting MP3 audio, noise is exported if "Bit Depth" of audio format is set to 20bit
- The color space of the project settings is not reflected to still image files created by "Create a Still Image" function
- Export with the option "Export Between In and Out" fails if the timeline has a sequence on which "Remove cut points" is possible
Workaround: Remove such cut points
- EDIUS crashes when performing "Consolidate Project" if audio waveform is displayed in the timeline
Workaround: Hide audio waveform before starting "Consolidate Project"

Mync

- Updating Floating License Server fails if the installed version is 10.30 or earlier
Workaround: Uninstall the old version first

Design Limitations

Restrictions by no support of QuickTime for Windows

In both EDIUS X and Mync, QuickTime modules are no longer used even though installing QuickTime Essentials. As the result, the following file formats are no longer supported:

- Still Image File Formats: Flash Pix; Mac Pict; QuickTime Image
- Video File Formats (Import / Export): M4V or some MOV file formats
**MOV files whose video formats are general ones such as MPEG-2, H.264/AVC, ProRes, etc. are able to be imported / exported*
- Video File Formats (Export): 3GP (MOV); 3G2 (MOV)
- Audio File Formats: MOV (other than Linear PCM and AAC); QuickTime Audio

IMPORTANT NOTE

If loaded project contains type of above clips, they will be off-line in EDIUS X