



EDIUS[®] X

EDIT ANYTHING. FAST.

Release Notes

Software Version 10.20.7490 (May 2021)

www.grassvalley.com

Grass Valley® Product Support

For technical assistance, to check on the status of a question, or to report a new issue, contact Grass Valley Product Support via email.

Web Technical Support

To access support information on the web, visit the product support webpage on the Grass Valley website. You can download software or find solutions to problems by searching our Frequently Asked Questions (FAQ) database.

- World Wide Web: <http://www.grassvalley.com/support/>
- Worldwide Technical Support: [Please use our online form](#)

Phone Support

Customers with service contracts can use the following numbers to call support.

United States/Americas	+1 801 222 5204
Europe, Africa & Middle East	+44 (0) 20 8867 6305
Asia (except China/Korea)	+86 21 5869 8668

Important Notification

Supported OS

Windows 7 OS is no longer supported. You are only able to use EDIUS X on Windows 10 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) Start the installer again.

Using with Floating License Server

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

EDIUS X System Requirements

This following is the system requirement 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 or 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 or 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 required for validation of license and eID (EDIUS ID) *EDIUS Pro requires internet connection periodically for above
OS	Windows 10 64-bit version 1903 or later.

**System requirements are subject to change without notice*

New Features of Version 10.20

This build provides the following additional / improved features:

EDIUS

- Support Bin file conversion to various formats
- Added warning message when attempting overwriting a file which EDIUS is already

opened

- Reduced occurrence of "Not Responding" during launching when third-party plug-ins take time to initialization
- Support to show metadata of MOV/MP4 files at the Metadata view of Bin window
- Support Apple ProRes RAW files shot by Panasonic DC-S1H with ATOMOS NINJA V
- Modified to generate a new file name when opening the Voice Over dialog
- Added an feature to GV Job Monitor that opens the location of an exported file in File Explorer
- Added a feature to change decoding color space on ProRes RAW clip
- Improved performance of waveform cache file generation
- Support to import XAVC v2.0 8K files
- Support MXF file profile selection in MXF exporter settings to export MXF files compatible with 3rd party system like media asset manager or playout server
- On Screen Display supports to display timeline timecode, source timecode and user bit simultaneously
- Improved performance of H.265 software decoder
- Bin file conversion keeps original clip's color space
 - * *Color space information of AVI file is not standard metadata so it is currently able to be interpreted by the following applications only*
 - *Version 9.55 of EDIUS 9, XRE server 9 and XRE transcoder 9*
 - *Version 10.20 of EDIUS X*
 - *Mync 1.75*
 - *Mync 10.20*
- Support preserving sRGB, DCI-P3 and P3-D65 color spaces when importing and exporting MOV and MP4 files
- Support to import a file whose color space is one of following Display P3 series:
 - P3-D65/sRGB
 - P3-D65/HLG
 - P3-D65/PQ
- Support NVIDIA GPU hardware encoding on H.264/AVC exporter
 - * *It cannot export interlaced nor 10bit depth clips*
- Bin file conversion is processed in the background
- Integrated GV Job Monitor into EDIUS GUI as a tab in Palette Window
- Added export option to register exported files into the Bin automatically
- Support to export MP3 audio files
- Floating License Server supports Windows Server 2019
 - * *Windows Server 2012R2 is now unsupported*
- Improved performance of operations for timeline that contains lots of clips
- Improved performance of rendering for nested sequence
- Support to import RED files from Amazon S3 (only EDIUS Cloud)
- Support files shot by Canon EOS-1D X Mark III and EOS R5 with "RAW (Light)" or "IPB (Light)" recording option

- Support to show metadata of MOV/MP4 files at the Properties pane
- Support Apple ProRes RAW files shot by Panasonic DC-S1H with ATOMOS NINJA V
- Support to import XAVC v2.0 8K files
- Support to hide the Import Settings pane
- Support to display clip timecode on thumbnail view
- Support preserving sRGB, DCI-P3 and P3-D65 color spaces when importing MOV and MP4 files
- Support to import a file whose color space is one of following Display P3 series:
 - P3-D65/sRGB
 - P3-D65/HLG
 - P3-D65/PQ
- Support to export ProRes MOV files and HQX AVI files
- Support files shot by Canon EOS-1D X Mark III and EOS R5 with "RAW (Light)" or "IPB (Light)" recording option

Update History

The following issues are fixed or improved in this version:

EDIUS

- Curve tab is not highlighted in primary color correction (SFDC00767303)
- EDIUS fails to start due to "Failed to communicate with the service" error
- Floating License Server is not updated properly during update installation
- Folder view in the Source Browser is scrolled unexpectedly when a folder is opened
- "Render selected clip/transitions" fails if Audio Bit Depth of the project is set to 32 bit
- If an Icon Folder contains multiple image files with different suffixes, Select Icon dialog only lists images with a single suffix
- Unable to drop XML file of P2, XDCAM or XAVC from Amazon S3 to the timeline or Player (only EDIUS Cloud)
- EDIUS crashes when opening a corrupted MXF file
- Draft Preview reduces image quality of proxy unnecessarily
- EDIUS crashes when opening a certain ProRes RAW file
- If marker list file name contains '.' (period), letters after that character are truncated
- EDIUS exports XAVC file that contains a standard violation
- EDIUS freezes during preview
- Chase Mode (lower Layer) of Motion tracking doesn't work as expected if the clip in the lower track doesn't cover the start position of the clip in the upper track
- EDIUS crashes when loading a certain checked out project (SFDC00764380)
- Blue line indicating a growing clip on the timeline doesn't appear
- Installation of GV License Manager fails if installation of Visual C++ runtimes requires rebooting

OS

- It takes a long time to open a project that contains lots of Quick Titrer clips (SFDC00766300)
- Timeline cursor doesn't move smoothly if Log waveform view is selected (SFDC00764735)
- If In and Out points are pinned to copy timeline clip, pasted clip includes the next frame of Out point (SFDC00777673)
- Stabilizer analysis reruns when opening existing project (SFDC00761495)
- Mask setting dialog is hidden in multiple monitor environment (SFDC00766306)
- Issues with handling RED files
 - Incorrect default value of highlight roll off and it doesn't match camera default of soft
 - Incorrect highlight roll off and tone map metadata if a file is shot with selecting REDWideGamutRGB in camera
- Waveform of a XDCAM clip doesn't appear if the clip is partially transferred from a XDCAM drive
- EDIUS fails to open certain PNG file (SFDC00773749)
- Exported file has unselected audio format if it's exported in batch export (SFDC00771431)
- If MOV or MP4 file whose color space is DCI-P3 is loaded, the gamut is misdetected as BT.709
- EDIUS crashes on Undo
- Connection to the license server fails because timeout is detected too early
- "PCI Bus Busy" error appears after starting playback the timeline (SFDC00769178)
- DNxHR exporter fails if the project color space is neither BT.709 nor BT.2020
- MXF importer doesn't preserve some color spaces
- EDIUS doesn't preserve modified column width of marker palette (SFDC00778776)
- ProRes RAW clip is displayed with inexact color

Mync

- Issues with handling RED files
 - Incorrect default value of highlight roll off and it doesn't match camera default of soft
 - Incorrect highlight roll off and tone map metadata if a file is shot with selecting REDWideGamutRGB in camera
- Mync crashes when opening a corrupted MXF file
- Mync crashes when opening a certain ProRes RAW file
- Mync fails to open certain PNG file (SFDC00773749)
- If MOV or MP4 file whose color space is DCI-P3 is loaded, the gamut is misdetected as BT.709
- Connection to the license server fails because timeout is detected too early
- MXF importer doesn't preserve some color spaces
- ProRes RAW clip is displayed with inexact color

Known issues

This build has these 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
- Appearance of EDIUS integrated GV Job Monitor changes if the current project name contains '%' (percent)
- When "Current Project Only" is checked at EDIUS integrated GV Job Monitor, it doesn't work properly if the current project name contains '{', '}' (brace), '#' (hash mark), '&' (ampersand) or '+' (plus sign)
- H.264 nor H.265 is missing from the exporter list if "File(batch)" is chosen on Bin file conversion
- No default file name is set when converting clips in the Bin
- Alpha matte conversion fails if HQ MXF exporter is chosen
- Aspect ratio of the resultant file of alpha matte conversion is changed to the same ratio as the project settings instead of the original clips
- File export fails if the timeline contains a Dummy effect

Mync

**No known issue*

Design Limitations

EDIUS & Mync

Restrictions by no support of QuickTime for Windows

In EDIUS X, 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