



Grass Valley

EDIUS[®] X

EDIT ANYTHING. FAST

Release Notes

Software Version 10.31.8487 (March 2022)

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](#)

Important Notification

Supported OS

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

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.

Updating from an earlier build

If you update EDIUS X from build 10.20 or earlier, the entry screen for eID appears at the first startup.

- You can skip the eID validation only if Workgroup license is used
- If Workgroup license is used and you have already skipped eID validation before, the entry screen for eID doesn't appear

- Internet connection is required for eID validation

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

- Window colors
- Display settings of jobs

EDIUS X 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 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 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 of Version 10.31.8487

This build provides the following additional / improved features:

EDIUS

- Added an option to release the video hardware when EDIUS is inactive
**The option is "Release device when EDIUS is inactive" at [Settings] - [System Settings...] - [Hardware] - [Preview Device]*
**Even if the option is enabled, video hardware will not be released during below operation:*
 - Playback
 - Works in VTR Emulation mode
 - Printing to tape
 - Capturing video
- Added new columns / settings to GV Job Monitor as below:

- "Displayed Days" setting
**To omit old jobs from the list*
- "External Rendering" / "Rendering PC" columns in the list
**For EDIUS Hub Server environment*
- "Sent from this PC" checkbox (Standalone tool only)
**For EDIUS Hub Server environment*
- Added "Get settings automatically" option to the floating license server settings of GV License Manager
**IMPORTANT: Don't use this option if EDIUS Hub Server does not exist*
- Support Canon Cinema RAW Light files shot by Canon EOS C70 and EOS R5 C
- Extended the paste attributes feature to allow copying audio channel, gain, and offset
- Improved performance of exporting to MP3 / AAC audio files
- Added GV Render Engine icon on the taskbar corner (Windows 11) or the notification area (Windows 10) to allow you to pause/resume GV Render Engine services
**If you pause the services during jobs are processing, these jobs are paused until the services are started*

Mync

- Added "Get settings automatically" option to the floating license server settings of GV License Manager
**IMPORTANT: Don't use this option if EDIUS Hub Server does not exist*
- Support Canon Cinema RAW Light files shot by Canon EOS C70 and EOS R5 C

Update History

The following issues are fixed or improved in this version:

EDIUS

- Uncompressed RGB 10 bit MOV file is not imported correctly
- Job status remains "Loading" when export is impossible
- Registered option licenses don't work properly until the OS is restarted
**Modified GV License Manager to prompt to restart the OS when licenses are registered*
- Toast messages for export jobs are significantly delayed
- Even if "Automatically select the next card when card is full" option in the P2 exporter is turned off, the next card is selected automatically
- EDIUS does not use 12th Gen Intel Processors efficiently
- If the computer name has been changed, EDIUS will not start
- If an Amazon S3 bucket name contains '.' (dot), prefix doesn't appear in the S3 exporter (EDIUS Cloud only) (SFDC00808333)
- H.264 / H.265 hardware decoding makes EDIUS unstable when running in Intel 11th Gen Processor families with a NVIDIA GPU installed (SFDC00801094)
- Decoding H.264 / H.265 clips by using hardware decoder makes EDIUS freezes if the CPU is one of 12th Gen Intel Processors
- EDIUS cannot connect to K2 FTP server (SFDC00811115)

- Pasting audio attributes is done to wrong tracks if playback audio channel selection of the source or destination clip are changed at Clip Properties dialog
- If you launch a AWS WorkSpace from a custom bundle which EDIUS has been installed to, the installed EDIUS fails to be launched (EDIUS Cloud only) (SFDC00810615)
**To launch EDIUS properly, you have to follow the below steps at the WorkSpace:*
 1. Run SelfCertificationInstaller.exe on "C:\Program Files\Grass Valley\EDIUS Hub"
 2. Restart the OS
- Any export fails for a long while from installation
- Export is very slow is the timeline contains a MXF file on Amazon S3 (EDIUS Cloud only) (SFDC00810899)
- Job status is not changed to "Finished" even though the render job has finished
- Alpha matte conversion fails if the source clips are created by "Render and Add to Timeline" feature
- Updating Floating License Server fails
**This fix is only valid if both the installed and installing versions are 10.31 or later*
- If a XAVC clip is exported to a Professional Disc, the disk becomes inaccessible (SFDC00805051)
- If a XDCAM HD 422 clip with selecting High Quality is exported to a Professional Disc, the disk becomes inaccessible (SFDC00796100)
- After restarting EDIUS, the status of a job which is in progress is not updated properly on the GV Job Monitor integrated with EDIUS
- EDIUS crashes when import a file shot by GoPro HERO 10
- "New Clip" menu in the Bin doesn't work in existing project created via "Save as" menu or new project started by using "Use existing project as template" option
- EDIUS doesn't recognize Alpha channel of certain ProRes4444 MOV files
- If a job is repeatedly paused and resumed, the job will fail with error 0x870403FC
- EDIUS crashes at startup
- "Motion Menu" option disappears if Disc Burner window is resized
- After activation of the EDIUS X license, file export is not processed until OS has been restarted
- None of exporters export video only clips even though "Export Audio" option is turned off at the Advanced pane
**Despite this fix, some exporters like MPG, MP4, WMV, etc. don't export video only clip by design*
- "Show full quality when Paused" option is missing (EDIUS X Pro only)

Mync

- Uncompressed RGB 10 bit MOV file is not imported correctly
- Registered option licenses don't work properly until the OS is restarted
**Modified GV License Manager to prompt to restart the OS when licenses are registered*
- Mync does not use 12th Gen Intel Processors efficiently
- If the computer name has been changed, Mync will crash after starting
- H.264 / H.265 hardware decoding makes Mync unstable when running in Intel 11th Gen Processor families with a NVIDIA GPU installed (SFDC00801094)

- Decoding H.264 / H.265 clips by using hardware decoder makes Mync freezes if the CPU is one of 12th Gen Intel Processors
- Export is very slow if the storyboard contains a MXF file on Amazon S3 (Mync Cloud only) (SFDC00810899)
- Updating Floating License Server fails
**This fix is only valid if both the installed and installing versions are 10.31 or later*
- Mync crashes when import a file shot by GoPro HERO 10

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
- MPEG2 Elementary Stream exporter is unavailable
- Some of third party plug-ins and Bonus Contents cannot be uninstalled or updated properly if EDIUS is installed
Workaround: Uninstall EDIUS temporarily before uninstalling or updating plug-ins
 1. 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*
 2. Uninstall or update plug-ins
 3. 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 QuickTitrer 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)
- If a file in a remote folder is dropped to the timeline, EDIUS UI doesn't respond during its waveform cache is being created

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