



# **EDIUS<sup>®</sup> X**

**EDIT ANYTHING. FAST.**

## **Release Notes**

Software Version 10.10.7266 (March 2021)

[www.grassvalley.com](http://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.

## 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.<br>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)<br>*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*

## Update History

*The following issues are fixed or improved in this version:*

### EDIUS

- There is a case that some internal processes work unexpectedly and it makes unexpected CPU and memory resource occupation

### Mync

*\*No fix provided in this version*

## Known issues

*This build has these known issues:*

### EDIUS

- File export fails if it tries to overwrite a file that is being used by 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
- Clip render fails if the audio bit depth of the project is set to 32 bit
- The frame of Out point is included illegally when you copy the timeline between In and Out points by using [Copy (Between In/Out) - All Tracks] or [Copy (Between In/Out) - Selected Tracks]

### 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