



Grass Valley

EDIUS[®] X

EDIT ANYTHING. FAST

Release Notes

Software Version 10.21.8061 (November 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](#)

Important Notification

Supported OS

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

This build has not been verified on Windows 11 OS as of November 1st, 2021.

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.

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

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 periodically for validation
OS	Windows 10 64-bit version 1903 or later.

**System requirements are subject to change without notice*

New Features of Version 10.21.8061

This build provides the following additional / improved features:

EDIUS

- Support Subscription licenses
- Changed the name "Display Types" on the GV Job Monitor to a more appropriate name "Job Types"

Mync

- Support Subscription licenses

Update History

The following issues are fixed or improved in this version:

EDIUS

- It takes long time to generate waveform cache for M2TS files (SFDC00767280)
- The rotation information of a MP4 file is not reflected in its proxy
- Export fails if a muted track contains a timeline sequence
- EDIUS crashes when a 24bit Ross Video XPression AVI file is loaded (SFDC00793788)
- Bin file conversion of sub clips fails
- At QuickTitr, minus symbol cannot be entered from keyboard to Kerning / Leading columns if the selected text style is not Style-01 (SFDC00785451)

- Left button of mouse stops working when mouse wheel is clicked rapidly on a thumbnail in the Bin (SFDC00785785)
- If a partial rendering job is stopped then resumed, the job reports the error "The process cannot be access the file because it is being used by another process" on finish
- Render file created by clip render is not used in Multicam Mode
**Restriction: To make render file is used, "Apply Video Filter" option in "View Multicam" menu has to be enabled*
- EDIUS freezes while playing a clip that Mask filter is applied (SFDC00785768)
- EDIUS freezes while playing a clip that Blend filters are applied (SFDC00782179)
- EDIUS doesn't use partial render file when applying combine filters with certain combination (SFDC00788064)
- Name of the clip loaded to the Player is not changed when the original clip name is changed at the outside of EDIUS (SFDC00787469)
- Initially GV Job Monitor incorrectly shows the display types as if all items were selected in the non-English GUI
- Height of alpha bitmap applied to Alpha Custom Map transition is incorrect (SFDC00790288)
- It takes time to open a project if P2 8K Exchange Format folder structure is in the root folder of a drive
- Checking existing of associated clips slowly works if growing clip is loaded to a project (SFDC00785883)
- Block noise appears during scrubbing a certain XDCAM HD422 MXF file (SFDC00789802)
- When "File(batch)" is chosen on Bin file conversion, some clips are not be renamed and remain as offline clips
- When EDIUS exports an Uncompressed RGB AVI file with a width not a multiple of 4, the resultant file cannot be played on "Movies & TV" of Windows
- In a floating license environment, one license is used when you boot a PC which EDIUS is installed even if EDIUS itself is not launched

Mync

- Mync crashes when a 24bit Ross Video XPression AVI file is loaded (SFDC00793788)
- Block noise appears during scrubbing a certain XDCAM HD422 MXF file (SFDC00789802)

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
- Decoding H.264 / H.265 clips by using hardware decoder makes EDIUS unstable if the CPU is one of 11th Gen Intel Processors and a NVIDIA GPU is installed

Workaround: Stop using hardware decoder or the NVIDIA GPU

- MPEG2 Elementary Stream exporter fails to add the resultant file to the Bin
- Adjusting effect settings cannot be previewed if the effect has already been rendered

Workaround: Delete render files before opening the effect setting dialog

Mync

- Decoding H.264 / H.265 clips by using hardware decoder makes Mync unstable if the CPU is one of 11th Gen Intel Processors and a NVIDIA GPU is installed

Workaround: Stop using hardware decoder or the NVIDIA GPU

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