



EDIUS[®] X

EDIT ANYTHING. FAST.

Release Notes

Software Version 10.20.7620 (June 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 10.20.7620

This build provides the following additional / improved features:

EDIUS

- Added a setting to disable cut/boost on decoding Dolby Digital bitstream
- Improved performance when registering clips to bins

- Support importing Blackmagic RAW files shot by Blackmagic Pocket Cinema Camera 6K Pro
- Support importing Blackmagic RAW files shot by Blackmagic URSA Mini Pro 12K
** GPU is required*

Mync

- Support importing Blackmagic RAW files shot by Blackmagic Pocket Cinema Camera 6K Pro
- Support importing Blackmagic RAW files shot by Blackmagic URSA Mini Pro 12K
** GPU is required*

Update History

The following issues are fixed or improved in this version:

EDIUS

- If the source file is selected as the destination file on Bin file conversion, the file will be corrupted
- Installation fails with error "0xc0000005 - Unknown error"
- Block noise appears if Alpha Custom Map is applied with certain parameters (SFDC00780765)
- Created partial render files are deleted if the project is saved and closed while partial render is running
- Software H.264 decoder cannot decode certain MP4 files properly
- Existing rendering jobs disappear if a button on the toast notification from the Render Service is clicked
- In German environment, some of the text on the GV Job Monitor is displayed in Spanish instead of German
- EDIUS becomes unstable if a certain QuickTime Animation file is imported
- EDIUS freezes when [Render and Add to Timeline] is being processed
- Alpha matte conversion creates a longer file than the Fill clip if the Key clip is longer than the Fill clip
- Blue dot mark that indicates 'Transferred to project' doesn't appear on a transferred bin clip if the project is opened from a mapped network drive
- 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
- EDIUS crashes when pressing [Shift] + [Ctrl] + [A] on some of effect setting dialogs (SFDC00782513)
- Audio Monitoring Mode is changed unexpectedly when [Sync-Lock Track (All) - Toggle] button is clicked (SFDC00781829)
- EDIUS crashes if curve plot is deleted in Primary Color Correction settings (SFDC00783148)
- No default file name is set when converting clips in the Bin
- H.264 and H.265 are missing from the exporter list if "File(batch)" is chosen on Bin file conversion

- If XDCAM MXF exporter is used to export the timeline, EDIUS creates a MXF file compatible with MXF v1.3 (SFDC00782812)
- Alpha matte conversion creates a file longer than expected if MXF exporter is selected
- Alpha matte conversion fails if HQ MXF exporter is selected
- [Render In/Out] renders the area which is already rendered again if the target clip is extended after partial rendered
- [Render] does nothing if the target is an extended area of a clip that has been extended after partial rendered
- [Stop] button on the GV Job Monitor can be clicked for completed jobs even if the button appears gray
- 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)
- Appearance of EDIUS integrated GV Job Monitor changes if the current project name contains '%' (percent)
- ProRes RAW files cannot be decoded correctly with AMD GPUs
- File export fails if the timeline contains a Dummy effect
- "Relink (select folder)..." doesn't work when replacing a proxy MP4 clip of XAVC with the hi-res MXF file

Mync

- Software H.264 decoder cannot decode certain MP4 files properly
- ProRes RAW files cannot be decoded correctly with AMD GPUs

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
- 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

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