



EDIUS[®] 9

EDIT ANYTHING. FAST.

Release Notes

Software Version 9.55.7761 (July 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

Because Windows 7 OS has past the end of support date, Grass Valley may no longer be able to provide any fix or improvement for issue/request confirmed in Windows 7 environment.

New Features of Version 9.55.7761

This update provides the following additional features:

EDIUS

- Added a setting to disable cut/boost on decoding Dolby Digital bitstream

Mync

** No new feature*

Update History

The following issues are fixed or improved in this version:

EDIUS

- EDIUS crashes if gradation direction value of color matte is deleted (SFDC00776583)
- EDIUS crashes on Undo
- MXF importer doesn't preserve some color spaces
- EDIUS doesn't preserve modified column width of marker palette (SFDC00778776)
- Block noise appears in MPEG2 MXF clip that is exported with segment encode option (SFDC00780578)
- Fragmented MP4 file exported by MP4 exporter doesn't have colr/nclx (color information) box
- Audio monitoring mode is reset to the mode set at the system settings once Sync lock track - all button is clicked (SFDC00781829)
** Workgroup only*
- Block noise appears if Alpha Custom Map is applied with certain parameters (SFDC00780765)
- EDIUS freezes while playing a clip that Blend filters are applied (SFDC00782179)
- ProRes RAW files cannot be decoded correctly with AMD GPUs
- EDIUS crashes if curve plot is deleted in Primary Color Correction settings (SFDC00783148)
- EDIUS crashes when pressing [Shift] + [Ctrl] + [A] on some of effect setting dialogs (SFDC00782513)
- If XDCAM MXF exporter is used to export the timeline, EDIUS creates a MXF file compatible with MXF v1.3 (SFDC00782812)
- At QuickTitrer, minus symbol cannot be entered from keyboard to Kerning / Leading columns if the selected text style is not Style-01 (SFDC00785451)
- EDIUS freezes while playing a clip that Mask filter is applied (SFDC00785768)
- XRE Server checks clips not used in the timeline to be rendered (SFDC00786304)

- Left button of mouse stops working when mouse wheel is clicked rapidly on a thumbnail in the Bin (SFDC00785785)
- Software H.264 decoder cannot decode certain MP4 files properly
- Checking existing of associated clips works slowly if growing clip is loaded to a project (SFDC00785883)
- EDIUS doesn't use partial render file when applying combine filters with certain combination (SFDC00788064)
- Render file created by clip render is not used in Multicam Mode
** Limitation: To make render file is used, "Apply Video Filter" option in "View Multicam" menu has to be enabled*
- Name of the clip loaded to the Player is not changed when the original clip name is changed at the outside of EDIUS
- It takes time to open a project if P2 8K Exchange Format folder structure is in the root folder of a drive
- Block noise appears during scrubbing a certain XDCAM HD422 MXF file (SFDC00789802)

Mync

- MXF importer doesn't preserve some color spaces
- Fragmented MP4 file exported by MP4 exporter doesn't have colr/ncx (color information) box
- ProRes RAW files cannot be decoded correctly with AMD GPUs
- Software H.264 decoder cannot decode certain MP4 files properly

Design Limitations

EDIUS & Mync

Restrictions after Uninstallation of QuickTime for Windows

The following functionality will be lost if QuickTime is uninstalled:

- Still Image File Formats: Flash Pix; Mac Pict; QuickTime Image
- MOV Video File Formats: M4V or some MOV file formats
- MOV Video File Formats: 3GP; 3G2 (export)
- Audio File Formats: MOV (other than Linear PCM and AAC); QuickTime Audio