



# **EDIUS<sup>®</sup> X**

**EDIT ANYTHING. FAST.**

## **Release Notes**

Software Version 10.00. 6553 (September 2020)

[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. 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 10.00.6553

*This build provides the following additional / improved features:*

### EDIUS X Pro and EDIUS X Workgroup

- Background rendering
- Background export
- GV Job Monitor for background rendering / export
- Motion tracking in Layouter

- H.265/HEVC export using NVIDIA Graphic card
- VST Plug-in support improvement
- GUI visibility Improvement
- Operation performance improvement
- Acceleration of multi-cam audio sync engine

### **EDIUS X Workgroup only**

- 8K project settings
- 8K file export

### **EDIUS X Pro**

- Draft preview  
*\*EDIUS 9 Workgroup only had this feature. From EDIUS X, this feature is available on both Pro and Workgroup*

### **Mync**

- GUI visibility Improvement

## **Specification changes from Version 9**

*These specifications have been changed from Version 9:*

### **EDIUS**

- The default values of the following settings have been changed

Category	Setting	Default Value	
		EDIUS X	EDIUS 9
System Settings	[Application] > [Project Preset] > [Preset Wizard] > [Create Project presets] > [Set Over Scan Size to 0%]	ON	OFF
User Settings	[Preview] > [Playback] > [Combine Filter Layers and Track Layers (for effect settings)]	ON	OFF
	[User Interface] > [Button] > [Player - File (Left)] > "Input Preset 1"	Hide	Show

- Calculation method of [Field Option] – [Nearest neighbor] has been changed  
*\*About existing projects created with EDIUS 9, the old calculation method is used*
- EDIUS installer doesn't install the Codec Option  
*\*If you want to use HQ/HQX in a third party tool, Codec Option has to be installed separately*
- QuickTime for Windows is no longer used  
*\*For the detail, please read Design Limitations section*
- The following I/O devices are no longer supported
  - Generic OHCI, Old GV hardware (except Strom 3G and Storm Pro), Matrox hardware  
*\*Storm 3G ELITE is no longer supported*
- The following old formats are no longer supported for import, export nor browse
  - GF, Infinity, FLV
- The following features are no longer supported
  - CD / DVD Ripping, After Effects Plug-in bridge, Sony Tool cooperation

- The following tools have been removed
  - EDIUS Watch, MPEG TS Writer

## **Mync**

*\*No specification change*

## **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
- If you stop a proxy generation job, EDIUS uses the half-generated proxy
- Encoding in Dolby Digital Professional/Plus changes the volume of audio
- EDIUS takes long time to show MRU list if projects are in network locations and offline
- Clip render fails if the audio bit depth of the project is set to 32 bit
- When EDIUS play something during rendering, occasionally UI freezes for a short time
- If you try "Render Sequence" during "Render In/Out", then if you scrub the timeline, rendering won't be processed

## **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
- 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

#### **IMPORTANT NOTE:**

If loaded project contains type of above clips, they will be off-line in EDIUS X