grass valley

# EDIUS® 7
## EDIT ANYTHING

# Release Notes

Software Version 7.01 (August 2013)

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, the web, or by phone or fax.

## 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/
- US/Americas Technical Support: Please use our online form
- EMEA Technical Support e-mail address: Please use our online form

## Phone Support

Use the following information to contact product support by phone during business hours. After hours phone support is available for warranty and contract customers.

| | |
|---|---|
| United States | +1 801 222 5204 |
| Latin America | +1 801 222 5204 |
| Europe, Africa & Middle East | +49 2602 1069 100 |
| Canada | +1 801 222 5204 |
| China | +86 21 5869 8668 |
| Hong Kong | +86 21 5869 8668 |
| Singapore | +86 21 5869 8668 |
| Australia | 1 300 562 779 (within Australia) |

## Authorized Support Representative

To locate the support representative for your country, visit the Product Support webpage on the Grass Valley website: www.grassvalley.com/support/contact.

# UPDATE HISTORY

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

## "Use Hardware Encoder" option unexpectedly appears in the file exporter

Description: "Use Hardware Encoder" option appears even though the system environment does not satisfy the requirements of Intel Quick Sync Video.

## Incorrect color matrix conversion for HD ProRes clip in SD project

Description: If an HD ProRes clip is loaded into an HD project and the project format is switched to SD, the HD ProRes clip gets incorrect color conversion.

## Certain ProRes clip cannot be played properly

Description: EDIUS cannot play a ProRes clip with a resolution of 1998x1080 pixels (DCI format) properly.

## Certain audio VST plug-ins cannot be loaded

Description: Certain audio VST plug-ins fail to load in EDIUS.

## Audio filter unexpectedly applied twice

Description: If a clip is rendered after applying an audio filter, the same filter is applied to the clip again.

## Unspecified error occurs while saving a still image

Description: Unspecified error occurs if [Ctrl] + [T] shortcut is selected to save a still, while loading assets for a project that contains a lot of still images.

## EDIUS crashes when quitting the application

Description: If an opened project file is not edited, EDIUS crashes when quitting the application.

## RED file is not updated

Description: A RED file that is loaded into the EDIUS Bin is not updated if it is modified with the REDCINE-X tool.

## Burned DVD displays menu text incorrectly

Description: If a DVD menu is created with "Auto" font size unchecked, the burned DVD displays menu texts incorrectly.

## Burned Blu-ray disc cannot play audio

Description: If a MPEG-2 Blu-ray disc with LPCM is burned, it cannot play audio.

### EDIUS fails to load certain .mov file

Description:   EDIUS fails to load HD sized .mov file with LPCM audio.

### EDIUS displays incorrect drop shadow in the timeline

Description:   If a clip is drag and dropped from Windows Explorer to the timeline, EDIUS displays incorrect drop shadow for the clip.

### EDIUS freezes when saving a still image

Description:   If a QuickTime clip is placed onto the timeline, EDIUS freezes when saving a still image while playing back the timeline.

### Disc Burner fails to create a disc image file

Description:   Disc Burner fails to create a disc image file if the audio stream mode is set to MPEG-1 Audio Layer II.

### Mask area is distorted if mirror effect is applied

Description:   If the Mirror effect is applied to inside of the mask area, video within the mask is distorted.

### File exporter preset does not preserve unchecking the option

Description:   If the file exporter preset is created with "Creating waveform cache" option unchecked, the preset does not preserve the unchecked option.

### Cannot play back certain ProRes clip

Description:   EDIUS cannot play back ProRes clips that contain an alpha channel.

### Project file name cannot be preserved

Description:   EDIUS cannot preserve a project file name that is modified via [Settings] > [User Settings] > [Application] > [Project File].

### Too many read access occurs during reading a MXF index file

Description:   Too many read access occurs during reading a MXF index from a SNFS drive.

### Unnecessary access to the XDCAM drive occurs

Description:   Unnecessary access to the XDCAM drive occurs even though the XDCAM clip has already been transferred.

### Disc Burner crashes when creating a disc image file

Description:   Disc Burner crashes when creating a disc image file in Windows 8.

**EDIUS does not quit properly once alpha custom mapping dialog is opened**

Description:    If the alpha custom mapping dialog window is opened, the EDIUS application will still run after quitting EDIUS.


# KNOWN ISSUES

## Timeline playback frequently stops

Description:    Timeline playback frequently stops if EDIUS is running on a PC with a CPU with 4 or less cores.

Workaround:    None.


## Exported MPEG-2 files do not have the correct bit rate

Description:    EDIUS cannot export an MPEG-2 VBR file when the bit rate is configured in the file exporter.

Workaround:    None.


## Once an alpha bitmap is selected, the Alpha Custom Map effect cannot be reset to the default

Description:    Once an alpha bitmap is selected, the Alpha Custom Map effect cannot be reset to the default condition (of not loading the alpha bitmap).

Workaround:    Delete the current Alpha Custom Map and then re-apply the effect.


## Analysis of the Stabilizer effect runs with normal priority job

Description:    Video analysis of the Stabilizer effect always runs as a normal priority job in the background.

Workaround:    None.


## EDIUS imports proxy clips as normal assets

Description:    Once a proxy file is created with the [Create Proxy] menu in the Bin, and if the asset folder is then chosen to load the clip into the Bin, EDIUS imports the proxy file as a normal resolution asset into the Bin.

Workaround:    None.