

# EDIUS 7 PRO

## FAQ

When an editor has to wait for technology, creativity suffers. That doesn't happen with EDIUS 7.

### 1 I own I/O hardware for EDIUS 6.0 or EDIUS Pro 6.5. Will it work with EDIUS 7?

EDIUS 7 supports the following hardware:

- STORM 3G/STORM 3G Elite
- HDSTORM/STORM Mobile
- HDSPARK/HDSPARK Pro

### 2 What third-party I/O hardware is supported?

Third-party hardware support: (Note: Deck control not supported with third-party hardware.)

- Blackmagic Design:
  - DeckLink Mini Monitor, Mini Recorder, Studio, 4K Extreme
  - Intensity Pro, Shuttle for USB, Shuttle for Thunderbolt, Extreme
  - UltraStudio SDI, Pro

- Matrox: MXO2 LE, MXO2 mini
- AJA Video Systems (planned, Summer 2014)

### 3 Is EDIUS 7 a native 64-bit application?

Yes, EDIUS Pro 7 and EDIUS Elite 7 are native 64-bit native applications. They will only run on Windows 7 and Windows 8 64-bit operating systems.

### 4 What is the benefit of EDIUS 7 being a native 64-bit application?

As a native 64-bit application for Windows 7 and Windows 8, EDIUS 7 takes full advantage of up to 512 GB (for Windows 8 Enterprise and Professional) or up to 192 GB (for Windows 7 Ultimate, Enterprise, and Professional) of installed physical memory access for superintensive media operations, such as multitrack 4K editing. EDIUS 7 has also been optimized for multicore CPU systems, with editing performance increasing as CPU power increases.

### 5 Does EDIUS 7 support 4K editing?

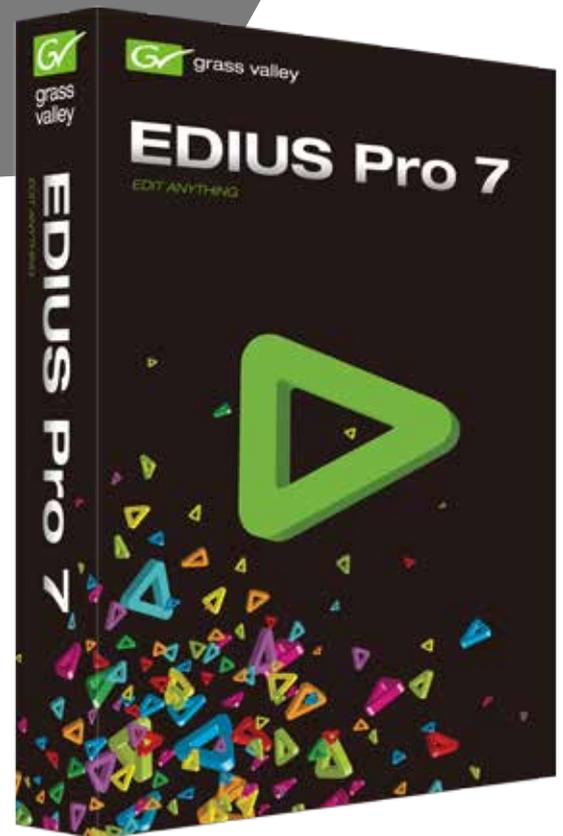
Yes, EDIUS 7 supports an improved 4K workflow with editing in real time, unlimited tracks (dependent on system resources), and EDL import/export for DaVinci color correction interchange.

### 6 Does EDIUS 7 support the latest CPU architecture?

Yes, EDIUS 7 supports the latest processor architecture from Intel, including the 4th Generation Core i.

### 7 Can I install EDIUS 7 on Windows Vista or Windows XP?

No, EDIUS 7 only supports Windows 7 (64-bit) and Windows 8 (64-bit) operating systems. Windows Vista and XP are not supported.





## 8 Does EDIUS 7 support mixed format editing on the timeline?

Yes, EDIUS 7 supports any mix of SD, HD, 2K, and 4K resolution on the timeline, in real time, with unlimited tracks (dependent on system resources).

## 9 What resolutions and frame rates are supported for real-time editing?

Real-time editing and conversion of different resolutions, as high as 4K/2K resolution to as low as 24x24, is supported. Real-time editing and conversion of different frame rates, such as 50p, 50i, and 24p, is supported.

## 10 What are the most recent formats that are supported in EDIUS 7?

XAVC/XAVC S, AVC-Ultra, and Canon 1D C Motion-JPEG are supported. In addition, EDIUS 7 works natively with many different video formats, such as Sony's XDCAM, Panasonic's P2, Panasonic/Sony's AVCHD, Ikegami's GF, RED, as well as Canon's XF and EOS movie formats.

## 11 What are the most recent formats that are supported in EDIUS 7?

XAVC/XAVC S, AVC-Ultra, and Canon 1D C Motion-JPEG are supported. In addition, EDIUS 7 works natively with many different video formats, such as Sony's XDCAM, Panasonic's P2, Panasonic/Sony's AVCHD, Ikegami's GF, RED, as well as Canon's XF and EOS movie formats.

## 12 What format wrappers can EDIUS 7 export in?

EDIUS 7 can export in AVI, MXF, GXF, QuickTime, and Windows Media format wrappers.

## 13 Does EDIUS 7 support proxy mode workflow?

Yes, EDIUS 7 supports proxy mode workflow by switching the timeline between proxy/hi-res mode.

## 14 Does EDIUS 7 support multicam editing?

EDIUS 7 supports multicam editing of up to 16 different sources simultaneously, with video output support.

## 15 What type of graphics card is required?

The graphics card must support resolution higher than 1024x768 32-bit. Direct3D 9.0c or later. PixelShader Model 3.0 or later. Note: Requirements for video memory size when using GPUfx will vary depending on the project format. For SD projects: 1 GB or more recommended, for HD/4K projects 2 GB or more recommended. See the EDIUS 7 data sheet for more information.

## 16 How is EDIUS 7 activated (license verification)?

An online activation system is used. Internet access is required.

## 17 I currently own EDIUS Neo or EDIUS Express. Is there a new version?

No new versions of EDIUS Neo or EDIUS Express are available at this time.



## 18 What is the difference between EDIUS Pro 7 and EDIUS Elite 7?

EDIUS Elite 7 is a systemized version aimed at editors within a Grass Valley network-connected production infrastructure and includes K2 server/storage and STRATUS connectivity.

## 19 How many licenses does EDIUS 7 have?

EDIUS 7 allows one user to install the EDIUS 7 software on up to two computers, but using both installations of EDIUS 7 simultaneously is not allowed. One user can install EDIUS 7 to a desktop system, and to an additional notebook PC for field editing. To install EDIUS 7 on another system, deactivate the current license and reactivate it on a new PC. For details, please refer to the EULA.

## 20 Does EDIUS 7 support TitleMotion Pro?

No. TitleMotion Pro, which was included in EDIUS 6.0 and earlier versions, cannot be installed into EDIUS 7. EDIUS 7 comes with a built-in titler (Quick Titler). In addition, a list of third-party titling software will be available on the EDIUS Pro 7 page of our website when EDIUS 7 is released.

## 21 What is the project compatibility between EDIUS 7 and previous EDIUS versions?

Project files created in previous versions of EDIUS can be loaded into EDIUS 7. Some effects may not be imported. EDIUS 7 projects cannot be loaded into previous versions.

## 22 Do the third-party plug-ins I am currently using with EDIUS Pro 6.5 work with EDIUS 7?

No, third-party plug-ins for EDIUS 6.5 Pro will not work with EDIUS 7. A list of third-party plug-ins for EDIUS 7 is available on the Grass Valley website.

## 23 What third-party software is included in the full version EDIUS Pro 7 package?

EDIUS Pro 7 does not include any third-party software. A list of third-party plug-ins for EDIUS 7 is available on the Grass Valley website.

## 24 What has been updated in EDIUS 7?

- Open to third-party I/O hardware; Optimized for 4th generation Intel Core i architecture
- Faster handling of large quantities of still image files (JPG, TGA, DPX, and others)
- Improved MPEG encoder speed and quality; improved H.264/AVC decoder
- Gaussian blur filter

Grass Valley continuously updates EDIUS with new features and bug fixes. These are available online through the EDIUS 7 automatic update feature.

## 25 Does EDIUS 7 support the creation of 3D titles in stereoscopic editing mode?

Yes, Quick Titler can create 3D title clips. Some third-party titling software may also support this (please contact the software manufacturer regarding details).