APPLICATION NOTE

RUNNING EDIUS 7 ON AN APPLE MAC COMPUTER UNDER BOOT CAMP

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Apple's free Boot Camp utility permits installation of Microsoft's Windows 7 or 8 64-bit operating system just as if it were being installed normally on other types of PCs. When running Windows under Boot Camp the user has access to all editing hardware and software, including the Grass Valley® EDIUS® nonlinear editing program.

grass valley

INSTALLING BOOT CAMP

Before starting the installation, check for updates for the Mac.

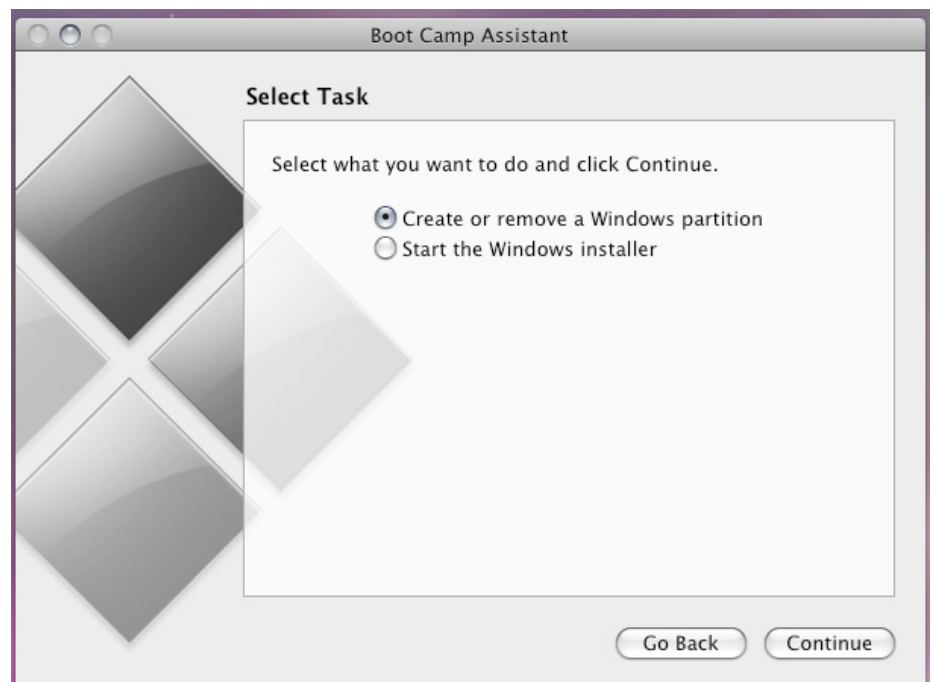Go to the Apple Menu > Updates and install all available updates.

Installation:

In OS X, launch the Boot Camp Assistant (from the "other" folder in Launch Pad).

Next, create a partition.

Create a second partition for Windows.

INSTALLING BOOT CAMP (CONT.)

The user then decides how much space they want to allocate to Windows.

EDIUS, with all its third-party applications, requires around 6 GB of hard disk space for installation.

Depending on the available free disk space, it is a good idea to have at least 20 to 32 GB for the Windows partition. (A second disk can be chosen especially for Windows.)

To change the allocated space for the Windows partition, click the small divider between Mac OS X and Windows, and drag it to the left. The amount dedicated to Windows will be displayed and updated in GB.

The next step is to insert the Windows 7 or Windows 8 64-bit DVD into the DVD drive, or insert the USB flash drive if installing from an ISO file.

Click Start Installation. A screen appears asking where Windows is to be installed. Make sure to select the newly created partition.

Click the Drive Options button. Click Format and once it is done, click OK.

Now click Next and Windows will install.

Windows will restart itself at least once during the installation.

NOTE: On rare occasions when Windows restarts itself, OS X appears instead of Windows. Restart again and this time hold down the Option key as the Mac starts.
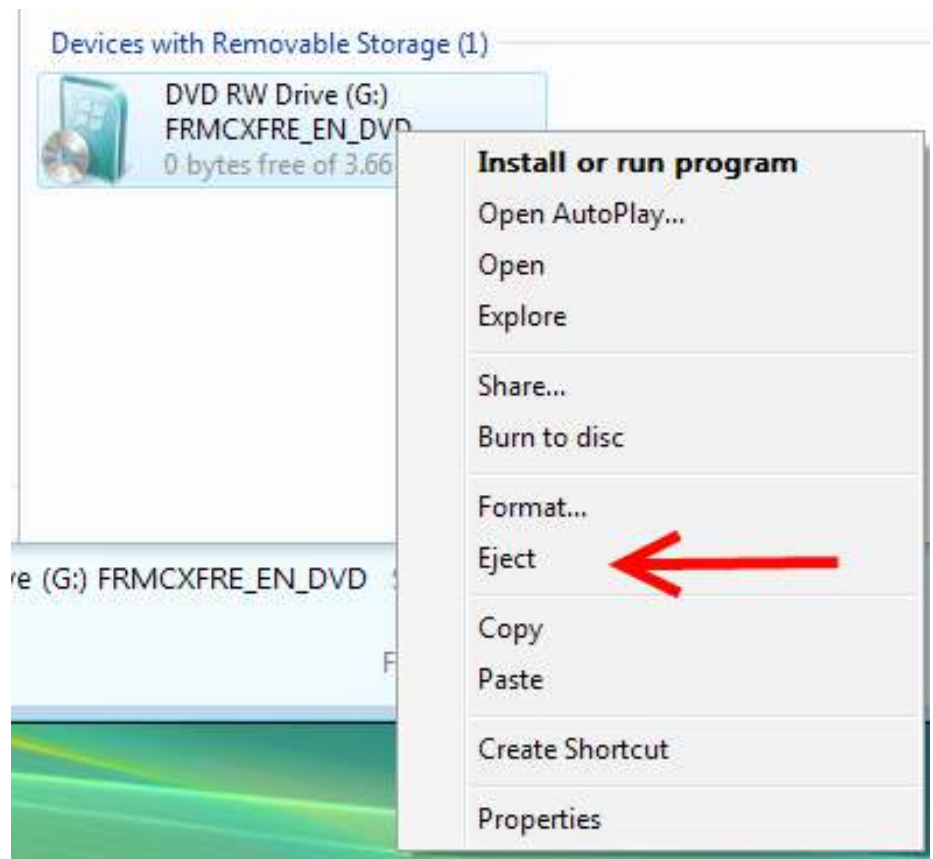
INSTALLING BOOT CAMP (CONT.)

Two drive icons will now be seen to choose from. Double-click the Windows icon.

When Windows has finished installing, and after the Administrator account has been set up, eject the Windows DVD from the drive (or remove the USB drive if Windows was installed from an ISO file).

Removing the DVD is done by selecting the DVD drive, right-clicking and selecting Eject. The eject key on the Mac keyboard may not work just yet since it does not have the required drivers for Windows.

INSTALLING BOOT CAMP (CONT.)

Install the Windows support software to ensure that the latest version available is being installed.

This is done by selecting "Download the latest Windows support software" from the Boot Camp assistant. Store this on a FAT-formatted USB flash drive.

When this USB flash drive is inserted under the Windows installation, the Boot Camp installer will start automatically. If it does not, browse the USB key and run setup.exe

A screen may appear prompting for a restart. If this happens, restart the PC and run the setup again.
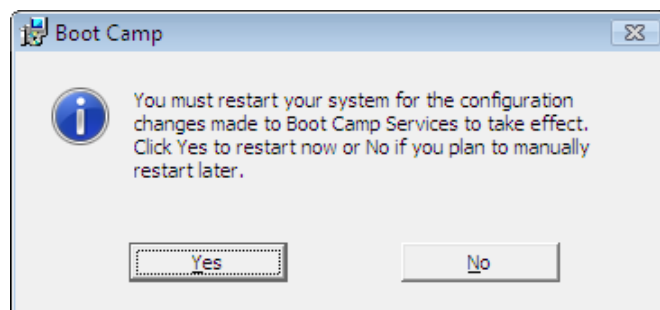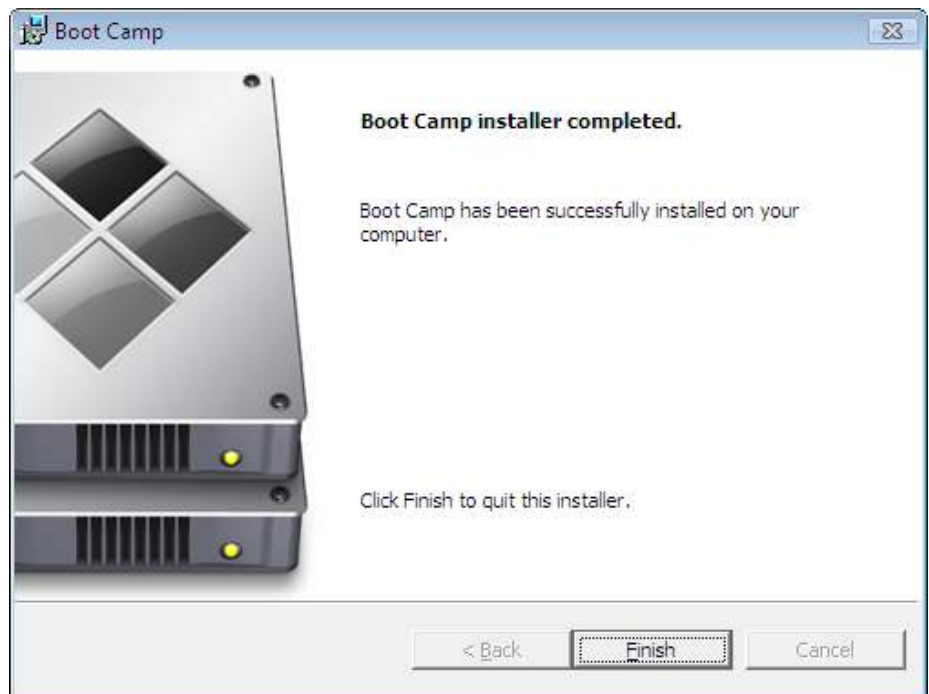
Now the "Welcome to the Boot Camp installer" screen will appear. Click Next. Accept the license agreement and click Next.

Make sure Apple Software Update for Windows is selected, and click Install.
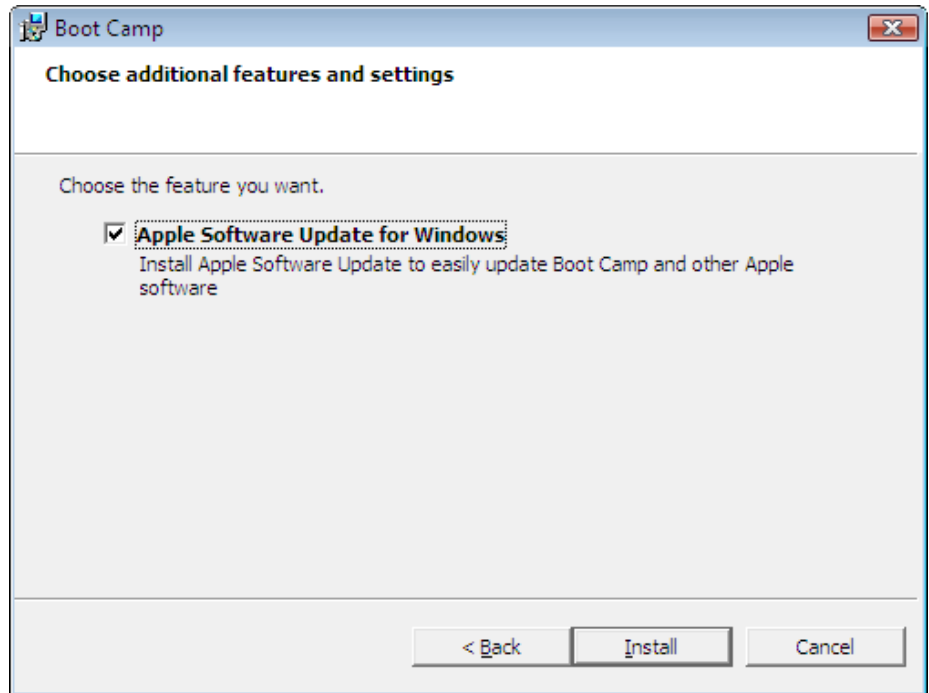
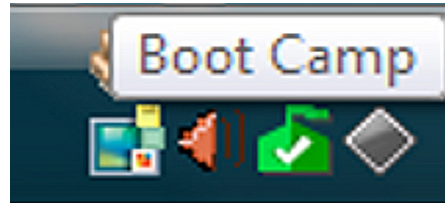The Boot Camp installer will install chipset and other drivers.

Let the installer complete the installation and then restart.

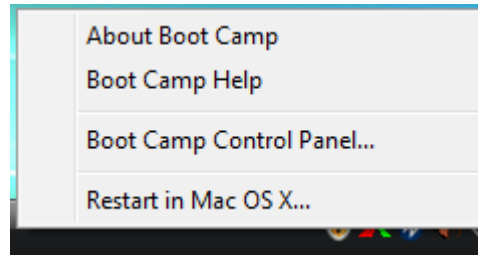## INSTALLING BOOT CAMP (CONT.)

When Windows starts this time, a new icon will be visible in the System tray for the Boot Camp application.

Click it and a pop-up menu will appear.

In Windows 8, go to search and type Boot Camp. Click on Settings, then Boot Camp.

Select Boot Camp Control Panel.

In the first tab, "Startup Disk", select which Operating System boots by default. Select the desired OS.

The user can choose to boot to the other OS by holding down the Option key while the Mac starts. It is also possible to select the default boot OS in Mac OS X. Just select the Startup Disk option in the System Preferences.
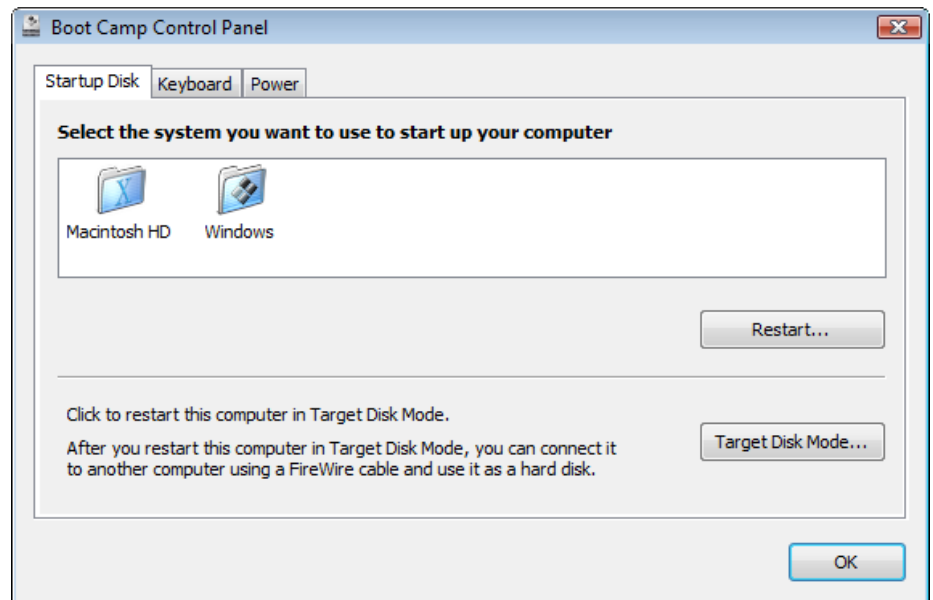
In the "Keyboard" tab, select the Keyboard and select use F1-F12 key to control software features. This is needed to control certain functions in EDIUS with those keys.

Windows is now set up—EDIUS is ready to install.
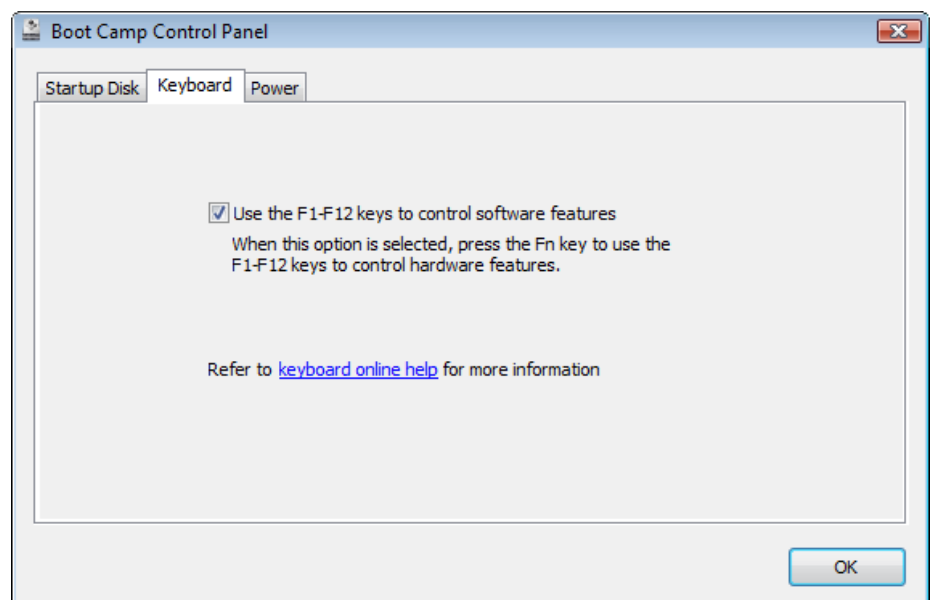
INSTALLING EDIUS

Installing EDIUS

Put the EDIUS 7 DVD in the drive. Run Setup from the EDIUS DVD. A screen should be seen from which to run it. If not, browse the DVD and run Setup from the DVD. The EDIUS Self-Extractor will start.
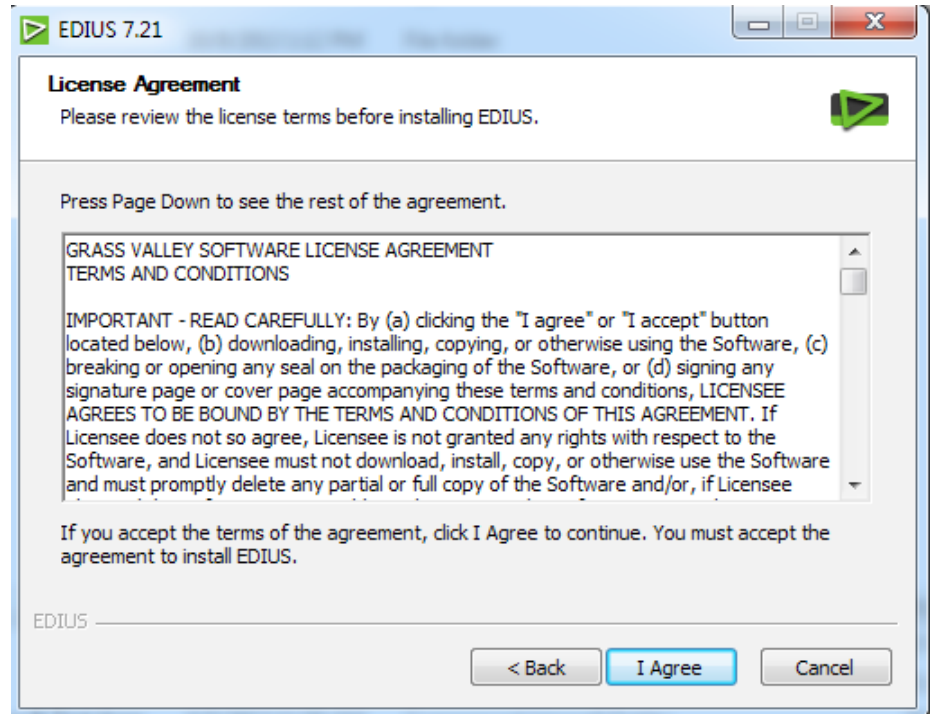
After the EDIUS extractor has finished, there will be a prompt by the EDIUS Setup Wizard.
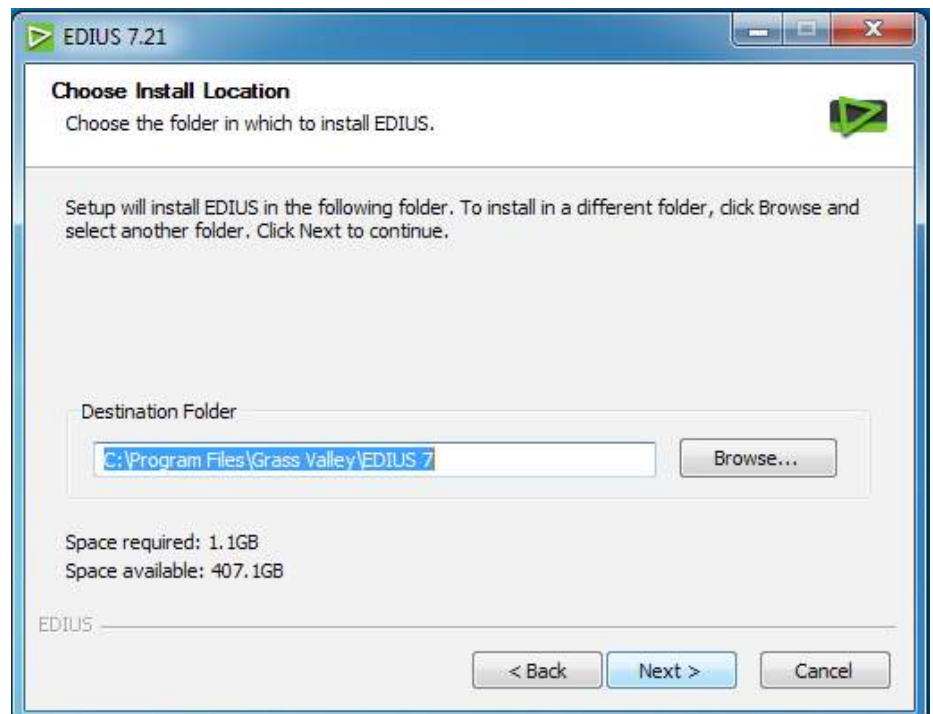
Click Next to install EDIUS.

INSTALLING EDIUS (CONT.)

Read and accept the license agreement.

Select the Install Location (it is recommended to accept the default location).
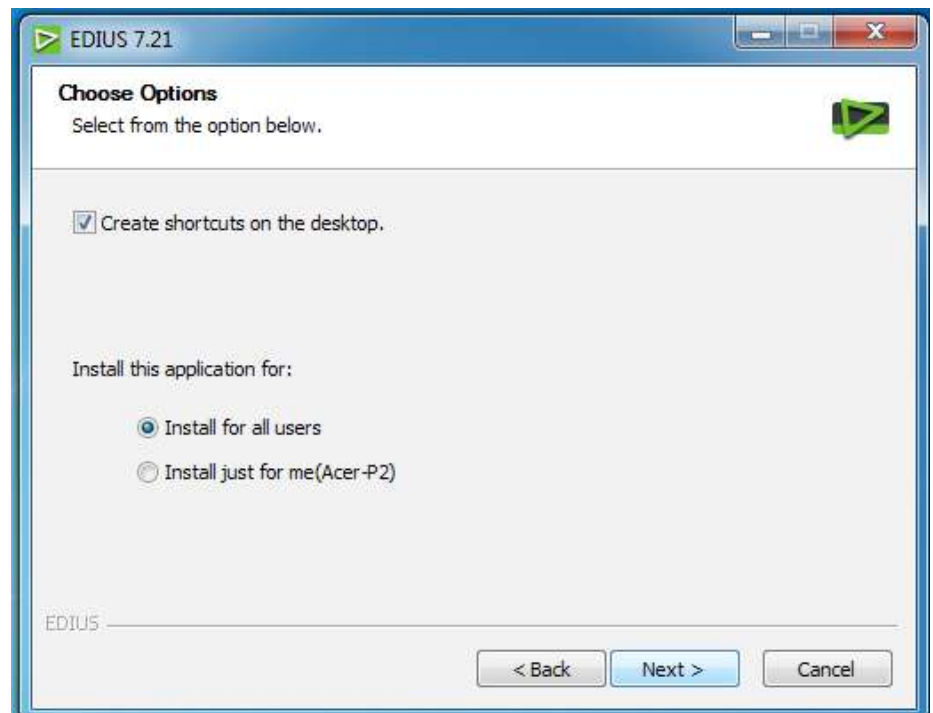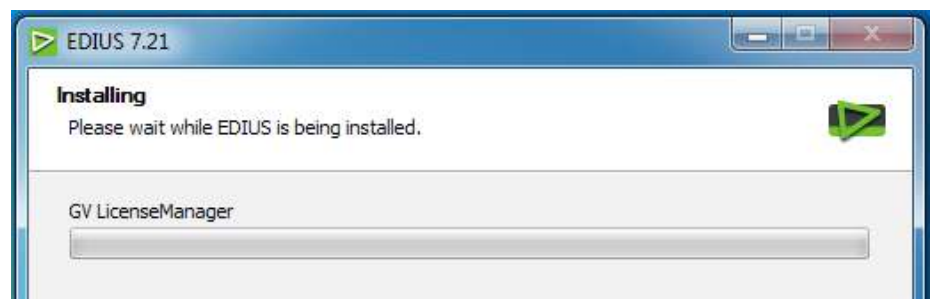
INSTALLING EDIUS (CONT.)

The Next screen provides the option to select the component to install. It is recommended to select all.

Choose if EDIUS is being installed for the current account only, or all users on the Mac.

The Grass Valley License Manager will be installed.

INSTALLING EDIUS (CONT.)

At this stage, the hardware drivers will install for supported input and output hardware from Grass Valley (for example SPARK Pro, STORM™ 3G, or STORM 3G Elite), Blackmagic Design, or Matrox.

As part of the installation process, there is the opportunity to register the product. Grass Valley strongly recommends registration for access to the latest version of software, and the ability to download tutorials and other software accessories.

The Mac needs to be connected to the Internet for activation and registration. This can be done during or after installation.
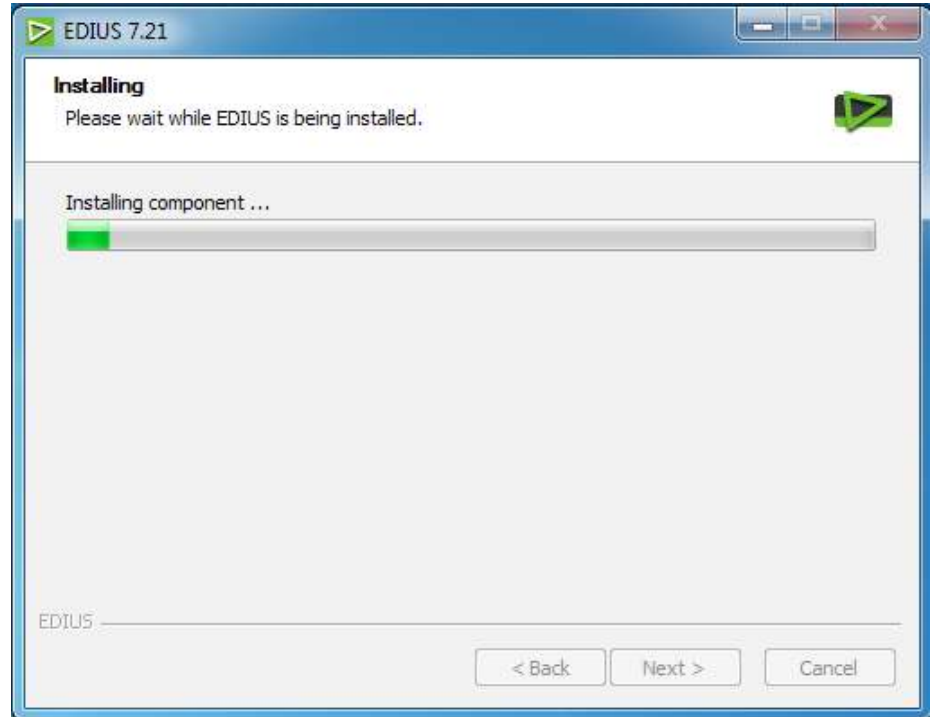
During installation:
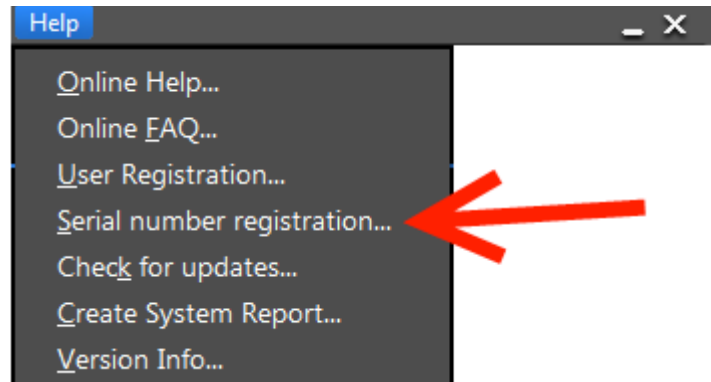
INSTALLING EDIUS (CONT.)

After clicking next the GV registration page will open in a web browser. Complete and submit the information.

Completing user registration after installation:

Start EDIUS by clicking on the EDIUS icon on the desktop.

Make a new project. Click Help on the menu bar, and click User Registration.
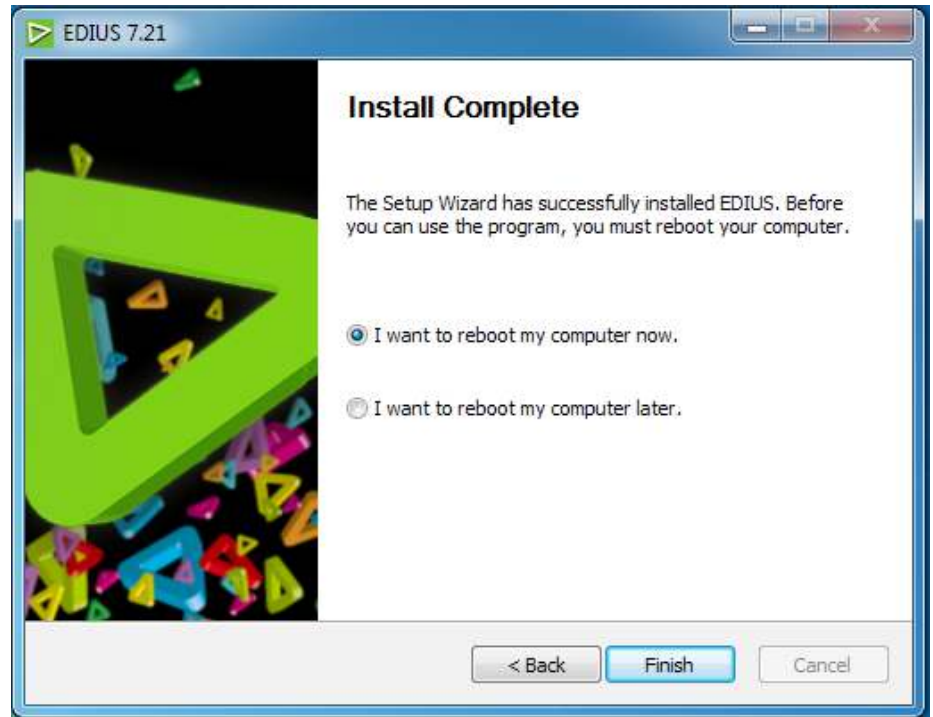
A web browser will be launched and a user registration page appears.

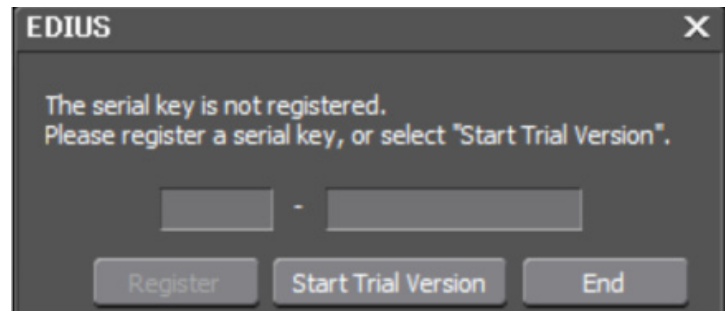Register according to the on-screen instructions.

INSTALLING EDIUS (CONT.)

Reboot the Mac to complete the installation.

After the reboot, launch EDIUS.

When first launching EDIUS, the serial number registration key input dialog box will be seen. Input the serial number and select "Register."

If registration is not desired at this time, EDIUS can still be used in Trial Mode for 30 days.
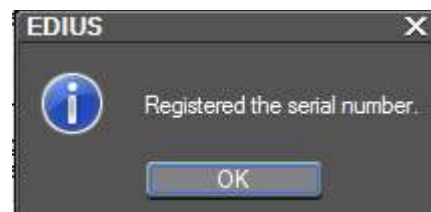
Before the 30-day trial period expires, EDIUS will need to be activated with the serial number. To do this, click "Help" on the menu bar, then "Serial number registration."
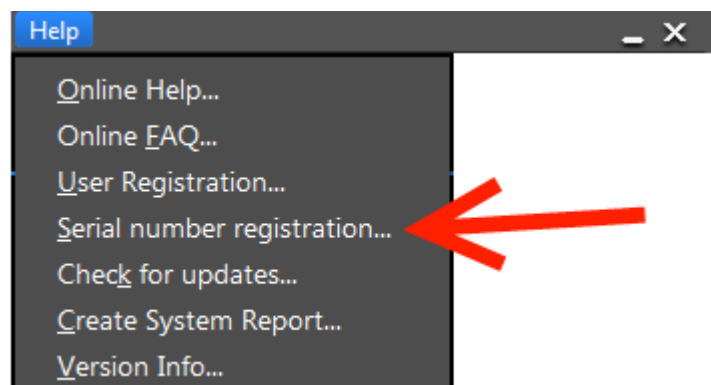
INSTALLING EDIUS (CONT.)

This will then bring up the serial number activation input dialog box.

Input the serial number and select "Register."

Note: The Mac needs to be connected to the Internet for registration.

In the taskbar there is an icon for the License Manager. This tool is to manage activation and de-activation.
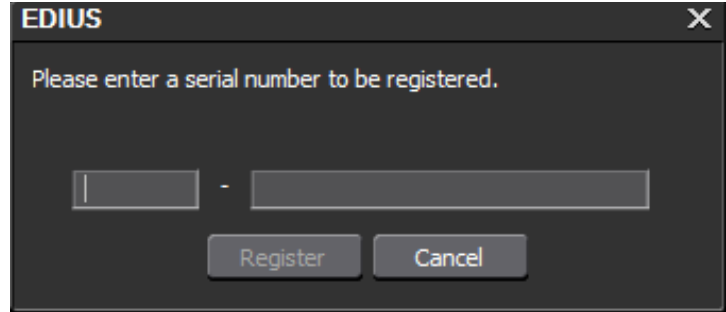
It can also be checked if the copy of EDIUS has been activated correctly:

Now enjoy the real-time, edit anything experience of working with EDIUS 7!

GRASS VALLEY HQX CODEC

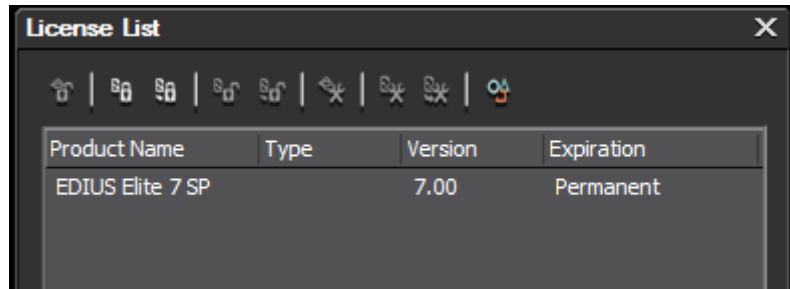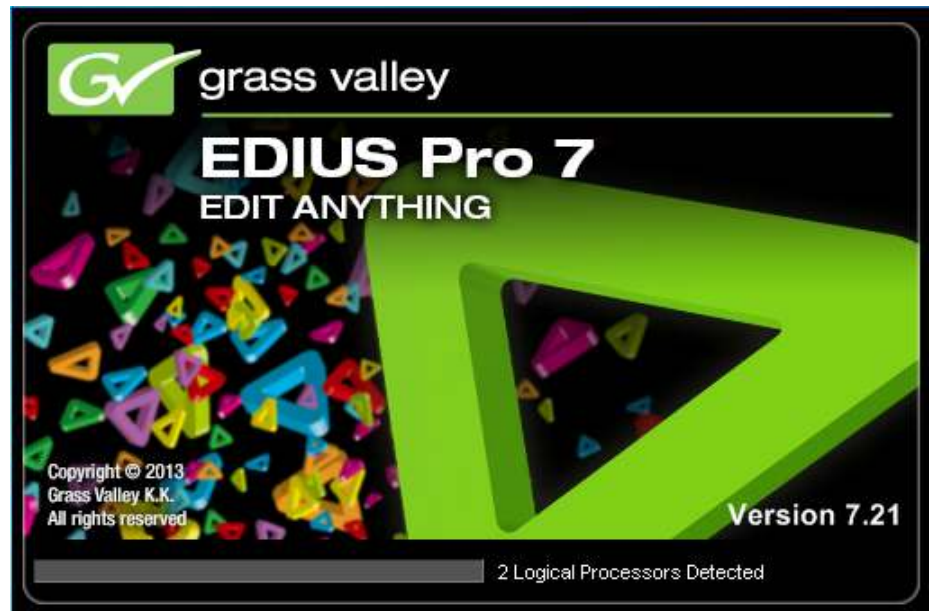EDIUS can edit just about anything in its native format. There is normally no need to unwrap or wrap assets before putting them on the timeline. However, to keep the quality of compressed assets during editing and, in particular, grading and graphics compositing, Grass Valley provides a family of powerful intermediate codecs with EDIUS.

The HQX codec support 10-bit sampling at 4:2:2 YCbCr quality with alpha channel. It allows the user to select compression, from 25:1 to 2:1 with a bit rate from 45 to 600 Mb/s (near uncompressed). This flexibility makes it very useful for color correction and creative graphics work in general.

HQX Codec Summary

Compression Range	Bit rate (Mb/s)	Bit Depth	Chroma Sampling	Alpha Support
from 25:1 to 2:1	45 to 600	10	4:2:2 YCbCr	Yes

For more technical information on the HQX codec, please refer to the Application Note: Introducing HQX.

Using HQX Under OSX

For exchanging assets between, for example, Graphic Design Units running After Effects on OSX, there is a special version of the HQX codec (and the HQ 8-bit variant) that will output the files created in a MOV wrapper. The codec pack for OSX is free of charge and is available from at www.grassvalley.com/support/downloads/products?product=general (registration required).

In fact, using the Grass Valley HQX codec, any asset created in any graphics package on OSX can be exported in pristine 10-bit, 4:2:2 color space, with alpha channel if required. These files will be read and played back by EDIUS in real time.

Conversely, any files exported from a system running EDIUS under Boot Camp can be used in After Effects, or any other graphics application under OSX, once the Grass Valley intermediate codec pack is installed.

ABOUT GRASS VALLEY

Grass Valley is changing the way live television is made and delivered. Recognized with 18 Emmy® Awards for technology innovation, Grass Valley's product portfolio—from image acquisition to playout—offers a complete end-to-end workflow of flexible, forward thinking solutions which enable broadcasters and content owners to build multiscreen, multiplatform futures. By simplifying and enhancing the way content is produced and distributed, Grass Valley gives customers the freedom they need to be creative in the studio, the field, and the newsroom. Merging optimizations of IT technologies with best-in-breed media systems, Grass Valley's next generation solutions deliver higher quality and greater efficiencies. Customers include world-leading broadcasters, teleproduction facilities, service providers, government, religious, educational, corporate, and independent video professionals. Grass Valley is headquartered in Hillsboro, OR, and maintains local presence across the globe with offices throughout North and Latin America, Europe, the Middle East, and Asia-Pacific regions.

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