



Grass Valley
WE LOVE LIVE

EDIUS® X

EDIT ANYTHING. FAST

Software version 10.33.9453

**EDIUS Hub Server
Users Guide
November 2022**

www.grassvalley.com

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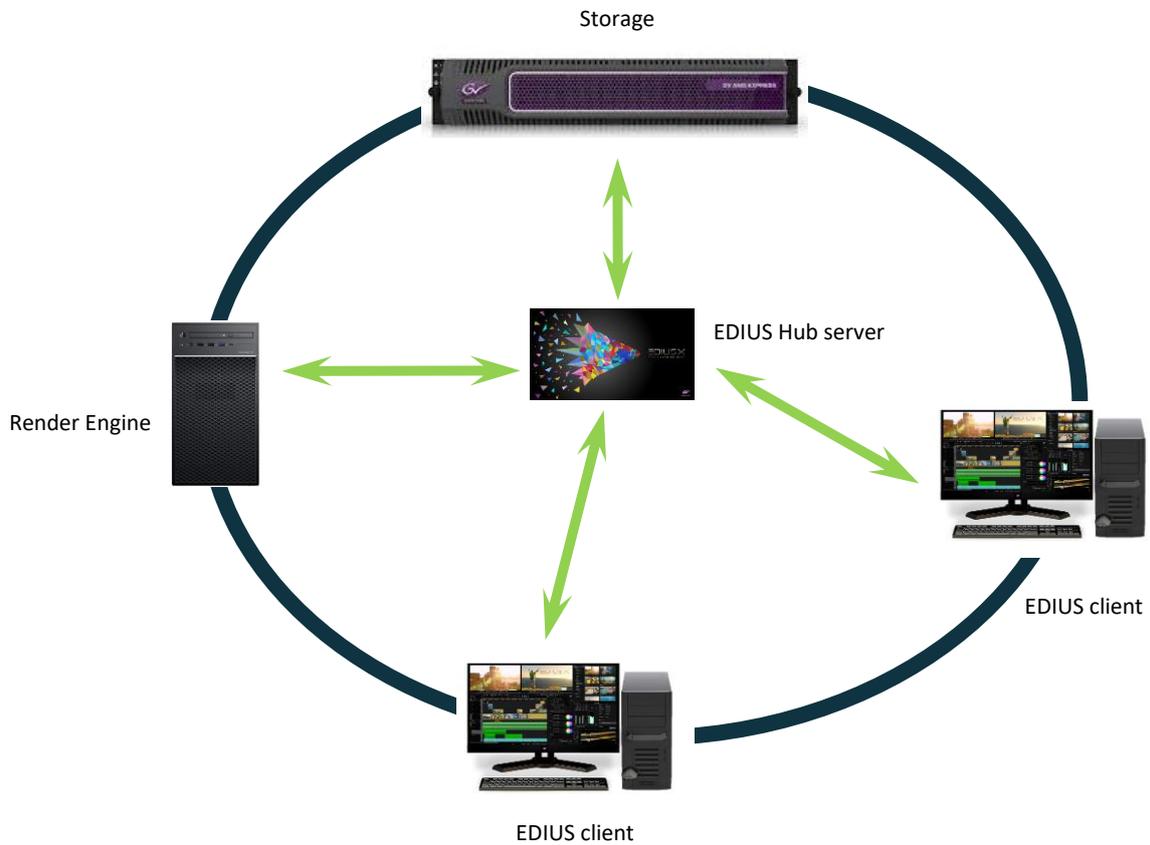
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INDEX

Copy and Trademark Notice	1
Terms and Conditions	1
Chapter 1 Overview	3
Chapter 2 Notes on building the system	4
File accessibility	4
Other requirements	4
Chapter 3 System requirements	5
Install all components on same computer	5
Install the component on separate computer.....	5
Chapter 4 Setup the server	6
Install the server software.....	6
Activate the license	7
License matrix	7
Activate the license	8
Chapter 5 Configure the server	9
Prepare to use EDIUS Hub CLI	9
Register temporal project folder.....	9
Turn on automatic Windows logon	10
Chapter 6 Use floating license.....	11
Configure GV License Manager	11
Verify concurrent licenses.....	11
Chapter 7 Commissioning	13
Confirm checking out the license.....	13
Test external rendering.....	13
Chapter 8 License deactivation	14
Preparation	14
Floating license deactivation (Off-line).....	14
Chapter 8 License administration	15
Change password	15
Verify status of required services.....	15
Restart license server modules	15
Troubleshooting.....	17
An error occurs while starting EDIUS	17
Inactive function by network disconnection	17
An error occurs while license activation / deactivation	18
Forgot Flexnet Publisher password	18

Chapter 1 Overview

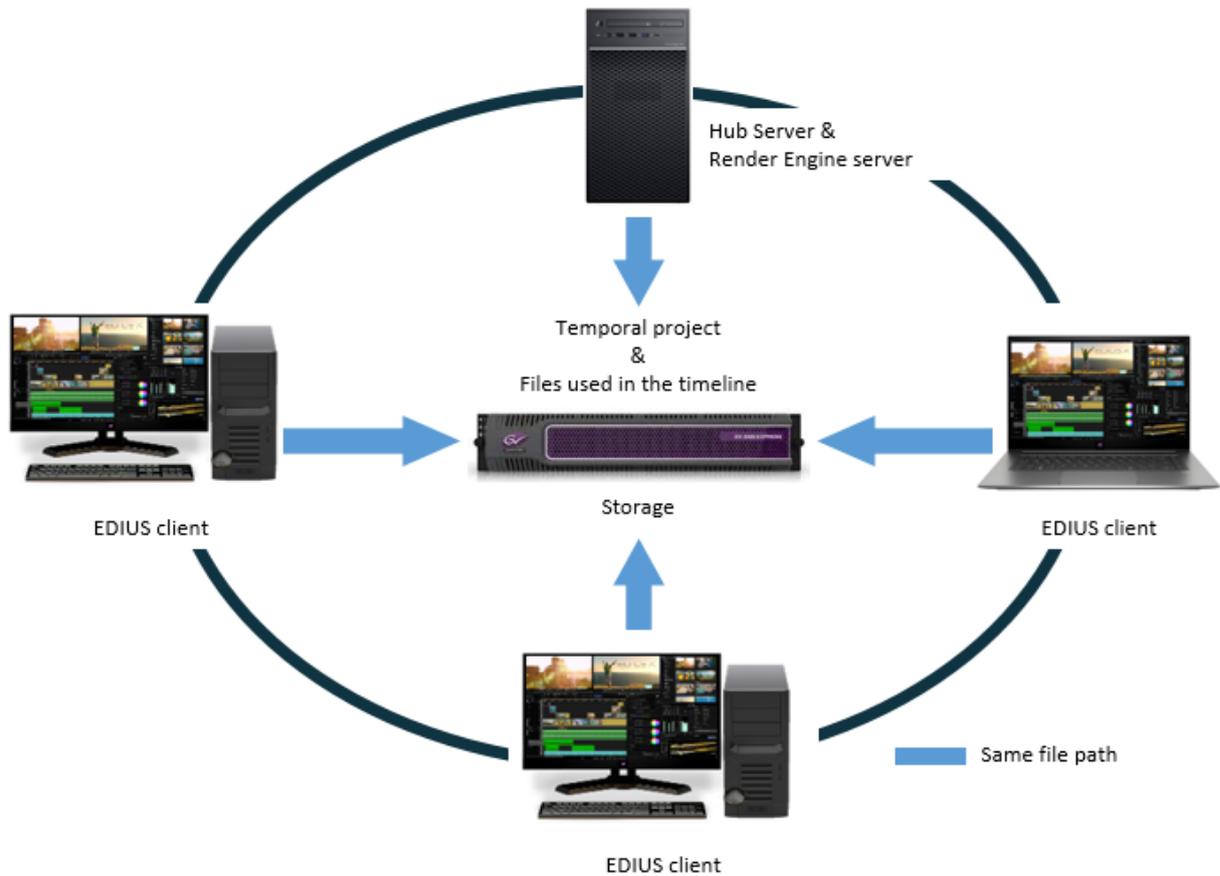
From EDIUS X, shared editing system works on 'EDIUS Hub' new platform. Each client (EDIUS client, and external render computer) communicates via EDIUS Hub server each other.



Chapter 2 Notes on building the system

File accessibility

All computers (EDIUS client, render engine and Hub server) must have file accessibility to both files (files used in the timeline and temporary project) with same file path



Other requirements

Below are other requirements on building the system

1. All computers (EDIUS client, render engine and Hub server) must exist in same sub-net
2. Running only single Hub server is supported (running multiple Hub servers not supported)
3. Render engine server is required turning on Windows automatic logon to render EDIUS GPU effect
4. Internet connectivity to activate / validate the licenses

Chapter 3 System requirements

For building the system, three components need be installed.

- EDIUS Hub
- Render Engine
- EDIUS Floating License Server (only floating license system)

You can install them on same computer or separate computer. Computer hardware requirement is vary depending on the system type

Install all components on same computer

Below are system requirements:

OS

Windows Server 2019

CPU

CPU with AVX2 support: Intel 4th Gen or newer or equivalent AMD CPU

Memory

24GB or more RAM size

Hard Disk

40 GB of hard disk space for installation. SSD or hard drive with SATA/7,200 rpm or more is recommended.

Graphics Card

2GB or more VRAM required. In Render Engine, supporting higher resolution than 1024x768 32-bit. Direct3D 9.0c or later and PixelShader Model 3.0 or later is required Requirements for video memory size when using GPUfx will vary depending on the project format. For 10-bit SD projects: 1 GB or more recommended, for HD/4K/8K projects 2 GB or more recommended

Install the component on separate computer

Each component has different requirements as below matrix

	EDIUS Hub server EDIUS floating license server	Render Engine
OS	Windows Server 2019	Windows 10 64 bit 1903 or later Windows 11
CPU	CPU with AVX2 support: Intel 4th Gen or newer or equivalent AMD CPU	
Memory	8GB	16GB
Hard Disk	40 GB	6 GB
Graphics Card	2GB	See below column

Render engine graphics card requirements

Supporting higher resolution than 1024x768 32-bit. Direct3D 9.0c or later and PixelShader Model 3.0 or later is required Requirements for video memory size when using GPUfx will vary depending on the project format. For 10 bit SD projects: 1 GB or more recommended, for HD/4K/8K projects 2 GB or more recommended

Chapter 4 Setup the server

Install the server software

Install EDIUS Hub server on a computer you want to use as EDIUS Hub server.

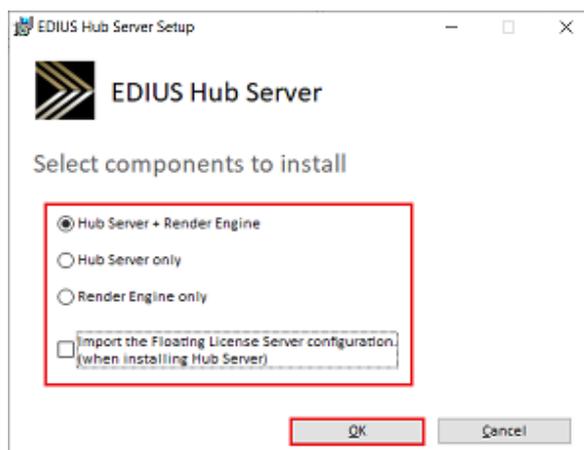
- NOTE**
1. Prepare below files to build the server. They MUST be same build number
 - EdiusHubServer_Setup-xx.xx.xxxx.exe
 - EDIUS HUB CLI-xx.xx.xxxx.zip
 - GV_FloatingLicense_Setup-xx.xx.xxxx.exe (only for building separate floating license server computer)
 2. Sign into the OS with account that will be used for running the EDIUS Hub server.
 * *Ensure that the account has administrative privileges*
 3. If you use any beta build of EDIUS Hub server, removing EDIUS Hub server software is recommended before installation

- 1 Run **EdiusHubServer_Setup-xx.xx.xxxx.exe**.
- 2 Check "I agree to the license terms and conditions" then click [Options] button.



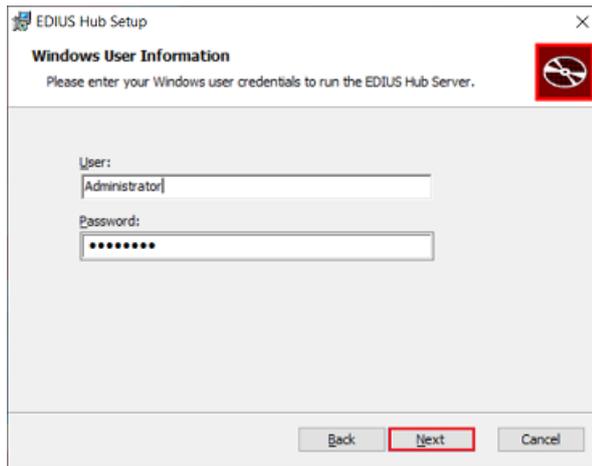
- NOTE**
- Be sure to read through all of the terms and conditions by scrolling the window.
 - Click [Close] to cancel the installation. If you do not agree to the license agreement, stop the installation and contact our customer support in writing.

- 3 Select installation components then click [OK] button.



Installation option	Computer to be installed
Hub Server + Render Engine	Both EDIUS Hub & Render Engine work on same computer
Hub Server only	Hub server and Render Engine works on separate computer
Render Engine only	
Import the Floating License Server configuration	If the floating license server is already running, imports all existing settings into the Hub server by ticking the option

- 4 Click [Install] button.
- 5 Click [Next] button.
- 6 Enter User, Password then click [Next] button.



NOTE

- Enter same user and password as OS account being signed in.
- If you want to use another account or change account information, you need to remove then re-install EDIUS Hub Server.

- 7 Click [Install] button.
- 8 Click [Finish] button.
- 9 Click [Restart] button.

Activate the license

License matrix

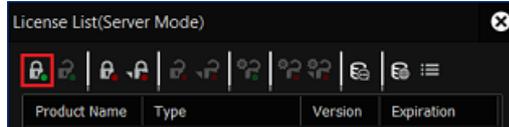
Activate below licenses on the Floating license server

License type	License	License should be activated on
Required license	EDIUS X Hub Server FL	Floating license server or EDIUS X Hub server
	EDIUS X Render Option FL	
	EDIUS X Sharing Option FL	
	EDIUS X Workgroup FL	
Optional license	EDIUS X Render Option for Dolby Digital Pro FL	EDIUS X Hub server
	EDIUS X Dolby Digital Pro Option FL	

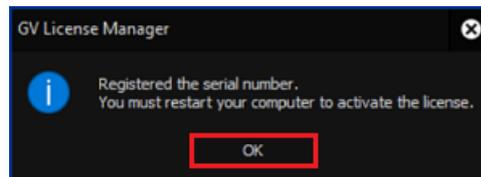
Activate the license

Activate license after the server installation completed. The activation requires internet connectivity.

- 1 Right-click on GV License Manager icon  on the task tray notification area then select [License List]
* If the icon doesn't appear, select **Start > Grass Valley > GV LicenseManager (Server Mode)** then open license list.
- 2 Click Online Activation button.



- 3 Enter a serial number then click [OK] button.
- 4 Activated license will appear in the list. Verify if required licenses have been activated – see [license matrix section](#)
- 5 Click [OK] button. Repeat step#2 to #5 to activate four licenses.
- 6 Close the license list and restart OS.



NOTE When activating node lock license, GV License Manager will not ask restarting the OS

Chapter 5 Configure the server

Prepare to use EDIUS Hub CLI

Copy and unzip EDIUS Hub CLI tool in both EDIUS client and server computer

- 1 Create a folder (e.g. C:\CLI) in the server computer
- 2 Unzip **EDIUS HUB CLI-xx.xx.xxxx.zip** into the folder
- 3 Open Command Prompt with administrator privileges then navigate to **C:\CLI**

Register temporal project folder

Register temporal project folder in the server computer

- 1 Open Notepad then paste below text

```
{
  "configurationType": "System",
  "classId": "com.grassvalley.eh.renderEngine.configs",
  "environment": "default",
  "keys": [
    {
      "key": "sharedTempFolderPath",
      "value": "\\{NAS NAME or IP}\\{TEMP PROJECT FOLDER}"
    }
  ]
}
```

- 2 Modify the value part

Ex. NAS NAME: EDIUSSHARED
Folder name: TempProject
→ "\\EDIUSSHARED\\TempProject"

- 3 Save as **config.json** in C:\CLI
- 4 Type **eHub.exe token request** then press Enter key
- 5 Type **eHub.exe config create - -input-method file config.json** then press Enter key
- 6 Once registering temporal project folder succeeds, below will appear

```
C:\CLI>eHub.exe config create --input-method file config.json
{
  "id": "2c6d389d6db553c870c4bcee24367b90",
  "rev": "3-b1ad8a350fc7a652524e6881cf699f1b6ed6da01",
  "created": "2022-02-14T07:38:20.8731408+00:00",
  "modified": "2022-02-14T07:38:20.8731408+00:00",
  "configurationType": "System",
  "classId": "com.grassvalley.eh.renderEngine.configs",
  "environment": "default",
  "keys": [
    {
      "key": "sharedTempFolderPath",
      "value": "\\EDIUSSHARED\\TempProject"
    }
  ]
}
C:\CLI
```

- 7 To verify succeeding the configuration, type **eHub.exe config list** then press Enter key.
- 8 If same information appears, registration of temporal project folder has succeeded.

```
C:\CLI>eHub.exe eHub.exe config list
[
  {
    "id": "2c6d389d6db553c870c4bcee24367b90",
    "rev": "1-b3afebef605364b61506bdfd769c34163d7891d5",
    "created": "2022-02-14T04:25:18.2471013+00:00",
    "modified": "2022-02-14T04:25:18.2471013+00:00",
    "configurationType": "System",
    "classId": "com.grassvalley.eh.renderEngine.configs",
    "environment": "default",
    "keys": [
      {
        "key": "sharedTempFolderPath",
        "value": "\\.\.\EDIOUSSHARED\TempProject"
      }
    ]
  }
]
C:\CLI
```

- 9 Quit Command Prompt

Turn on automatic Windows logon

Render engine requires Windows logon to render the timeline that EDIOUS GPU effect applied. See [Turn on automatic logon in Windows Microsoft](#) article more details

Chapter 6 Use floating license

Configure GV License Manager

In EDIUS client, turn on the option in order to check out the floating license from the server. If the render engine is installed in separate computer, also take this step in the computer.

- 1 Right-click on GV License Manager icon  on the task tray notification area then select [License List].
- 2 Click [Settings] button.



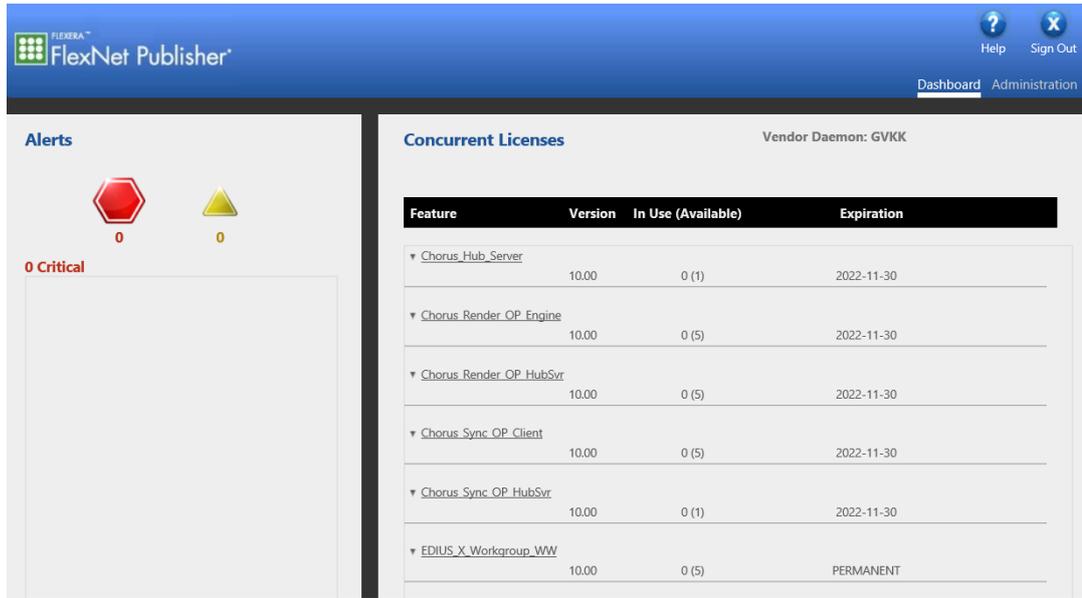
- 3 Tick both 'Use floating license server' and 'Get settings automatically' then click [OK] button.



Verify concurrent licenses

Verify if required licenses also appear in the license console in the server computer.

- 1 Right-click on GV License Manager icon  on the task tray notification area then select [License List].
- 2 Click [Open license server in browser] button.
- 3 License console will open in web browser.



- 4 Verify below licenses are listed.
 - Chorus Hub Server
 - Chorus Render OP Engine
 - Chorus Render OP HubSvr
 - Chorus Sync OP Client
 - Chorus Sync OP HubSvr
 - EDIUS X Workgroup

- 5 Close the web console

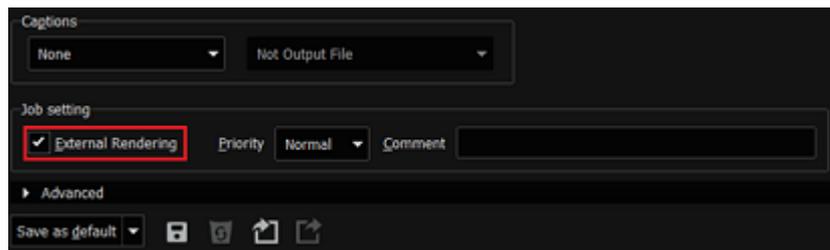
Chapter 7 Commissioning

Confirm checking out the license

- 1 Quit EDIUS on each client.
- 2 On the floating license server, right-click on GV License Manager icon  on the task tray notification area then select [License List].
- 3 Click [Open license server in browser] button.
- 4 Server console will open in web browser. Confirm number of **In Use** is zero for Chorus Sync OP Client and EDIUS X Workgroup.
- 5 Start EDIUS application on one client
- 6 Confirm number of **In Use** is changed to 1 for Chorus Sync OP Client and EDIUS X Workgroup.
- 7 Close the console by closing web browser.

Test external rendering

- 1 Start a new project in EDIUS client
- 2 Load a clip from shared storage then place it onto the timeline
- 3 Press f.11 key then select any video file exporter
- 4 In the exporter dialog, tick 'External rendering' option



- 5 Select the destination to run then click [Save] or [OK] button
- 6 Open built-in job monitor or GV Job Monitor and confirm if file export job is queued and proceeded without error

Chapter 8 License deactivation

Preparation

- 1 Open GV Job Monitor then confirm if a job that is being queued and / or ongoing exists. If exists, wait for finishing or cancel it (them).
- 2 Quit EDIUS on each client computer.
- 3 On the Hub server (or separate floating license server), open GV License Manager license list then click [Open license server in browser] button.
- 4 Server console will open in web browser. Confirm number of **In Use** is zero for each of Chorus Sync OP Client and EDIUS X Workgroup.
- 5 Close the console by closing web browser.

Floating license deactivation (Off-line)

NOTE

- Before deactivating the license, EDIUS must be exit on all clients.
- On-line deactivation does not work.

- 1 Insert an USB stick memory into free USB port on the server computer.
- 2 In the USB stick, create four folders (Hub, GVRE, Share, EDIUS)
- 3 On the floating license server, right-click on GV License Manager icon  on the task tray notification area then select [License List].
- 4 Select the license then click [Offline Deactivation Create ID File] button.
- 5 Select the USB stick as destination then click [OK] button.

License	Destination (USB stick)
EDIUS X Hub Server FL	Hub
EDIUS X Render Option FL	GVRE
EDIUS X Sharing Option FL	Share
EDIUS X Workgroup FL	EDIUS

- 6 Click [OK] button. Repeat step#4 and #6 to create four ID files.
- 7 Pack all files in the destination then send it to Grass Valley technical support.
- 8 Right-click on GV License Manager icon in the task tray notification area then select [Exit] context menu.
- 9 Whilst pressing **Ctrl + Shift** key and select **Start > Grass Valley > GV License Manager (Server Mode)**. Once GV License Manager appeared, release pressed keys.
- 10 Open license list.
- 11 Right-click on the license in yellow letters then select [Delete] context menu. Repeat this step to remove four licenses from the list.
- 12 Close license list.
- 13 Right-click on GV License Manager icon in the task tray notification area then select [Exit] context menu.
- 14 Select **Start > Grass Valley > GV License Manager (Server Mode)**.

Chapter 8 License administration

Change password

Change administrator password for license server administration console by following steps.

- 1 On the floating license server, right-click on GV License Manager icon  on the task tray notification area then select [License List].
- 2 Click [Open license server in browser] button.
- 3 The administration console (Flexnet Publisher) will open in web browser. Click **Administration** tab.
- 4 Sign In dialog will appear. Enter following user name and password then click [Submit] button.
 - User Name: admin
 - Password: admin
- 5 Once signed in, you will be required to change the password, enter new password including confirmation then click [OK] button.

Verify status of required services

Confirm that the required services are running in the Services list.

- FlexNet Licensing Service 64
- GVLICENSESERVER

If they do not have “Running” status, right-click on the service then select [Restart] context menu. If the service does not appear in the list, try to restart the server computer.

Restart license server modules

Follow the steps to restart server related modules.

- 1 On the floating license server, right-click on GV License Manager icon  on the task tray notification area then select [License List].
- 2 Click [Open license server in browser] button.
- 3 Sign into the administration console.
- 4 Select [Vendor Daemon Configuration] tab.
- 5 Click **Administer**.

Name ▲	Status	FlexNet Publisher Version	Port		
GVKK	Up	11.15	55187	Administer	Delete

- 6 Click [Stop] button.

Vendor Daemon:GVKK

Vendor Daemon Port in Use: 60990

Vendor Daemon Actions

Stop Reread License Files

Report Log Name: **Rotate Report Logs**

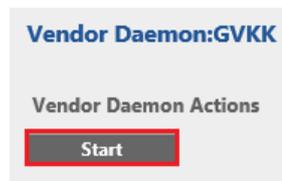
- 7 Status will change to **Shutting Down**.

Name ▲	Status
GVKK	Shutting Down

- After several seconds, refresh the web browser screen manually, and then confirm that the status changed to Down.

Name ▲	Status
GVKK	Down

- Click **Administer**.
- Click [Start] button.



- Status will change to Starting up.

Name ▲	Status
GVKK	Starting Up

- Go to another tab then back to [Vendor Daemon Configuration] to refresh the screen.
- Confirm that the status changed to **Up**.

Name ▲	Status
GVKK	Up

- Sign out from the console.
- Open Windows Task Manager.
- Right-click on GVLICENSESERVER then select [Restart] context menu.
- Once the service started, restarting server module succeeded.

If restarting the module is not helpful for your trouble, restart the server computer to resolve problem.

Troubleshooting

An error occurs while starting EDIUS

If “Check the status of the network and remaining number of licenses on the server” appears while starting EDIUS, follow below troubleshooting.

Check remaining floating license copy

- 1 Open GV License Manager then click [Open license server in browser] button.
- 2 Server console will open in web browser and you can see ‘In use’ and ‘Available’ number of license copy. If both are same, you cannot start EDIUS by no remaining license copy.

Feature	Version	In Use (Available)	Expiration
EDIUS X Workgroup WW	10.00	5 (5)	PERMANENT Hosts

- 3 Click Hosts link. EDIUS client name that is using the floating license will be listed. Exit EDIUS on any client to return the license copy to the server. Once returned, you will be able to start EDIUS.

Confirm running of required services

- 1 Start Windows Task Manager then go to [Services].
- 2 Confirm if both FlexNet Licensing Service 64 and GVLICENSESERVER have ‘Running’ status. If not, right-click on each of them and choose Start. If they have ‘Running’, choose ‘Restart’ context menu.
- 3 Confirm if GV License Manager is running in the server then start EDIUS client application.

Inactive function by network disconnection

Connection to floating license server must be kept while using EDIUS. If disconnected more than 15 minutes, following function will disable in EDIUS.

- Print to file
- Print to tape
- Batch export
- Burn to Disc
- Run Quick Titler

If the function disabled, try below troubleshooting.

Restart GV License Manager on EDIUS client

- 1 Save project then exit EDIUS.
- 2 Open GV Job Monitor then confirm if a job that is being queued and / or ongoing exists. If exists, wait for finishing or cancel it (them).
- 3 Right-click on GV License Manager icon  on the task tray notification area then select [Exit].
- 4 Start GV License Manager from Start > All Programs > Grass Valley > GV License Manager.
- 5 Run EDIUS.

Restart floating license server

Try to restart the floating license server computer.

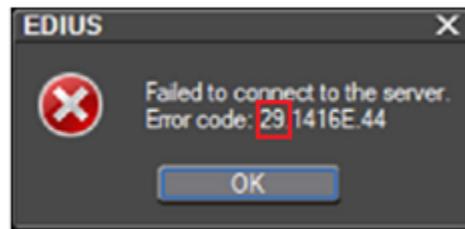
If both troubleshooting are not helpful, try below narrow down then contact to Grass Valley technical support along with your troubleshooting and narrow down result.

- 1 Confirm if you can open the server console in web browser. To do it, click [Open license server in browser] button in GV License Manager license list.
- 2 Open license server in web browser then confirm if your EDIUS client name is listed in 'Hosts' list.

Once EDIUS client reconnected to floating license server, disabled functions will be enabled.

An error occurs while license activation / deactivation

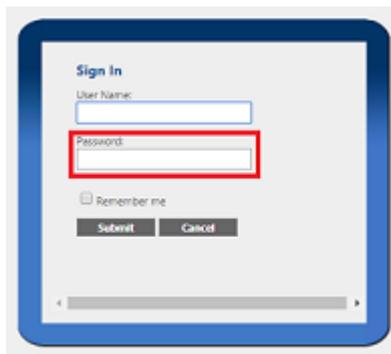
If an error occurs while license activation / deactivation, error code will appear.



Required troubleshooting steps is vary depending on appeared error code. See the [knowledge base](#) more details.

Forgot Flexnet Publisher password

If you forgot the Flexnet Publisher password, modify configuration file to reset the password. Follow below steps on the floating license server.



Preparation

Ensure that EDIUS application has been quit and no render job is queued or ongoing in Render Engine server

Reset the password

- 1 Run Notepad with administrator privileges
- 2 Navigate to **C:\Program Files\Grass Valley\Floating License Server\conf** folder
- 3 Drag and drop **server.xml** file to Notepad
- 4 Search out by typing **<accesscontrol** in 'Find' box
- 5 Modify two values

```
<accessControl sessionTimeout="1800">
```

```
<user firstName="System" id="admin" lastName="Administrator"
  password="{ENCRYPTEDPASSWORD}"
  passwordExpired="false" privileges="admin" type="local-admin"/>
```

Current value	Changed to
password="{ENCRYPTEDPASSWORD}"	password="admin"
passwordExpired="false"	passwordExpired="true"

6 Ensure that modified result is as below

```
<accessControl sessionTimeout="1800">
<user firstName="System" id="admin" lastName="Administrator" password="admin"
  passwordExpired="true" privileges="admin" type="local-admin"/>
```

7 Overwrite the file

8 Restart the server

9 Right-click on GV License Manager icon  on the task tray notification area then select [License List]

10 Click [Open license server in browser] button

11 The administration console will open in web browser. Click **Administration** tab

12 Sign In dialog will appear. Enter following user name and password then click [Submit] button

- UserName: admin
- Password: admin

13 Once signed in, you will be required to change the password, enter new password including confirmation then click [OK] button

Fails to initialize the password

If initialized password is rejected, not working of required service is possible cause. Confirm that the required services are running in the Services list.

- FlexNet Licensing Service 64
- GVLICENSESERVER

If they do not have "Running" status, right-click on the service then select [Restart] context menu. If the service does not appear in the list, try to restart the server computer.