

Rio 4K/8K

High performance online editing,
color and finishing

Release Notes

Software Version v4.5.7 (September 2019)

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](#)

Software Release Details

Release Description	V4.5 is a feature release for Rio 8K, 4K & 2K, Rio Assist and Rio Connect only. Some of the following features do not apply to all products
Release Type	General release that includes Sony RAW, Red RAW and Grass Valley HQX support, with bug fixes
This version	V 4.5.7
Release Date	24 th September, 2019
Other Notes	System Drivers – Please note that there are NO updates to drivers for this version over V4.3.0. If upgrading from earlier versions, Please see page 7 for more information. Base, Desk and Dict folders are compatible with V4.3.0 and V3.1 rev 1. This database schema is NOT compatible with V3.0 rev 1 or earlier.

Product Overview

The Rio range offers a choice of software or turnkey high quality editing, colour and finishing systems running on standard PC hardware. The Rio range provides SD, HD, 2K, 4K, 6K, 8k stereo3D and high-frame rate support.

The comprehensive integrated toolset includes conform, color, editing, effects, text, paint and multi-format versioning enabling Rios to complete a wide range of post production tasks. Rio efficiently handles today's digital capture formats such as RED, XAVC, Sony F65, SStP, Canon, Apple ProRes and easily integrates into data-centric post pipelines.

Installation

Windows 7 or 10 64bit is required to run this software. An engineer may be required to do this upgrade.

You will need to run the installation program, `setup.exe`, and the software as administrator.

Required Software

Name	Description
DirectX	x64 application requires DirectX 11 to be installed... the installer will install if the system is found to be running an earlier version of DirectX
Internet Explorer	Internet Explorer 8 or later (even if not network connected) needs to be installed or else the software will not run up
DotNet Framework	Microsoft .NET Framework 3.5 or later
Adobe Acrobat Reader	Acrobat Reader DC 15.006.30060 or 15.00820082

Changes this Release

New Features and Enhancements in V4.5.7

- Grass Valley HQX file support for import, export and conform
- Sony RAW (VENICE) file support
- RED MONSTRO file import support
- Support for LTO 7 / 8 tape storage
- Support for Re:Vision FX OpenFX filters
- DNxHD 444 350x MXF file import support
- DNxHR MOV file import support

Resolved issues

- Registered OFX preset does not preserve the parameters (SFDC00672249)
- Border line does not appear in Wipe effect (SFDC00672241)
- Rio Connect fails to import certain XAVC Intra 100 clip (SFDC00667693)
- Footage crop works incorrectly on certain clip render (SFDC00664013)
- Rio 8K fails to import RED 8K clip (SFDC00664340)
- Noise footage appears in certain YUV 10-bit DPX file in Rio 8K (SFDC00660330)
- Exported ProRes clip has no audio (SFDC00675748)
- Preview screen unable to minimize after using Storyboard in Rio (SFDC00646263)
- Rio imports 10bit DNxHD clip as 8bit clip (SFDC00641392)
- DVE settings on original track is lost while copy a layer (SFDC00685936)
- Support AVC Long MOV/MP4 clip import (SFDC00690479)
- Rio fails to import XDCAM series MXF clip (SFDC00689015)
- MXF export has slow progress if project timeline has gap part (SFDC00674623,00677478)
- RIO doesn't remember some parameters of OFX effects (SFDC00694931, 00694937)
- Rio does not detect start TC printed in H.264 MOV clip (SFDC00641107)
- Color space conversion from/to 2020HLG works incorrectly (SFDC00697956)
- Exported ProRes MOV clip is always marked as progressive (SFDC00693512, 00698127)
- Audio track dispatch does not work correctly on ProRes MOV export (INC-39850)
- Audio mix down on/off works opposite on ProRes clip export
- Not detect alpha channel in Rio (SFDC00700028, 00701113)
- Rio crashes while converting from EDL to AAF (SFDC00701543)
- Sony Venice ACES looks different in Rio and Resolve/Sony Raw Viewer
- Mark In / Out area always appear if pointing In / Out with "centre transport" option
- Alpha channel is lost while importing ProRes 4444 clip (SFDC00701113)

- Some of DNxHD/DNxHR file cannot be imported properly (SFDC00703119)
- "Failed to convert edl to aaf" appears while conforming an EDL file
- Background of preview window becomes black when zooming preview in MLT FX

Known issues and limitations

Known issues

- Paint, cannot draw smooth line by paint brush
- I/O Export, exported mxf HQHQX frames are randomly shuffled
- I/O Export, alpha channel image is burned to exported fill video in HQ/HQX format
- Exported file doesn't have correct source TC and originator info in mov format
- Imported clip has no audio with ProRes 4ch or more audio channels
- Import error with avi NVIDIA H264
- Playout becomes stutter for uncompressed QT4444
- I/O Export, crash may occur by export mov with ProRes codecs
- "Module jpeg2000 - bpno became negative" error message appears in log when loading an mp4 JPEG2000 file