Grass Valley

CHORUS HUB

CONNECT ANYTHING

Chorus Hub 11 Setup Guide

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www.ediusworld.com

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Manual Explanation

- If there are any variations between the explanation in this manual and the actual application method, priority is given to the actual application method.
- The images and illustrations used in this manual are prototypes and they may be different from the screens of the actual product.
- This manual is written for people who have a basic knowledge of how to use a computer. If there are no special instructions, perform the same operation as a normal computer operation.
- In this manual, EDIUS Broadcast, EDIUS Workgroup, EDIUS Pro, and EDIUS series are referred to as “EDIUS”.
- In this manual, Microsoft® Windows® operating system products are referred to as follows.
  - Microsoft® Windows® 10 operating system: Windows 10
  - Microsoft® Windows® 11 operating system: Windows 11
  - Microsoft® Windows Server® 2019: Windows Server 2019
- The signs and definitions in this manual are as follows.

Signs	Definitions
	This sign indicates the important point of the operation.
Alternative	This sign indicates an alternative method for the same operation that differs from the one in the procedure.
Note	This sign indicates cautions and restrictions on the operation.

DANGER

Health Precautions

In rare cases, flashing lights or stimulation from the bright light of a computer display or TV monitor may trigger temporary epileptic seizures or loss of consciousness. It is believed that even individuals whom have never experienced such symptoms may be susceptible. If you or close relatives have experienced any of these symptoms, consult a doctor before using this product.

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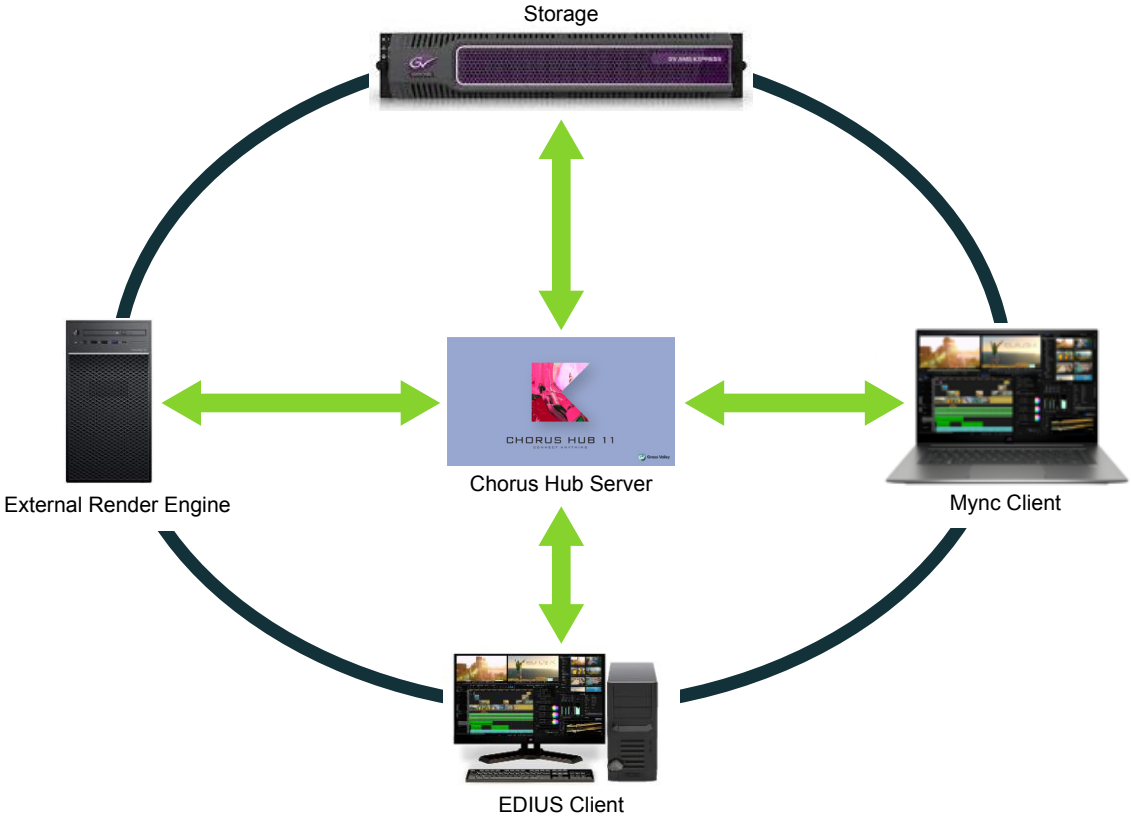
Introduction

Summary

Chorus Hub is a solution for groups engaged in creative work. It allows multiple EDIUS/Mync clients to connect with a Chorus Hub server. It allows for source settings, video editing data, and other resources from each client terminal to be shared within a group, making work more efficient.

The overall configuration consists of “Chorus Hub server” that manages the central database, a “floating license server” that manages licenses throughout the entire solution, and multiple EDIUS/Mync clients. An external rendering terminal can also be added to function as a dedicated engine for processes such as encoding and rendering.



Chorus Hub Features

Content Sharing

Chorus Hub can be used to share data with clients, such as source settings information configured using Mync 11 (In/Out points, marker, and display color of asset, etc.), as well as EDIUS 11 projects and sequences managed by Mync 11.

When editing with EDIUS, the new [Mync] window added in EDIUS 11 allows users to make use of this shared information directly and seamlessly.

External Rendering

An external rendering terminal can be connected in order to export EDIUS 11 timeline files and convert Mync 11 asset files externally. This can significantly reduce the load on client terminals.

About This Manual

The description in this manual assumes that Chorus Hub server and the floating license server will both be installed and run on a single computer. This computer is referred to as the “server computer” in this manual.

For EDIUS client, the description in this manual assumes that it will be used with EDIUS Workgroup installed. This manual also assumes that the external render engine will be installed and used on a terminal separate from the server computer.

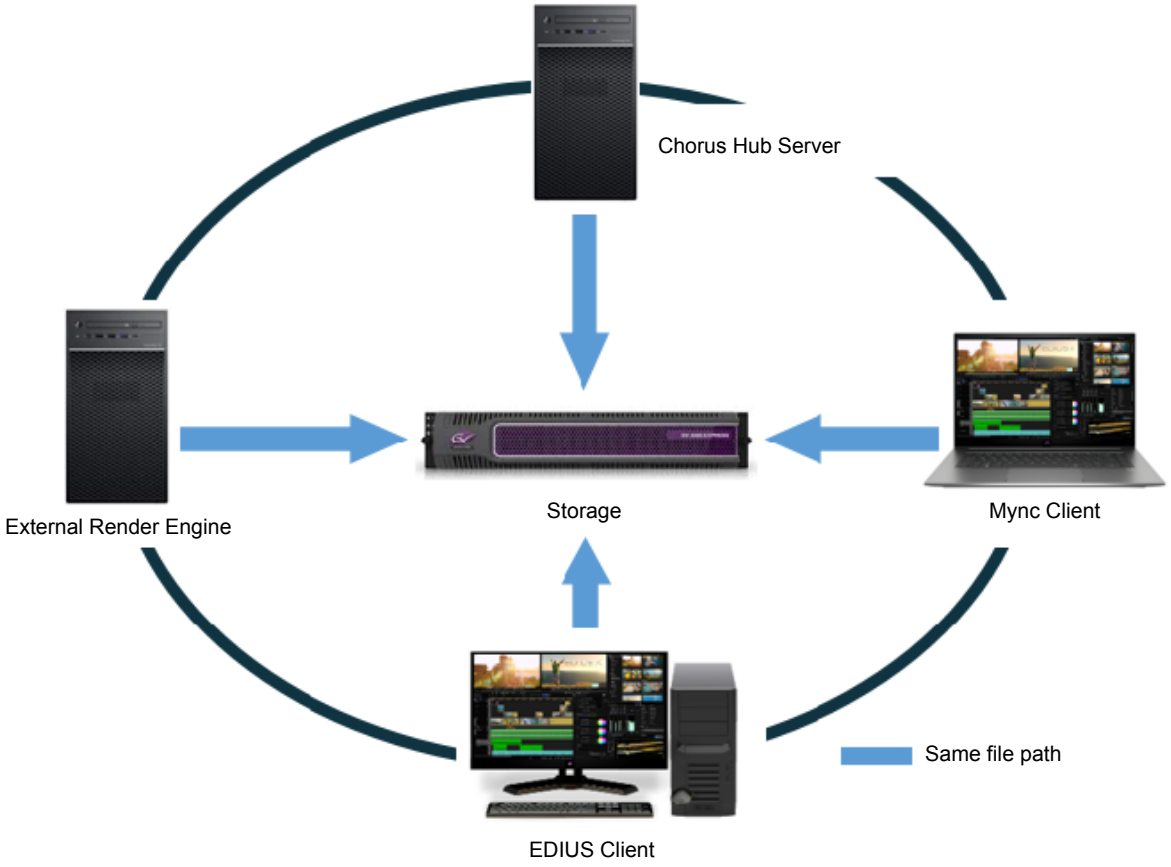
Operating Environment

The following explains the operating environment required to configure a Chorus Hub system.

System Configuration Requirements

File Accessibility

All computers in a Chorus Hub configuration must be able to access files used in timelines as well as temporary project files, using the same file path.



■ Other requirements

- The following computers must all be on the same subnet.
  - Chorus Hub server
  - Floating license server
  - EDIUS clients
  - External render engine
- One Chorus Hub server is required for each system (multiple Chorus Hub servers cannot be installed in a single system).
- In order to render timelines using GPUfx, Windows automatic logon must be enabled on the external rendering terminal.
  “STEP 3: Enabling Windows Automatic Logon” (▶ page 21)
- An Internet connection is required for license activation and verification.
- The setup file used during installation for Chorus Hub server and EDIUS will vary depending on the edition used. Download the correct setup file from “EDIUSWORLD.COM” before setup.
  https://www.ediusworld.com/
  - EDIUS Workgroup:
    ChorusHubServer_Setup-11.xx.xxxx.exe
    EDIUS_Setup-11.xx.xxxx.exe
  - EDIUS Broadcast:
    ChorusHubServer_Broadcast_Setup-11.xx.xxxx.exe
    EDIUS_Broadcast_Setup-11.xx.xxxx.exe

- For details on which licenses require activation for each edition, see “License List”.
  “License List” (▶ page 12)

Hardware Requirements

The following components must be installed in order to configure the system.

- Chorus Hub server
- Floating license server
- External render engine

- If required for the system, install the external render engine on a terminal separate from the server computer.
- For more information on EDIUS hardware requirements, see the EDIUS manual.

Chorus Hub Server and Floating License Server Hardware Requirements

Chorus Hub server and floating license server hardware requirements are as follows:

■ OS

- Windows Server 2019

■ CPU

- Intel 5th or later generation CPU that supports AVX2
- To edit simultaneously with 20 clients, at least eight logical cores and a base clock speed of 2.5 GHz or higher

■ Memory

- 32 GB or more

■ Storage

- SSD with a capacity of 500 GB or more

■ Network

- 1 GbE or faster

■ Graphics card

- 2 GB or more video memory is required

System Design and Usage Precautions

- Shared storage and network requirements will vary, depending on the number of EDIUS clients operating simultaneously, the editing source format, and the number of tracks in the timeline.
- It may take some time to perform synchronization to share content, depending on server performance and load.

External Render Engine Hardware Requirements

External render engine hardware requirements are as follows:

■ OS

- Windows 10 64-bit (Version 22H2 or later)
- Windows 11 (latest version)

■ CPU

- Intel 5th or later generation CPU, or equivalent AMD CPU

■ Memory

- 16 GB or more

■ Storage

- Storage with 6 GB of free space is required

■ Graphics card

- 2 GB or more video memory is required
- A GPU conforming to Direct3D feature level 11_1 or later is recommended
- Video memory requirements when using GPUfx on the EDIUS timeline will vary depending on the project format. When editing 10-bit video, 1 GB or more is recommended for SD projects, while 2 GB or more is recommended for HD/4K/8K projects.

Server Computer Setup

Install Chorus Hub server and the floating license server on the terminal that will be used as the server computer.
Once installation is complete, register the required floating licenses, and then register the shared temporary project folder.

STEP 1: Installing Server Software

Install Chorus Hub server and the floating license server on the terminal that will be used as the server computer.

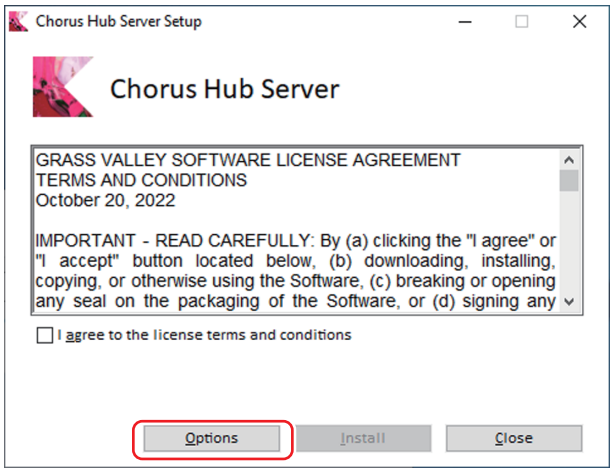
Note

- Chorus Hub, the floating license server, and EDIUS must all have the same build number.
- Sign in to the server computer using the OS account (with administrative privileges) that will be used to perform the installation.

1) Run ChorusHubServer_Setup-11.xx.xxxx.exe on the terminal that will be used as the server computer.

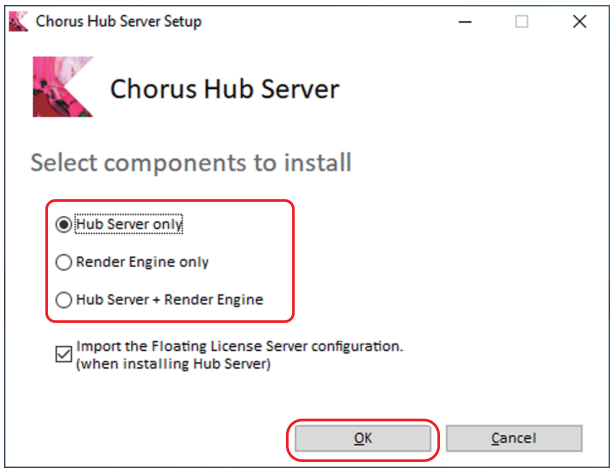
- Follow the instructions provided by the setup wizard.

2) Click [Options].



- The component selection screen appears.

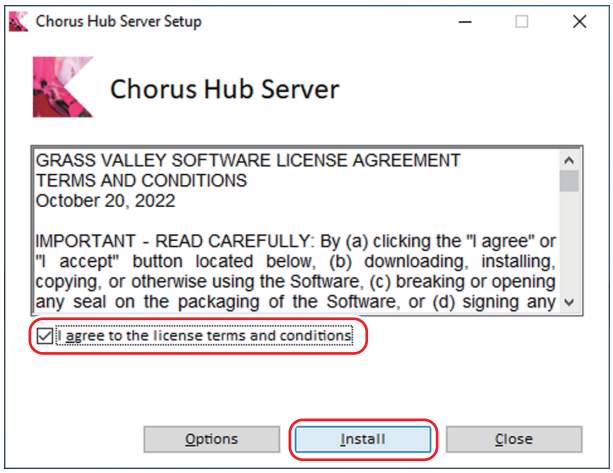
3) Select the components to install, and click [OK].



[Hub Server + Render Engine]	Install both Chorus Hub server and the external render engine.
[Hub Server only]	Install either Chorus Hub server or the external render engine.
[Render Engine only]	

- The description in this manual assumes that [Hub Server only] was selected.
- The floating license server will also be installed, regardless of which components are selected.
- If the floating license server is already running, select the [Import the Floating License Server configuration. (when installing Hub Server)] checkbox to import all settings for the existing floating license server to Chorus Hub server.

4) Select the [I agree to the license terms and conditions] checkbox, and click [Install].



Note

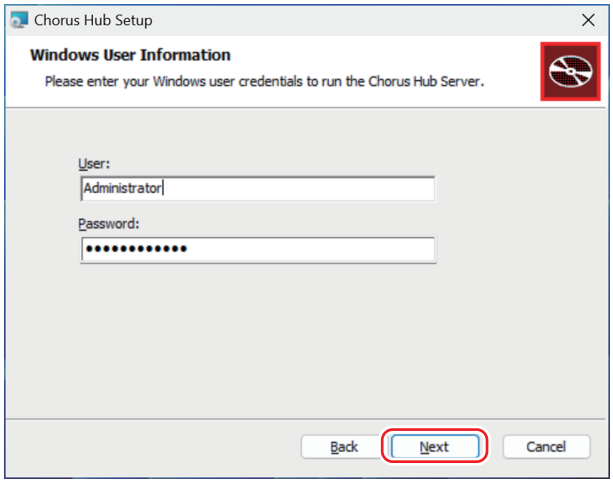
- Be sure to scroll through the license terms and conditions and read all of them.
- If you do not agree to the license terms and conditions, click [Close] to cancel the installation, and then contact Customer Support in writing.

- Installation of the selected components begins.

5) Click [Next].

6) Enter [User] and [Password], and then click [Next].

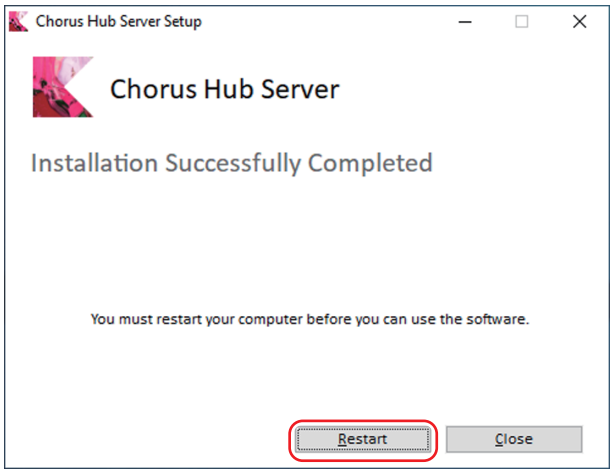
- This screen is displayed only if [Render Engine only] or [Hub Server + Render Engine] was selected in step **3)**. It is not displayed if [Hub Server only] was selected in step **3)**.



- Enter the same user name and password as the OS account you are currently signed in to.
- To use a different account than the account that was entered during installation or to change account information after installation is complete, Chorus Hub server will need to be uninstalled and then reinstalled.

7) Click [Install].

8) **Click [Restart].**



STEP 2: Activating Floating Licenses

Once the server software has been installed, floating licenses must be activated on the server computer.

License List

The following licenses must be activated:

■ EDIUS Workgroup:

Required licenses	• Chorus Hub 11 Server FL The floating license for Chorus Hub server. • Chorus Hub 11 Render Option FL The floating license for the external render engine. • Chorus Hub 11 Sync Option FL The floating license required for an EDIUS client linked with Chorus Hub server to perform synchronization. A license for each EDIUS client is required. • EDIUS 11 Workgroup FL The floating license for EDIUS used on an EDIUS client.
Optional licenses	• EDIUS 11 K2 Option FL • EDIUS 11 Authoring Option FL • EDIUS 11 S3 Direct Access Option FL

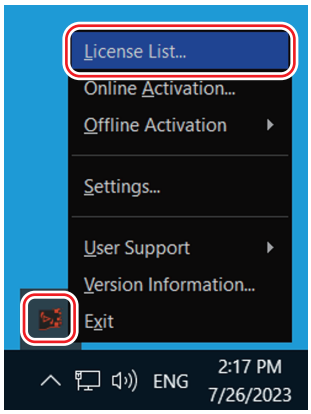
■ EDIUS Broadcast:

Required licenses	• Chorus Hub 11 Server FL The floating license for Chorus Hub server. • Chorus Hub 11 Render Option Broadcast FL The floating license for the external render engine. • Chorus Hub 11 Sync Option FL The floating license required for an EDIUS client linked with Chorus Hub server to perform synchronization. A license for each EDIUS client is required. • EDIUS 11 Broadcast FL The floating license for EDIUS used on an EDIUS client.
Optional licenses	• EDIUS 11 K2 Option FL • EDIUS 11 Authoring Option FL • EDIUS 11 S3 Direct Access Option FL

GV License Manager Startup

Floating licenses are activated by GV License Manager (Server Mode) on the server computer.

1) Right-click the GV License Manager icon in the notification area on the task bar, and click [License List].

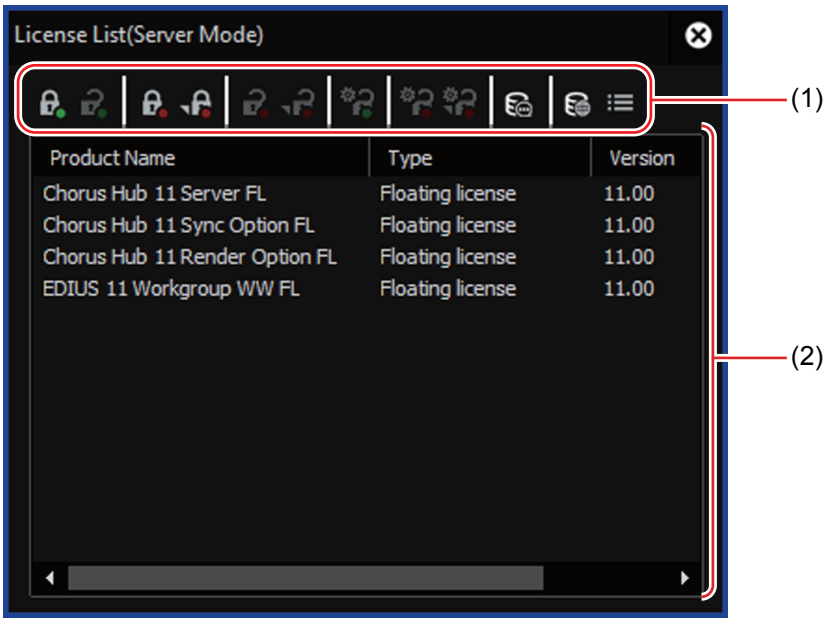


- GV License Manager (Server Mode) starts up and the [License List (Server Mode)] dialog box appears.
  "[License List (Server Mode)] dialog box" (▶ page 13)

Alternative

- Display the Windows start menu, and click [Grass Valley] → [GV License Manager (Server Mode)].
- Double-click the GV License Manager icon in the notification area on the task bar.

■ [License List (Server Mode)] dialog box



(1)	**Operation buttons**	These buttons are used to activate licenses and display the server console in a web browser. The server console can be used to check the number of floating licenses being used, check which clients are using which licenses, and restart the license server module.
(2)	**License list**	A list of activated licenses is displayed.

- The [License List] dialog box will appear if using a computer other than the server computer. The same information as in the [License List (Server Mode)] dialog box will be displayed on the screen.

Activating Floating Licenses

Activate floating licenses.
Licenses can be activated using either online activation or offline activation.

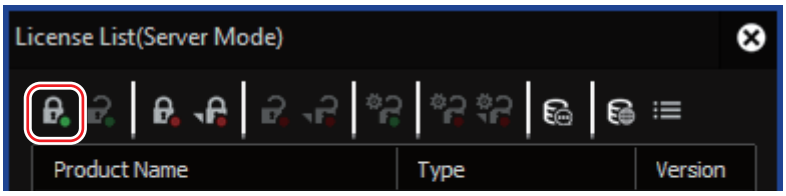
- For more information on how to deactivate licenses, see “Deactivating Floating Licenses”.
  “Deactivating Floating Licenses” (▶ page 29)

Activating Floating Licenses (Online Activation)

Activate a floating license on a server computer in an online environment.
- An Internet connection is required for license activation.
- For details on which licenses require activation, see “License List”.
  “License List” (▶ page 12)

1) Start up GV License Manager (Server Mode) on the server computer.
- **“GV License Manager Startup” (▶ page 13)**

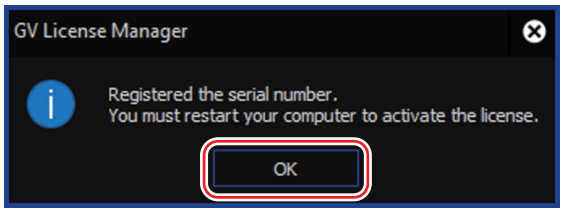
2) Click [Online activation].



- The serial number entry screen appears.

3) Enter the serial number, and click [OK].
- If the serial number is correctly activated, a confirmation screen appears.

4) Click [OK] on the confirmation screen.



- Activated licenses are displayed in the license list in GV License Manager.
- Repeat steps **2)** through **4)** to activate all required licenses.
- Once license activation has been completed, configure settings to use a floating license.
  “Configuring Settings to Use a Floating License” (▶ page 16)

Activating Floating Licenses (Offline Activation)

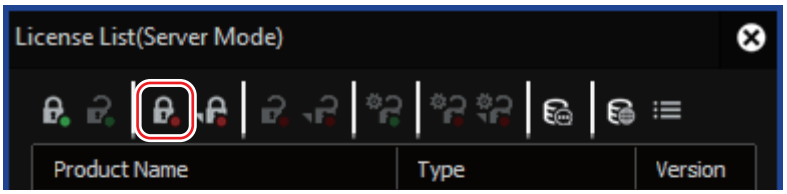
Activate a floating license on a server computer in an offline environment.
- For details on which licenses require activation, see “License List”.
  “License List” (▶ page 12)

1) Insert a USB memory device into an empty port on the server computer.

2) Open the USB memory device on the explorer, and create four folders.
- Name the folders “HUB”, “XRE”, “SYNC”, and “EDIUS”.

3) Start up GV License Manager (Server Mode).
- **“GV License Manager Startup” (▶ page 13)**

4) Click [Offline Activation Create ID File].



- The serial number entry screen appears.

5) Enter the serial number, and click [OK].

6) In the [Destination for ID File] dialog box, select the folder on the USB memory device to use as the export destination, and click [Select Folder].

Save destination folder	License
HUB	Chorus Hub 11 Server FL
XRE	Chorus Hub 11 Render Option FL
SYNC	Chorus Hub 11 Sync Option FL
EDIUS	EDIUS 11 Workgroup FL

7) A confirmation message appears, then click [OK].

- Repeat steps **4)** through **7)** to export the ID file for each license to activate.

8) Remove the USB memory device from the server computer, and insert it into a Windows PC that is connected to the Internet.

9) Open the USB memory device on the explorer, and double-click GVActivation.exe in the "HUB" → "Activation" folder.

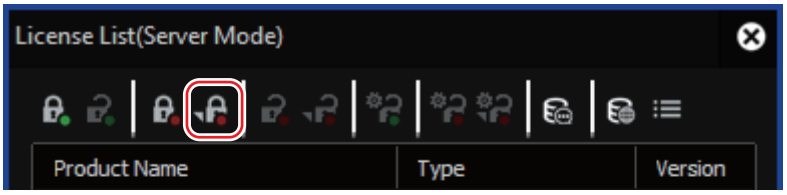
10) A message [Do you wish to activate the license?] appears, then click [Yes].

11) A confirmation message appears, then click [OK].

- Repeat steps **9)** through **11)** for each folder to acquire the ID file for each license to activate.

12) Remove the USB memory device from the Windows PC, and insert it into the server computer.

13) Click [Offline Activation Register Activation File] in GV License Manager (Server Mode) on the server computer.



14) Open the USB memory device on the explorer, select Response.key in the "HUB" → "Activation" folder, and click [Open].

15) A confirmation message appears, then click [OK].

- Activated licenses are displayed in the license list in GV License Manager.
- Repeat steps **13)** through **15)** to register the ID file for each license to activate.
- Once license activation has been completed, configure settings to use a floating license.
  "Configuring Settings to Use a Floating License" (▶ page 16)

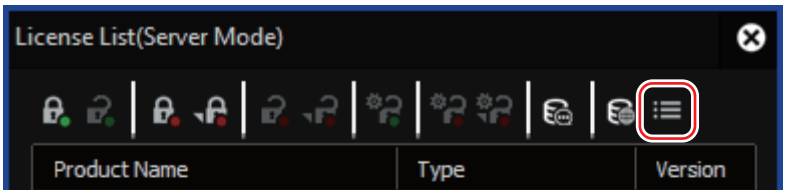
Configuring Settings to Use a Floating License

Configure settings in GV License Manager (Server Mode) on the server computer to use a floating license.

1) Start up GV License Manager (Server Mode) on the server computer.

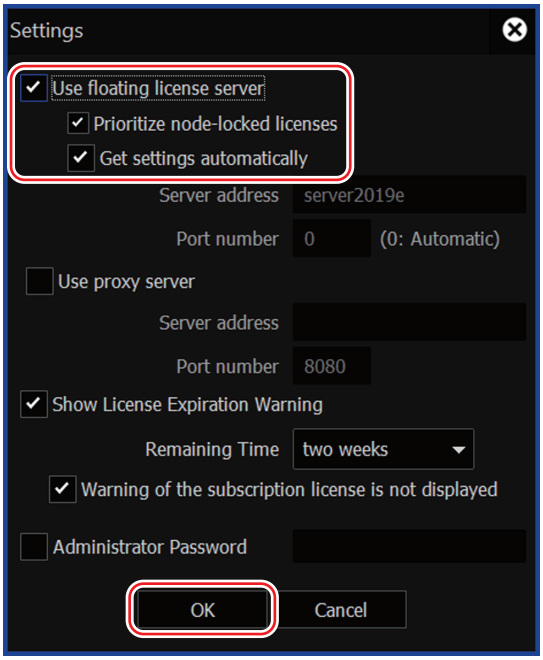
- **“GV License Manager Startup” (▶ page 13)**

2) Click [Settings].



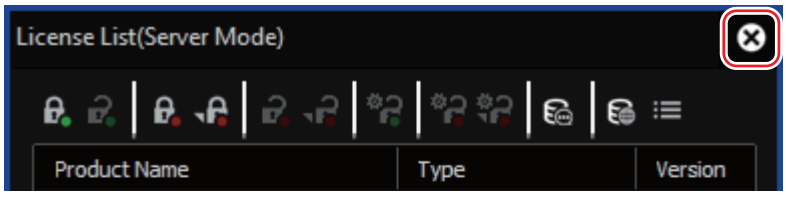
- The [Settings] dialog box appears.

3) Select the [Use floating license server] and [Get settings automatically] checkboxes, and then click [OK].



- Select the [Prioritize node-locked licenses] checkbox to prioritize the use of a node-locked license, if the same type of license exists for both a floating license and node-locked license.

4) Click [×] to close GV License Manager, and restart the OS.



STEP 3: Registering the Shared Temporary Project Folder

Register the shared temporary project folder on the server computer.

The shared temporary project folder is used to temporarily store information for rendering jobs performed on an external render engine.

The shared temporary project folder must be configured so that it can be accessed using the same file path, from Chorus Hub server, EDIUS clients, and the external render engine.

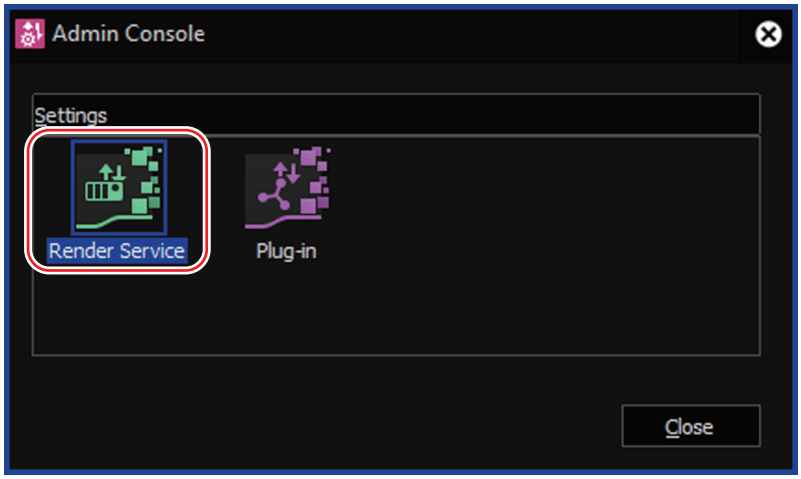
It is recommended to configure a folder on a NAS that can be accessed from each machine.

- Be sure to create a shared folder that can be accessed from each machine, beforehand.

1) Display the Windows start menu on the server computer, and click [Grass Valley] → [Admin Console].

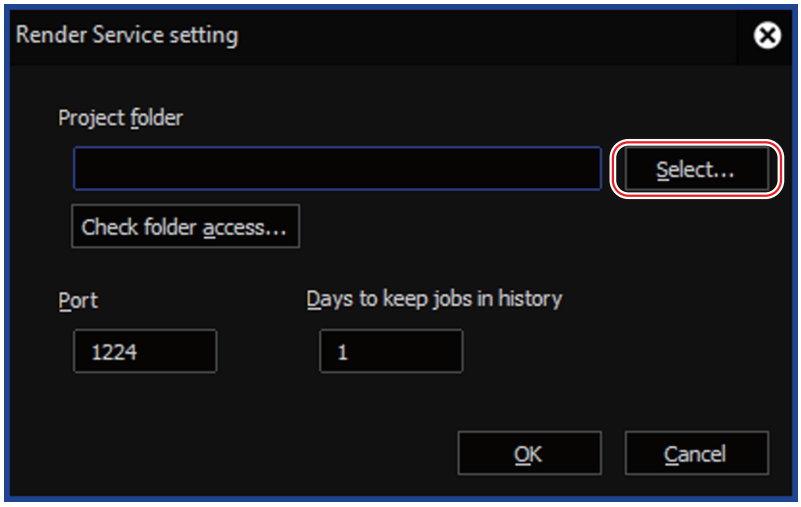
- The [Admin Console] dialog box appears.

2) Double-click [Render Service].



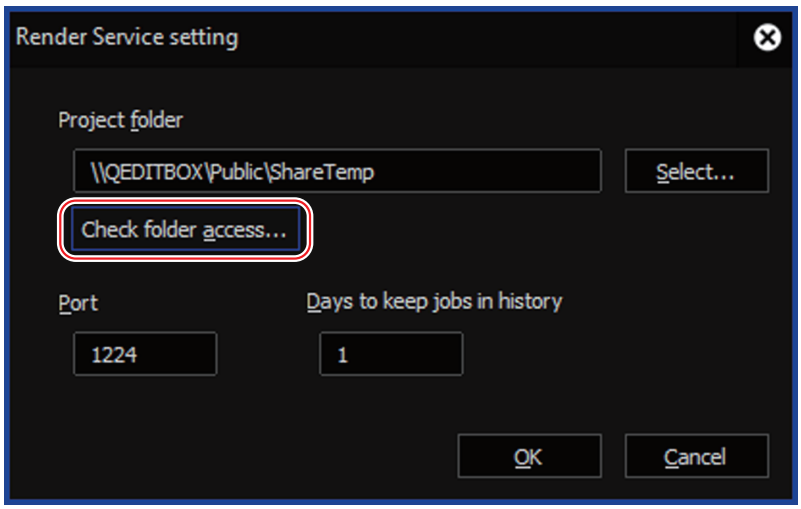
- The [Render Service setting] dialog box appears.

3) Click [Select], specify the shared temporary project folder, and click [OK].



4) Click [Check folder access].

- Confirm whether access is possible from Chorus Hub server.



- If an error dialog box appears after clicking [Check folder access], confirm the access permissions and network path of the shared folder.

5) Click [OK].

EDIUS Client Terminal Setup

The following explains how to set up an EDIUS client terminal.
Perform the following steps on all EDIUS client terminals that will connect to Chorus Hub server.

Note

- First, install EDIUS on the computer that will be used as an EDIUS client. For more information on installing EDIUS, see the EDIUS manual.
- Chorus Hub, the floating license server, and EDIUS must all have the same build number.

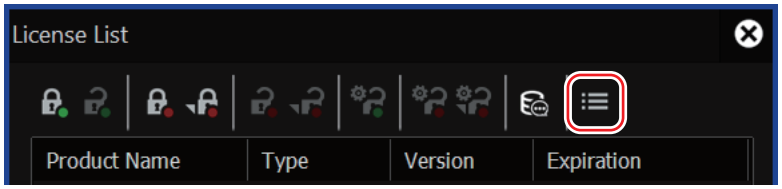
STEP 1: Configuring Settings to Use a Floating License

Configure settings in GV License Manager on the EDIUS client terminal to use a floating license.

1) Start up GV License Manager on the EDIUS client.

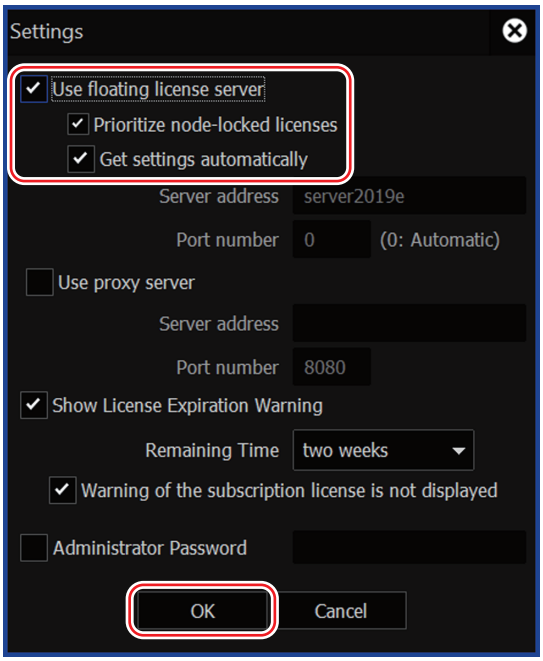
- **"GV License Manager Startup" (▶ page 13)**

2) Click [Settings].



- The [Settings] dialog box appears.

3) Select the [Use floating license server] and [Get settings automatically] checkboxes, and then click [OK].



- Select the [Prioritize node-locked licenses] checkbox to prioritize the use of a node-locked license, if the same type of license exists for both a floating license and node-locked license.

External Rendering Terminal Setup

The following explains how to set up an external rendering terminal.

STEP 1: Installing the External Render Engine

Install the external render engine.

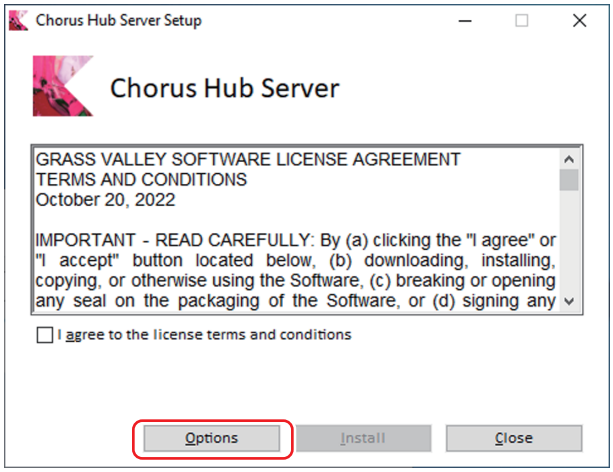
Note

- Use the Chorus Hub server setup file with the same build number to install the external render engine.
- Before installing the external render engine, perform the following steps on the external rendering terminal.
  - Create an account with the same account (same user name and password) as the OS account used to install Chorus Hub server.
  - Sign in using the created account.

1) Run ChorusHubServer_Setup-11.xx.xxxx.exe on the terminal that will be used as the external render engine.

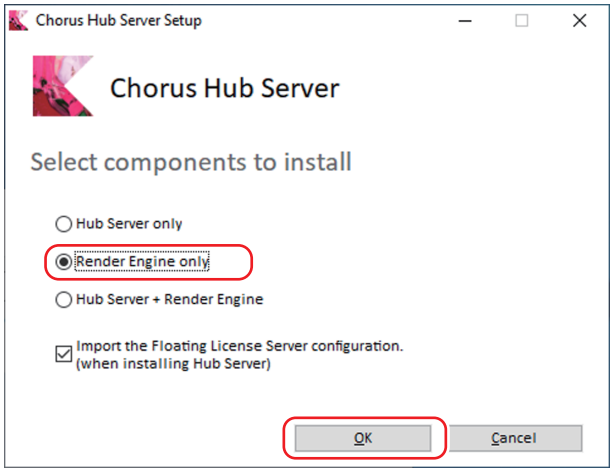
- Follow the instructions provided by the setup wizard.

2) Click [Options].



- The component selection screen appears.

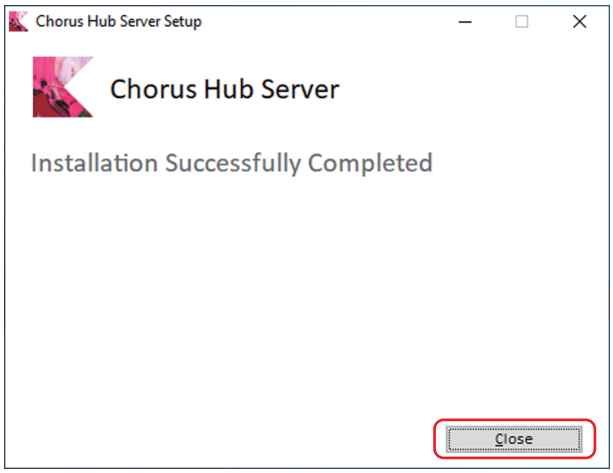
3) Select [Render Engine only], and click [OK].



4) Perform steps 4) to 7) in “STEP 1: Installing Server Software”.

- **“STEP 1: Installing Server Software” (▶ page 10)**

5) Click [Close].



Note

- If the external render engine is used to render timelines using third-party video plug-ins or VST audio plug-ins, the same plug-ins must also be installed on the external rendering terminal.
- After installing a third-party video plug-in, restart the OS.
- After installing a VST audio plug-in, use the following procedure to set the folder in which the VST plug-in component was installed.
  - Display the Windows start menu, and click [Grass Valley] → [Admin Console].
  - Double-click [Plug-in] in the [Admin Console] dialog box, set the folder in [Effects] → [VST Plug-in Bridge], and click [OK].
  - Close the [Admin Console] dialog box and restart the OS.

STEP 2: Configuring Settings to Use a Floating License

Configure settings in GV License Manager on the external rendering terminal to use a floating license.
For more information on configuring settings, see “STEP 1: Configuring Settings to Use a Floating License” for the EDIUS client.
“STEP 1: Configuring Settings to Use a Floating License” (▶ page 19)

STEP 3: Enabling Windows Automatic Logon

In order to render timelines using GPUfx when using an external render engine, Windows automatic logon must be enabled on the external rendering terminal.
For details, see the following website.
https://learn.microsoft.com/en-us/troubleshoot/windows-server/user-profiles-and-logon/turn-on-automatic-logon

Confirming Operation after Setup

Once the system has been configured, the next step is to confirm that it is operating normally.

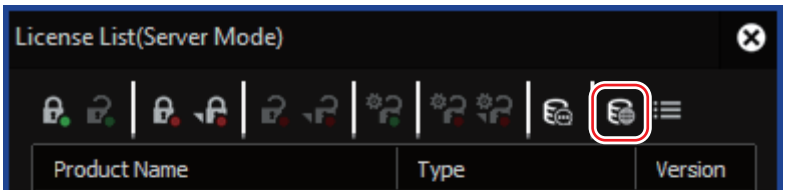
STEP 1: Confirming Floating License Activation

Check the server console on the server computer to confirm that required floating licenses have been activated.

1) Start up GV License Manager (Server Mode) on the server computer.

- **“GV License Manager Startup” (▶ page 13)**

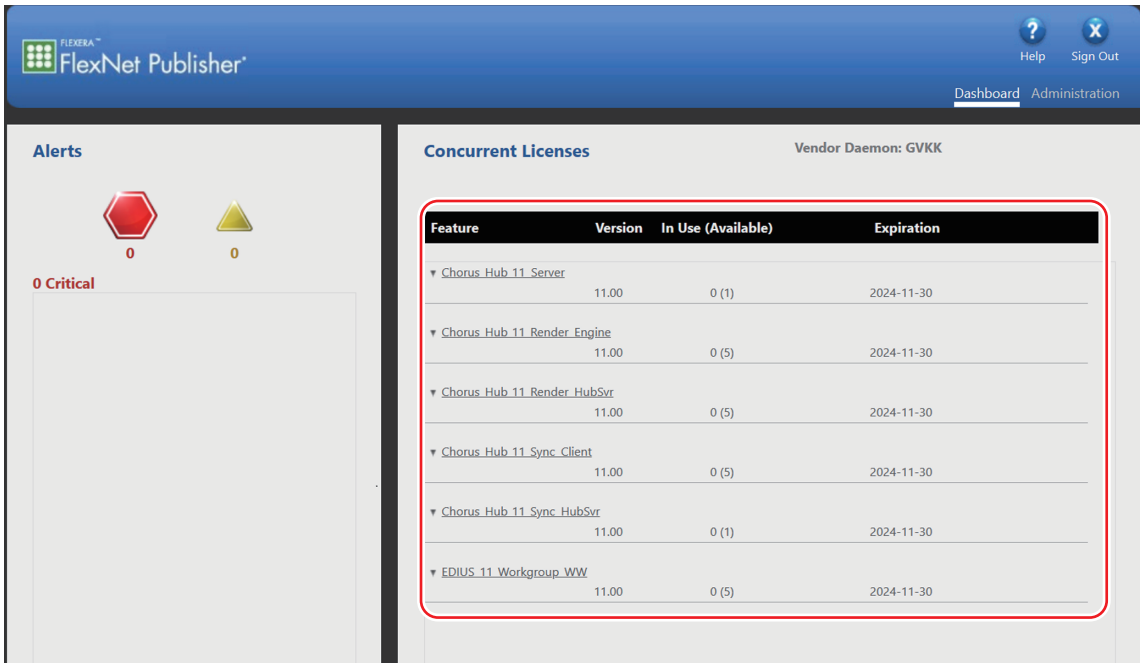
2) Click [Open license server in browser].



- The server console is displayed in the web browser.

3) Confirm that the required licenses are displayed.

- Confirm that the following licenses are registered.
  - Chorus Hub 11 Server
  - Chorus Hub 11 Sync Client
  - Chorus Hub 11 Sync HubSvr
  - EDIUS 11 Workgroup



- If using an external render engine, confirm whether the following licenses are also displayed.
  - Chorus Hub 11 Render Engine
  - Chorus Hub 11 Render HubSvr

4) Close the web browser.

STEP 2: Confirming Floating License Checkout

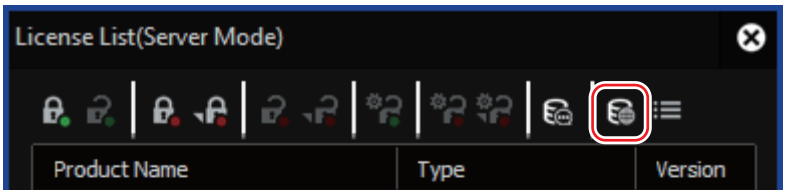
Exit and start up EDIUS on the EDIUS clients, and confirm that floating license checkout operates normally.

1) Exit EDIUS on all EDIUS clients.

2) Start up GV License Manager (Server Mode) on the server computer.

- **“GV License Manager Startup” (▶ page 13)**

3) Click [Open license server in browser].



- The server console is displayed in the web browser.

4) In the server console, confirm that the number of licenses in use for [EDIUS 11 Workgroup] is “0”.

- The number in parentheses displayed to the right of the number of licenses in use is the total number of activated licenses.
  For example, if “0 (5)” is displayed, it means that “0” licenses are in use out of a total of “5” activated licenses.

5) Start up EDIUS on any EDIUS client.

6) In the server console, confirm that the number of licenses in use for [EDIUS 11 Workgroup] has changed to “1”.

- If the number of licenses in use does not change, manually refresh the web browser screen.

7) Close the web browser.

STEP 3: Confirming External Rendering Operation

If using an external render engine, confirm that EDIUS rendering jobs are being processed properly on the external render engine.
To do so, specify external rendering and export a file on an EDIUS client, and then check GV Job Monitor to confirm that the rendering job is processed by the external render engine.

1) Create a new project in EDIUS on the EDIUS client.

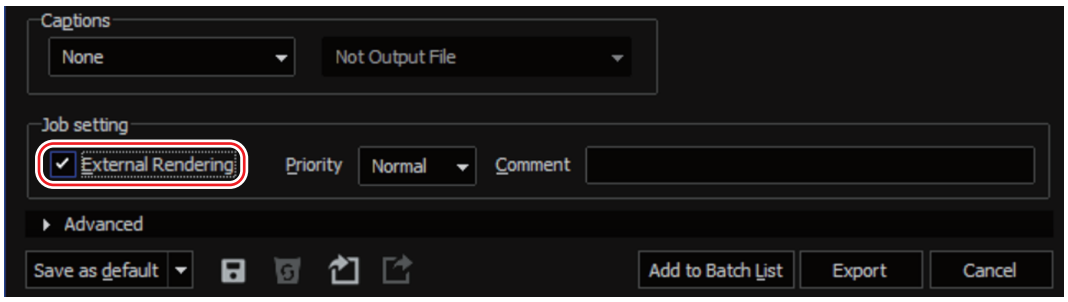
2) Load a clip from shared storage and place it on the timeline.

3) Press [F11] on the keyboard.

- The [Print to File] dialog box appears.

4) Select any video file exporter, and select the [External Rendaring] checkbox.

- When exporting the file, configure it to use the external render engine.



5) Click [Export], select the save destination, and click [Save] or [OK].

6) Confirm that the file export job is displayed and processed in GV Job Monitor on the EDIUS client.

- There are two ways to display GV Job Monitor: the [Job] window and the separate [GV Job Monitor] application.

License Management

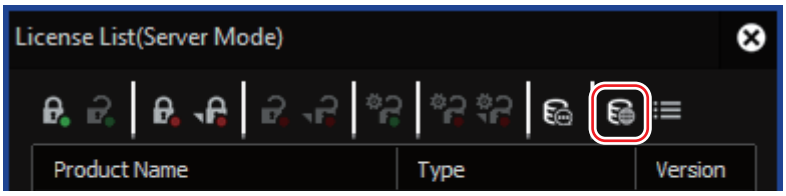
Changing the Server Console Administrator Password

If signing in to the administration console for the first time, the administrator password will need to be changed.

1) Start up GV License Manager (Server Mode) on the server computer.

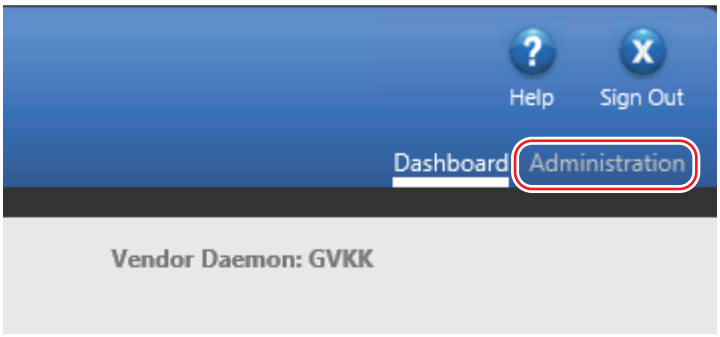
- **"GV License Manager Startup" (▶ page 13)**

2) Click [Open license server in browser].



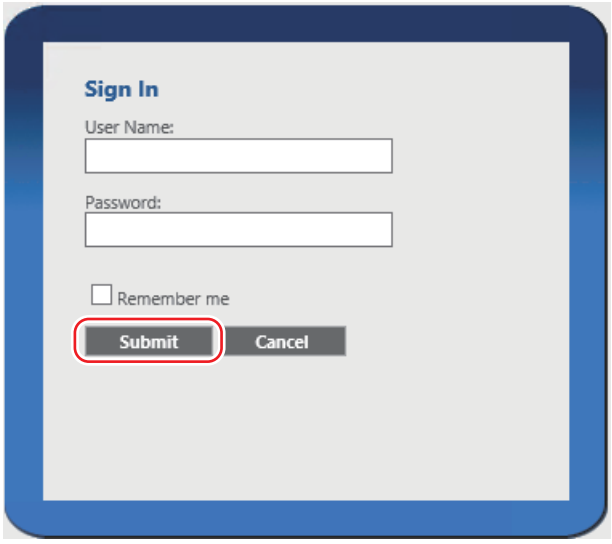
- The server console is displayed in the web browser.

3) Click the [Administration] tab.



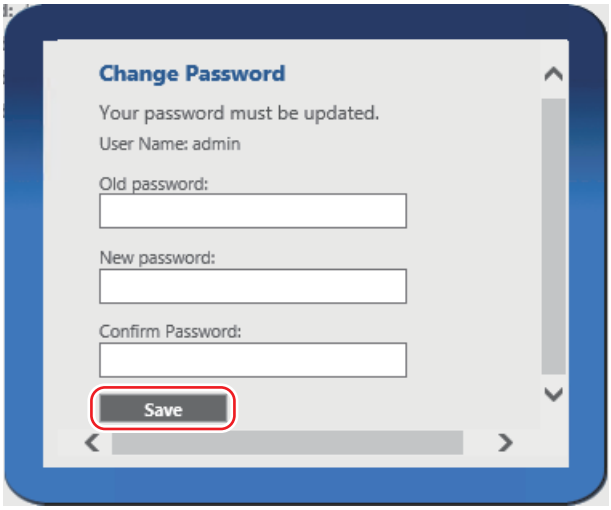
- The [Sign In] dialog box appears.

4) Enter the user name and password, and then click [Submit].



- Enter the following user name and password:
  - User name: admin
  - Password: admin
- The [Change Password] dialog box appears.

5) Enter the current password and new password, enter the new password again, and then click [Save].



- The administrator password for the server console has now been changed.

6) Click [OK].

- The [Change Password] dialog box will be closed.

Confirming Service Operation Status

Check Windows Task Manager and confirm that the following services are running.

- FlexNet Licensing Service 64
- GVLicenseServer

1) Start up Windows Task Manager on the server computer, and click the [Services] tab.

2) Confirm that the [Status] of [FlexNet Licensing Service 64] and [GVLicenseServer] is [Running].

- If a service is [Stopped], right-click the service and click [Start].
- If a service is [Running], right-click the service and click [Restart].

- If [FlexNet Licensing Service 64] and [GVLicenseServer] are not displayed in the list of the [Services] tab, restart the server computer and follow these instructions again from step **1)**.

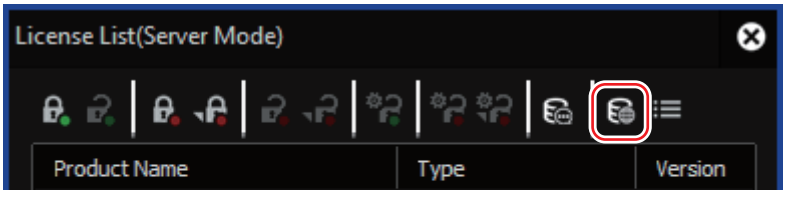
Restarting the License Server Module

The following explains how to restart the license server module.
Try this if a floating license is not recognized on an EDIUS client, even though the floating license was activated successfully.

1) Start up GV License Manager (Server Mode) on the server computer.

- **"GV License Manager Startup" (▶ page 13)**

2) Click [Open license server in browser].



- The server console is displayed in the web browser.

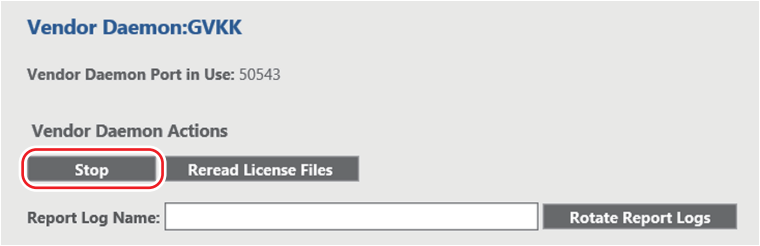
3) Click the [Administration] tab, and sign in to the administration console.

- If signing in to the administration console for the first time, the administrator password will need to be changed.
  "Changing the Server Console Administrator Password" (▶ page 25)

4) Click the [Vendor Daemon Configuration] tab.

5) Click [Administer].

6) Click [Stop].



- [Status] changes to [Shutting Down].

7) Wait for several seconds, and manually refresh the web browser screen.

- Confirm that [Status] has changed to [Down].

8) Click [Administer].

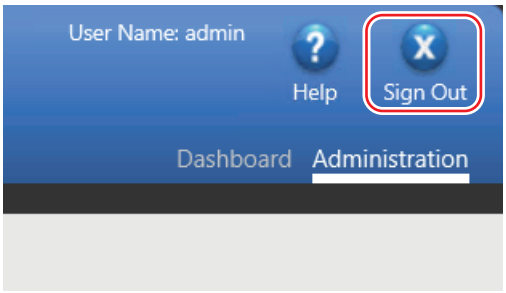
9) Click [Start].

- [Status] changes to [Starting up].

10) Wait for several seconds, and manually refresh the web browser screen.

- Confirm that [Status] has changed to [Up].

11) Click [Sign Out] to sign out from the administration console.



12) Start up Windows Task Manager, and click the [Services] tab.

13) Right-click [GVLicenseServer], and click [Restart].

- If the service has started, this means that the license server module has finished restarting.
- If restarting the license server module does not resolve the issue, try restarting the server computer.

Appendix

The following explains how to deactivate floating licenses, and how to perform troubleshooting.

Deactivating Floating Licenses

The following describes how to deactivate floating licenses.

STEP 1: Confirming Floating License Usage

Exit EDIUS on all EDIUS clients, and check the server console on the server computer to confirm that there are no floating licenses in use.

1) Check GV Job Monitor on all EDIUS clients to confirm that there are no jobs that are ongoing or in standby.

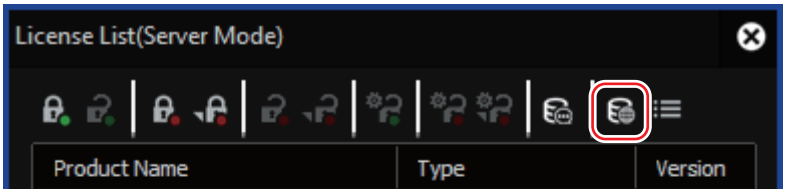
- If there are any jobs that are ongoing or in standby, either wait for the jobs to finish or cancel the jobs.
  GV Job Monitor can be used to cancel multiple jobs at once.

2) Exit EDIUS on all EDIUS clients.

3) Start up GV License Manager (Server Mode) on the server computer.

- **“GV License Manager Startup” (▶ page 13)**

4) Click [Open license server in browser].



- The server console is displayed in the web browser.

5) In the server console, confirm that the number of licenses in use for [EDIUS 11 Workgroup] is “0”.

6) Close the web browser.

STEP 2: Deactivating Floating Licenses

Note

- Exit EDIUS on all EDIUS clients before deactivating floating licenses.
  “STEP 1: Confirming Floating License Usage” (▶ page 29)
- Deactivation cannot be performed online.

1) Insert a USB memory device into an empty port on the server computer.

2) Open the USB memory device on the explorer, and create four folders.

- Name the folders “HUB”, “XRE”, “SYNC”, and “EDIUS”.

3) Start up GV License Manager (Server Mode).

- **“GV License Manager Startup” (▶ page 13)**

4) Select the license to deactivate in the license list, and click [Offline Deactivation Create ID File].

5) Select the folder on the USB memory device to use as the export destination in the [Destination for ID File] dialog box, and click [Select Folder].

Save destination	License
HUB	Chorus Hub 11 Server FL
XRE	Chorus Hub 11 Render Option FL
SYNC	Chorus Hub 11 Sync Option FL
EDIUS	EDIUS 11 Workgroup FL

6) A confirmation message appears, then click [OK].

- Repeat steps **4)** through **6)** to export the ID file for each license to deactivate.

7) Click [×] to close GV License Manager.

8) Compress each folder containing an ID file into zip format, and send this to Grass Valley technical support.

9) Right-click the GV License Manager icon in the notification area on the task bar, and click [Exit].

- Exit GV License Manager.

10) While pressing [Ctrl] and [Shift] on the keyboard, display the Windows start menu, and click [Grass Valley] → [GV License Manager (Server Mode)].

- Once GV License Manager (Server Mode) has started, release [Ctrl] and [Shift] on the keyboard.

11) Right-click a license shown in yellow text in the license list, and click [Delete].

- Repeat step **11)** to delete all licenses to deactivate.

12) Click [×] to close GV License Manager.

13) Right-click the GV License Manager icon in the notification area on the task bar, and click [Exit].

- Exit GV License Manager (Server Mode).

14) Display the Windows start menu, and click [Grass Valley] → [GV License Manager (Server Mode)].

- GV License Manager (Server Mode) starts.

Troubleshooting

The following explains why certain errors or issues occur, and how to resolve them.

An error occurs when starting EDIUS

Perform the following troubleshooting steps if [Please check the status of the network and remaining number of licenses on the server.] is displayed when starting EDIUS.

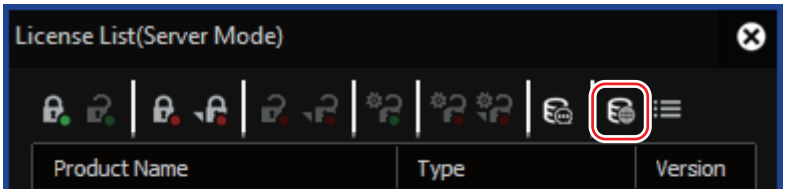
Confirm floating license usage

There may not be enough floating licenses available.
Confirm license usage. If there are not enough licenses available, a license will need to be deactivated by returning it to the server.

1) Start up GV License Manager (Server Mode) on the server computer.

- **“GV License Manager Startup” (▶ page 13)**

2) Click [Open license server in browser].



- The server console is displayed in the web browser.

3) In the server console, confirm the number of licenses in use for [EDIUS 11 Workgroup].

- The number in parentheses displayed to the right of the number of licenses in use is the total number of activated licenses.
- If the number of licenses in use is equal to the total number of activated licenses, then there are no more licenses available for use and EDIUS cannot be started up.

4) Click the [Hosts] link for [EDIUS 11 Workgroup].

- The names of EDIUS clients currently using licenses are displayed. Exit EDIUS on an EDIUS client, and return the license to the server.

5) Start up EDIUS on the EDIUS client.

- Use the license that was deactivated, and start EDIUS.

Confirm service operation status

Check Windows Task Manager and confirm that the following services are running.

- FlexNet Licensing Service 64
- GVLicenseServer

1) Confirm service operation status on the server computer.

- For more information on how to confirm service operation status, see “Confirming Service Operation Status”.
  “Confirming Service Operation Status” (▶ page 26)

2) Confirm that GV License Manager (Server Mode) has been started up on the server computer, and then start up EDIUS on the EDIUS client.

Some EDIUS functions are unavailable

When using EDIUS on an EDIUS client, it must remain connected to the floating license server. If it becomes disconnected for 15 minutes or longer, the following functions will be disabled in EDIUS:

- Export to file
- Batch export
- Write to disc
- Use of Quick Titler

Perform the following troubleshooting steps if these functions are disabled in EDIUS. Any disabled functions will be enabled once the EDIUS client reconnects to the floating license server.

- If the issue is not resolved even after troubleshooting, confirm the following and then contact Grass Valley technical support.
  - Can the server console be opened from a web browser on the server computer?
  - Click the [Hosts] link for [EDIUS 11 Workgroup] in the server console. Is the name of the applicable EDIUS client name displayed?

Restart GV License Manager on the EDIUS client

Restart GV License Manager on the EDIUS client.

1) Save a project on the EDIUS client, and exit EDIUS.

2) Check GV Job Monitor to confirm that there are no jobs that are ongoing or in standby.

- If there are any jobs that are ongoing or in standby, either wait for the jobs to finish or cancel the jobs.
  GV Job Monitor can be used to cancel multiple jobs at once.

3) Right-click the GV License Manager icon in the notification area on the task bar, and click [Exit].

- Exit GV License Manager.

4) Display the Windows start menu, and click [Grass Valley] → [GV License Manager].

- GV License Manager starts.

5) Start up EDIUS on the EDIUS client.

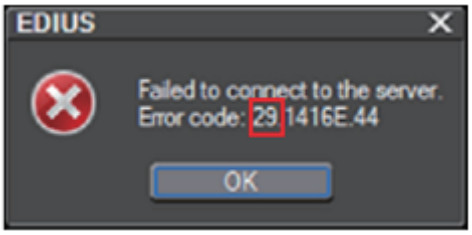
Restart the server computer

Restart the server computer operating as the floating license server.

1) Restart the server computer.

An error occurs when activating or deactivating a floating license

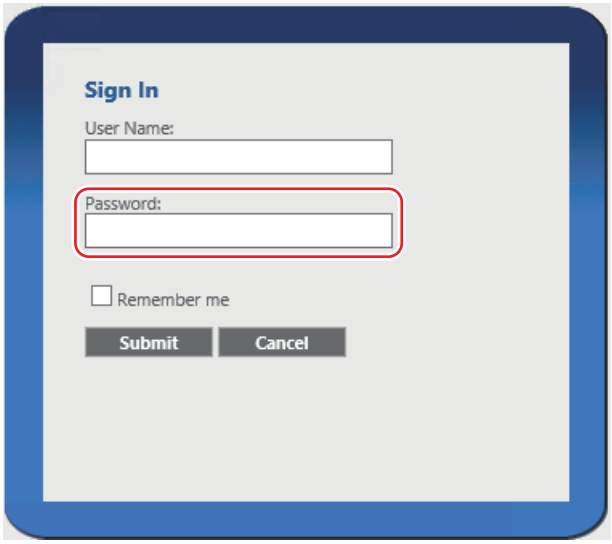
If an error occurs when activating or deactivating a floating license, an error code will be displayed.



The steps used for troubleshooting will vary depending on the error code. For details, access the following URL.
https://www.ediusworld.com/support/faq/5080.html

I forgot the administration console password

If you forget the administration console password, modify the configuration file to initialize the password.



Before initializing the password, confirm the following on all EDIUS clients:

- There are no jobs that are ongoing or in standby
- EDIUS is not running

Initialize the password

Initialize the administration console password on the server computer.
After initializing the password, restart the server computer, and then use the server console to change the password.

1) Use an account with administrative privileges to sign in to the server computer.

2) Start up a text editor.

3) Open the following folder on the explorer.

- C:\Program Files\Grass Valley\Floating License Server\conf

4) Drag and drop server.xml to the text editor.

5) Search for "<accesscontrol" and change the following two values (underlined).

<accessControl sessionTimeout="1800">
<user firstName="System" id="admin" lastName="Administrator" password="{ENCRYPTEDPASSWORD}" passwordExpired="false" privileges="admin" type="local-admin"/>

- Change these values as follows:

Before	After
password="{ENCRYPTEDPASSWORD}"	password="admin"
passwordExpired="false"	passwordExpired="true"

6) Confirm that the two values have been changed as follows.

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

7) Using the text editor, overwrite the file.

8) Restart the server computer.

9) Use the server console to reset the administrator password.

- For details on how to use the server console to reset the administrator password, see “Changing the Server Console Administrator Password”.
- **“Changing the Server Console Administrator Password” (▶ page 25)**

■ The password cannot be initialized

If the password cannot be initialized, a required service may not be running.
Check Windows Task Manager and confirm that the following services are running.

- FlexNet Licensing Service 64
- GVLicenseServer

1) Confirm service operation status on the server computer.

- For more information on how to confirm service operation status, see “Confirming Service Operation Status”.
  “Confirming Service Operation Status” (▶ page 26)

2) Perform steps 8) to 9) in “Initialize the password”.

- **“Initialize the password” (▶ page 33)**

Chorus Hub 11 Setup Guide
October 11, 2023
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