



**Grass Valley**

**MYNC**  
MEDIA AT HAND

Mync 11 Topic Library

[www.myncworld.com](http://www.myncworld.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 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
- 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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## Chapter 1

# Mync

This chapter explains the outline, supported formats, and operating environment of Mync.

# Summary

Mync is a software application that can comfortably handle media files such as a picture and video.

## Mync

Mync is a tool for source management that can register sources in various formats to the library as assets, preview them, and group them by category.

Assets managed in the library can also be uploaded to video-sharing websites.

The main features of Mync are as follows.

- Various display view ([Thumbnail], [Details])
- Video source previewing (full-screen preview supported)
- Automatic recognition of sources that are stored in the device (such as smartphone, USB memory, SD memory card used for camera)
- Automatic creation of metadata such as date or camera model
- Uploading to YouTube, FTP server, or Amazon S3<sup>\*1</sup>
- Grouping sources with catalog/smart catalog
- Supported languages: Japanese, English, French, German, Italian, Spanish, Chinese (traditional, simplified)

\*1 An optional license is required to use Amazon S3.



- The latest information about Mync is released on the website “MYNCWORLD.COM”. Please visit MYNCWORLD.COM, and you can find online manual for Mync, FAQ, and other information. <https://www.myncworld.com/>
- For details on the features of Mync 11, see “Table for Functions of Each Mync Product”. “**Table for Functions of Each Mync Product**” (▶ **page 14**)

### ■ Interaction with EDIUS

If you use Mync that has come with EDIUS, linkage with EDIUS will help you edit videos more efficiently.

The [Mync] window of EDIUS shows the contents in the [Management] tab of Mync as they are. On the [Mync] window, you can view assets and catalogs/smart catalogs in the same way as when you use Mync, and assets can be registered to the bin or placed on the timeline directly by dragging and dropping.

In addition, the In/Out points and markers set to assets with Mync can be used on EDIUS as they are. You can also operate Mync to start an EDIUS project in accordance with the file format of an asset. By selecting sources and preparing for editing on Mync in advance, you can quickly start editing with EDIUS.

Moreover, you can operate Mync to manage and view EDIUS projects. You can use the online sharing feature of Mync to easily upload EDIUS clips to YouTube or other video-sharing websites.

Since Mync and EDIUS are always synchronized, the updates are reflected on both of them in real time. By using the interaction function between Mync and EDIUS, sources can be managed and edited in a seamless connection.

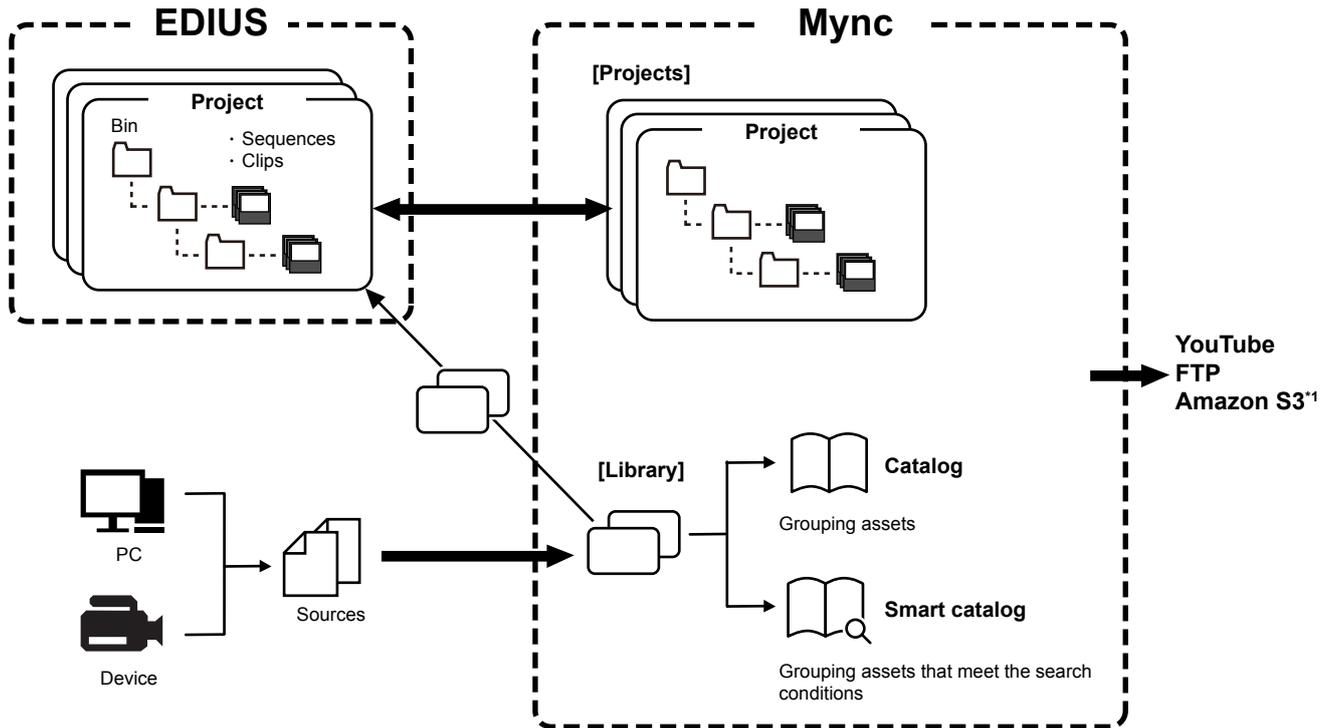


- When EDIUS is installed, Mync is installed automatically.
- You can also start up Mync alone from the desktop, etc.

#### Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Structure of Mync



\*1 An optional license is required to use Amazon S3.

### Note

- Imported sources are added to the library of Mync as assets. If the location or name of an imported or registered source is changed, the link with the asset of Mync becomes dead, and the source will become offline.
- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Supported Format

The following lists the file formats that are supported by Mync.

- Operation is not guaranteed for all formats described in this section.

### Video

Format	File extension
3GPP	*.3gp, *.3g2, *.amc
AVCHD	*.m2ts, *.mts
AVI*1	*.avi
Blackmagic RAW	*.braw
Cinema RAW	*.xml
Cinema RAW Light	*.crm
DIF stream	*.dif, *.dv
DNxHD/DNxHR	*.mov
Flash Video	*.f4v
H.265/HEVC	*.mov, *.mp4
JPEG2000	*.mov
MPEG HDD MOVIE	*.mod, *.tod
MPEG Program Stream*2	*.mpg, *.mpeg, *.m2p, *.mp2, *.vob, *.vro
MPEG Transport Stream	*.m2t
MPEG Video Stream	*.mpv, *.m2v
MP4	*.mp4, *.m4v
MXF*1	*.mxf
Nikon N-RAW	*.nev

## Chapter 1 Mync — Summary

Format	File extension
P2 (DV, DVCPRO, DVCPRO50, DVCPRO HD, AVC-Intra, AVC-LongG, AVC-Intra 4K/2K)	*.xml, *.mxf
PNG	*.mov
ProRes RAW	*.mov
QT Animation	*.mov
QuickTime Movie <sup>*1</sup>	*.mov
RED	*.R3D
SONY HVR-DR60/HVR-MRC1 Meta File	*.idx
Sony RAW	*.xml, *.mxf
Sony X-OCN	*.xml, *.mxf
TIFF	*.mov
Transport Stream (MPEG-2, H.264)	*.ts
Windows Media <sup>*1</sup>	*.wmv, *.asf
XAVC (XAVC Intra/XAVC Long GOP)	*.xml, *.mxf
XAVC S	*.xml, *.mp4
XDCAM (MPEG HD422, MPEG HD, MPEG IMX, DVCAM)	*.xml, *.mxf
XDCAM EX	*.mp4, *.avi, *.smi, *.xml
XF	*.cif, *.mxf
XF-AVC	*.mxf

\*1 The codec may not be supported depending on the video format.

\*2 Use the source browser to import VOB files if they cannot be imported.

### ■ Audio

Format	File extension
AAC	*.aac, *.m4a
AIFF <sup>*1</sup>	*.aiff, *.aif
ALAC	*.m4a
Dolby Digital (AC-3)	*.ac3
Dolby Digital Plus (E-AC-3) <sup>*2</sup>	*.ec3
Dolby Digital Professional (AC-3) <sup>*2</sup>	*.ac3
Flac	*.flac
MPEG Audio Layer-3 <sup>*3</sup>	*.mp3
MPEG Audio Stream	*.mpa, *.m2a
Ogg Vorbis Files	*.ogg
Opus	*.opus
Wave	*.wav
Windows Media Audio	*.wma

\*1 AIFF/AIFC files are PCM only.

\*2 Supported only for Mync that comes with EDIUS Broadcast.

\*3 Some VBR are not supported.

### ■ Still image

Format	File extension
Cinema DNG	*.dng
DPX (SMPTE 268M-2003)	*.dpx
Flash Pix	*.fpx
GIF (CompuServeGIF)	*.gif
HEIF	*.heif, *.heic
ICO	*.ico, *.icon
JPEG	*.jpg, *.jpeg
JPEG File Interchange Format	*.jif
Maya IFF <sup>*1</sup>	*.iff
Multi-PictureFormat	*.mpo
Photoshop	*.psd
PNG (Portable Network Graphics)	*.png
Quick Titler	*.etl, *.etl2
SGI	*.sgi, *.rgb

## Chapter 1 Mync — Summary

Format	File extension
Targa	*.tga, *.targa, *.vda, *.icb, *.vst
TIFF	*.tif, *.tiff
Windows Bitmap	*.bmp, *.dib, *.rle
Windows Meta Files	*.wmf, *.emf
WMPPhoto	*.wdp

\*1 Z-depth is not supported.



- Electronic Arts IFF files (\*.iff) are not supported on Mync.

### ■ Caption

Format	File extension
Scenarist Closed Caption	*.scc
MacCaption	*.mcc



- For more information on formats of file conversion encoding, see the manual of EDIUS.

## Supported Files

The following file types are supported:

- Video  
Including title clips, timeline sequence clips, sequence clips, and caption clips.
- Still image
- Audio

# Operating Environment/Specifications

To use Mync, the following license and operating environment/specifications are required.

## License

One of the following licenses is required.

- License of EDIUS Broadcast, EDIUS Workgroup, or EDIUS Pro
  - Register the serial number of EDIUS in advance.
- License of Mync

## Operating Environment

### OS

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

### CPU

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

### Memory

---

- 8 GB or more

## Other Specifications

### Graphics

---

- A GPU conforming to Direct3D feature level 11\_1 or later is recommended

### Storage

---

- To install EDIUS, at least 6 GB of free space is required
- An SSD or a drive with SATA/7200 rpm or higher is recommended for video editing

### Optical Drive

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- To register source data from Blu-ray or DVD discs, compatible drives are required

### Sound Card

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- A sound device that is compliant with WDM is required

### Display

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- HiDPI display is supported

### Internet environment

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- Internet environment is required for installation, update, license activation, and support



- Mync requires constant Internet connection for license activation.

### Note

- Operation is not guaranteed for all environment that meet the operating environment and specifications described in this section.
- Visit our website for the latest operating environment/specifications.

URLs of our website are as follows.

- <https://www.grassvalley.com/>
- <https://www.ediusworld.com/>
- <https://www.myncworld.com/>

# Table for Functions of Each Mync Product

The following table shows the functions equipped on Mync 11.

- Mync Basic and Mync Standard are older versions of Mync.

✓: Supported

—: Not supported

	Function	Mync Basic	Mync Standard	Mync 11
Supported Format	Standard format	✓	✓	✓
	Professional format	—	✓	✓
	RAW file (video)	—	✓	✓
	RAW file (still image)	—	✓	✓
	Audio	✓	✓	✓
	File created with Quick Titler	—	—	✓ <sup>1</sup>
	4K video	✓	✓	✓
	8K video	—	—	✓
Import	Source browser	✓	✓	✓
	[Card Copy] (clone copy)	✓	✓	✓
	Verifying with copy source	✓	✓	—
	Imported histories	✓	✓	—
	GPX file	✓	✓	—
Playback	Draft preview	✓	✓	✓
	Playing around slider	✓	✓	✓
Display	Switching [Preview Color Space]	✓	✓	✓
	Preview with HDR (PQ/HLG)	✓	✓	✓
	Simultaneous preview of multiple still images	✓	✓	—
	View mode switching	✓	✓	✓ <sup>2</sup>
	Full screen preview	✓	✓	✓
	[Rotation]	✓	✓	—
	[Color Space]	✓	✓	—
	[Timecode]	✓	✓	✓
	[Zebra]	✓	✓	✓
	[Audio level meter]	✓	✓	✓
	Second monitor	✓	✓	✓
	File information (metadata)	✓	✓	✓
Operation	Adding In and Out points	—	—	✓
	Adding marker	—	—	✓
	Adding marker comment	—	—	✓
	Adding marker with range	—	—	✓
	Changing display color of asset	—	—	✓
Management	Catalog	✓	✓	✓
	Smart catalog	✓	✓	✓
	Adding tags	✓	✓	✓
	Setting as sequence	✓	✓	—
	Sorting assets	✓	✓	✓
	Management of EDIUS projects	—	—	✓
Search	[Search offline clips]	✓	✓	—
	[Search duplicate clips]	✓	✓	—
	[Search Import History]	✓	✓	—
	Refined search	✓	✓	✓
	Keyword search	✓	✓	✓
Audio	Audio select monitor	✓	✓	✓

## Chapter 1 Mync — Table for Functions of Each Mync Product

	Function	Mync Basic	Mync Standard	Mync 11
[Storyboard]	Maximum number of [Storyboard]	3	No limit	—
	Draft preview	✓	✓	—
	Trimming	✓	✓	—
	Sorting assets	✓	✓	—
	Volume adjustment	✓	✓	—
	Adding background music	✓	✓	—
	Vertical project setting	✓	✓	—
	[Undo]/[Redo]	✓	✓	—
	Export to XML file	—	✓	—
	Export of movies (MP4)	—	✓	—
	Export of HDR file (PQ/HLG)	—	✓	—
Export	Save as still image	✓	✓	✓
	[Copy to Folder]	✓	✓	✓
	Export to XML file	✓	✓	—
Encoding	File conversion	—	—	✓
	External rendering with Chorus Hub	—	—	✓
Upload	Vimeo	✓	✓	—
	YouTube	✓	✓	✓
	FTP	✓	✓	✓
	Facebook	—	—	—
	Amazon S3	Optional	Optional	Optional
Interaction	Interaction with Chorus Hub	—	—	✓
	Synchronization with the [Mync] window of EDIUS	—	—	✓
Monitoring	GV Job Monitor	—	—	✓
Others	Touch operation supported	✓	✓	—
	[Imported Histories]	✓	✓	—
	[Hidden Clip]	✓	✓	—
	Map display	✓	✓	✓
	Shortcut keys	✓	✓	✓
	[Open in Explorer]	✓	✓	✓
	[Open with]	✓	✓	—
	Quick sync video supported	✓	✓	✓
	[Information Board]	✓	✓	✓ <sup>3</sup>
User interface color change ([Light]/[Dark]/[Gray])	✓	✓	✓	

\*1 Thumbnail view supported. Playback not available.

\*2 [Thumbnail] view and [Details] view supported.

\*3 The top page of MYNCWORLD.COM is displayed.

---

## Chapter 2

# Installation

This chapter explains installation/uninstallation of Mync, registration of eID, etc.

# Installation/Activation

## Note

- If you use EDIUS Broadcast, EDIUS Workgroup, or EDIUS Pro, Mync will be installed automatically when EDIUS is installed. You do not need to install/activate Mync independently.
- To use a Grass Valley product such as EDIUS or Mync, the PC to which they are to be installed must be connected to the Internet. Note that you may not be able to operate them in an environment where Internet connection is not available.
- Confirm that the PC to be used satisfies the conditions of the operating environment for the product.  
**“Operating Environment/Specifications” (▶ page 12)**
- This section explains how to install on Windows 10.

## Before Installation

Activation of the serial number and eID is required at the startup of a Grass Valley product such as EDIUS or Mync. At the first startup after installation, the activation screens for the serial number and eID will be displayed. The software will start up after successful activation.

## Note

- Before starting installation, close all other applications including resident software.
- Installation requires the account authorized for the administrator (such as PC administrator).
- Applications to be installed and setup files necessary for installation may differ depending on model.
- If antivirus software (security software) is running, you may need to stop the software operation.

## Creating eID

Create eID.

### ■ What is eID?

eID is an online ID function to link the license of Grass Valley products in possession to the user. The license will be more secure and the uniqueness of the license will be established by linking the serial number and eID at the time of first activation of the serial number.

Also, the information of the serial number in possession can be browsed or products can be downloaded on the membership website “eID Web” that can be logged in with eID.

“eID Web” (▶ page 22)

## Note

- Use eID after fully understanding this manual and the precautions on the Web.

### 1) Go to the [Login] page in eID Web.

- Access the following URL.  
<https://ediusid1.grassvalley.com/>

### 2) Click [eID registration].

- The [Enter e-mail address] screen appears.

**3) Enter an e-mail address to register.**

- Be sure to read the privacy policy and check [I have read the privacy policy and agree to its terms and conditions.].

**Note**

- Make sure to use an e-mail address and password to register different from the ones for other ID services. The e-mail address and password used in multiple services will have higher risk for unauthorized access.
- The e-mail address that has been registered in the past cannot be used.

**4) Click [Send].**

- When the screen indicating preliminary registration completion appears, close the window. Preliminary registration completion e-mail describing the procedure to permanently register is delivered to the registered e-mail address.

**Note**

- The registered e-mail address and password are sensitive information that should never be disclosed to others. In case they have leaked, immediately change your e-mail address and password. We are not liable for the leakage of the e-mail address and password not related to this system.
- Complete the permanent registration within the expiry date which is written in the preliminary registration completion e-mail. The information registered with preliminary registration is deleted if it is not completed within the expiry date.

**5) Click the permanent registration URL described in the preliminary registration completion e-mail.**

- The [Registration] screen appears.

**6) Enter registration information such as [Password], [Date of birth], and [Country/Region of residence].**

**7) Click [Confirm].**

- The [Confirm registration] screen appears.

**8) Confirm the details to be registered, and click [Register].**

- The [Registration completed] screen appears. Registration of eID is completed.

## Installing Mync

Install Mync.

- You only need to install Mync when you use Mync as a single product.

**Note**

- The database of an older version of Mync can be migrated to Mync 11. For details on data that can be migrated, see “Database migration”.  
**“Database migration” (► page 20)**
- The database can be migrated even after the older version of Mync is uninstalled. Note that Mync 11 does not support storyboard. If storyboard has been used in the database, do not uninstall the older version of Mync.
- It is necessary to agree to the End User License Agreement displayed during the installation to use this software. If you do not agree to the license agreement of this software, click [Close] to cancel the installation.
- Be sure to read through the terms and conditions by scrolling the whole descriptions.
- Check [Automatically send diagnostic and usage data to Grass Valley] to automatically send the data for a diagnosis result and usage conditions of the software to be installed to Grass Valley.  
The sent data is used for the purposes of improving the quality, reliability, and performance of the software.
- When installation does not succeed, please check with the website of the manufacturer of the antivirus software (security software) in your system or our website for the latest updates.  
The URL of our website is as follows.
  - <https://www.grassvalley.com/>
  - <https://www.ediusworld.com/>
  - <https://www.myncworld.com/>

**1) Double-click the setup file of Mync (exe format).**

- If an older version of Mync has been installed on the PC, you will be prompted to choose whether or not to uninstall the older version of Mync. Some functions supported by older versions of Mync are not available on Mync 11. For details, access the link on the screen.
- Follow the on-screen instructions for installation.

## Activating Mync

Activation of the serial number and eID is required at the first startup of Mync. Mync cannot be started if the serial number or eID has not been activated.

- You only need to activate Mync when you use Mync as a single product.

**Note**

- Online environment is required for activation of the serial number or eID.

**1) Double-click the Mync icon on the desktop.**

- The entry screen for the serial number is displayed only when Mync is started for the first time.

**Alternative**

- If the Mync icon is not on the desktop, display the Windows start menu, and then click [Grass Valley] → [Mync 11].

**2) Enter the serial number, and click [Register].**



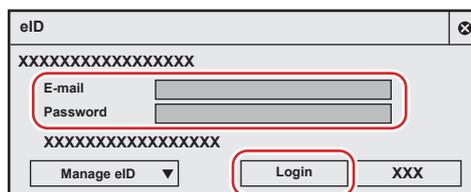
- If the serial number is correctly activated, a confirmation screen appears.

- Use the serial number given at the time of purchase.
- Enter a 6-digit character string in the left field and a 16-digit character string in the right field for the serial number.
- Please note that the serial number cannot be reissued. Keep the number securely.
- The serial number can also be registered using the following procedures.
  - Display the Windows start menu, click [Grass Valley] → [GV License Manager] to start up GV License Manager, and then click [Online activation].

**3) Click [OK] on the confirmation screen.**

- The entry screen for eID appears.

**4) Enter the registration information for eID, and then click [Login].**



- Once the eID is correctly activated, the serial number and eID will be linked, and Mync will be started.
- If you have used an older version of Mync, you will be prompted to migrate the database to Mync 11 at the first startup. See “Database migration” for more details.
  - **“Database migration” (▶ page 20)**

- For [E-mail] and [Password], enter the registration information for eID.
- For details on eID, see “Creating eID”.
  - **“Creating eID” (▶ page 17)**
- The serial number information of all products registered to the PC that use the eID are linked to the eID.
- If your eID has not been registered, click [Manage eID] and then [Don't have an eID?], and register eID.

- If you have forgotten your e-mail address or password, click [Manage eID] and then [Forgot your email address?]/[Forgot your password?], and reset them following the on-screen instructions.

### ■ Database migration

Follow the instruction on the screen displayed at the first startup of Mync 11 to proceed migration of the database from an older version of Mync.

- Data that can be migrated
  - Source, and metadata added to data
  - Catalog, and data within the catalog
- Data that cannot be migrated
  - Smart catalog
  - Storyboard
  - Imported histories

#### Note

- Database can be migrated later. Click [Help] on the menu bar of Mync 11, and click [Database Migration].
- Once migrated to Mync 11, the data will not be subject to migration from the next time onwards. You can continue to use the older version of Mync. However, if you make changes to the migrated data on the older version, the changes are not reflected on Mync 11.
- After data are migrated to Mync 11, sources newly added to the older version of Mync are subject to migration. Perform database migration from the menu bar of Mync 11.
- Assets migrated to Mync 11 are registered to [Library].
- Catalogs migrated to Mync 11 can be viewed in [Old Mync] which is created in a lower layer of [Library].
- On a storyboard, you can export sources and edited data, and register them to EDIUS. Use an older version of Mync to export data in the FCP XML format, and then import it to EDIUS. For more information on how to import storyboards to EDIUS, see the manual of the older version of Mync.

# Uninstallation

 **Note**

- Close all other applications including resident software before starting uninstallation.
- Uninstallation requires the account authorized for the administrator (such as PC administrator).
- This section explains how to uninstall on Windows 10.  
The operation may differ depending on the type or version of OS on your PC.

**1) Display the Windows start menu, and click [Settings].**

**2) Click [Apps].**

**3) Select [Mync 11], click [Uninstall], and uninstall according to the on-screen instructions.**

 **Note**

- If you use Mync that has come with EDIUS, uninstalling EDIUS will uninstall Mync which has been bundled with EDIUS at the same time. Also, Mync can be uninstalled alone.
- Uninstalling EDIUS and Mync does not deactivate the license. If necessary, deactivate the license. For details, access the link on the screen.

# eID Web

Various membership functions such as confirmation of serial number and acquiring of trial version can be used by logging in to eID Web.

## [Login]

### 1) Go to the [Login] page in eID Web.

- Access the following URL.  
<https://ediusid1.grassvalley.com/>

### 2) Enter [Email address] and [Password], and click [Login].

- [My page top] is displayed after successful login, allowing to use the various membership website functions.
- Selecting an item on the sidebar at the left of the screen displays the respective menu.
  - “[News]” (▶ page 22)
  - “[License List]” (▶ page 22)
  - “[EDIUS]” (▶ page 23)
  - “[My account]” (▶ page 23)



- For [Email address] and [Password], enter the registration information for eID.
- If you have forgotten the e-mail address or the password, click [Forgot your email address?] or [Forgot your password?] and reset them following the on-screen instructions.

## [News]

The latest information on the Grass Valley product will be displayed.

## [License List]

In [License List], the serial number information linked to eID can be confirmed.

<b>[Product name - Version]</b>	Displays the product name and version information.
<b>[Serial number]</b>	Displays the serial number.
<b>[Initial activation date]</b>	Displays the date on which the activation is first performed.
<b>[Expiration]</b>	Displays the validity date.
<b>[Download]</b>	Clicking the icon downloads the trial version of EDIUS that has been acquired from the eID Web. (As of October 2023)
<b>[Note]</b>	This is a free entry field. Enter text and click [Save] to save the entered content.



- The products linked to eID are as follows.
  - Mync 11
  - Mync (Mync Basic, Mync Standard)
  - EDIUS 11 (EDIUS 11 Broadcast, EDIUS 11 Workgroup, EDIUS 11 Pro)
  - EDIUS X (EDIUS X Workgroup, EDIUS X Pro)
  - EDIUS 9 (EDIUS Workgroup 9, EDIUS Pro 9)
  - EDIUS 8 (EDIUS Workgroup 8, EDIUS Pro 8)
  - EDIUS 7 (EDIUS Elite 7, EDIUS Pro 7)
  - EDIUS 6.5 (EDIUS Elite, EDIUS Pro 6.5)
  - EDIUS Neo 3.5
  - EDIUS Express
  - Optional licenses for above generations
- The trial version products of Grass Valley are also linked to eID.

### Note

- Information of serial numbers linked with each product is locked as a unique license.

### [EDIUS]

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The trial version of EDIUS can be acquired.

Click the list button and select a desired product, and then click [Send]. A guidance e-mail describing the information such as the URL for download and serial number is delivered to the registered e-mail address.

#### **Note**

- The trial versions of EDIUS can be downloaded only once per product.

### [My account]

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Various information registered in eID can be viewed and edited.

#### ■ Editing registration information of eID

**1) On the [My account] screen, click [Edit information].**

**2) Change the registration information, and click [Change].**

- The password entry screen appears.

**3) Enter the current password, and then click [Change].**

- Registration change is completed. An e-mail for confirmation of change in the registration information will be delivered to the registered e-mail address.

#### **Note**

- When the registration information is changed, reactivation of eID may be necessary at the startup of Mync.

### [Log out]

**1) Click [Log out] at the top of the screen.**

- You will be logged out from eID Web.

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## Chapter 3

# Startup

This chapter explains how to start up Mync and the screen configuration.

# Starting Up

## How to Start up

Start up Mync.

- Activation of the serial number and eID is required at the first startup.  
“**Activating Mync**” (▶ page 19)
- The database of an older version of Mync can be migrated to Mync 11. For details on data that can be migrated, see “Database migration”.  
“**Database migration**” (▶ page 20)

### 1) Double-click the Mync icon on the desktop.

- Mync starts up, and [Information Board] appears.  
The top page of MYNCWORLD.COM is displayed on [Information Board], in which you can view the update history, etc.



- To close [Information Board], click [×] on the upper right of [Information Board].
- Check [Don't show again.] and close [Information Board], to hide it at the next startup and later.
- [Information Board] can be displayed at any time by clicking [Help], then [News] on the menu bar.

### Alternative

- If the Mync icon is not on the desktop, display the Windows start menu, and then click [Grass Valley] → [Mync 11].

## How to Exit

Exit Mync.

### 1) Click [File] on the menu bar, and click [Exit].

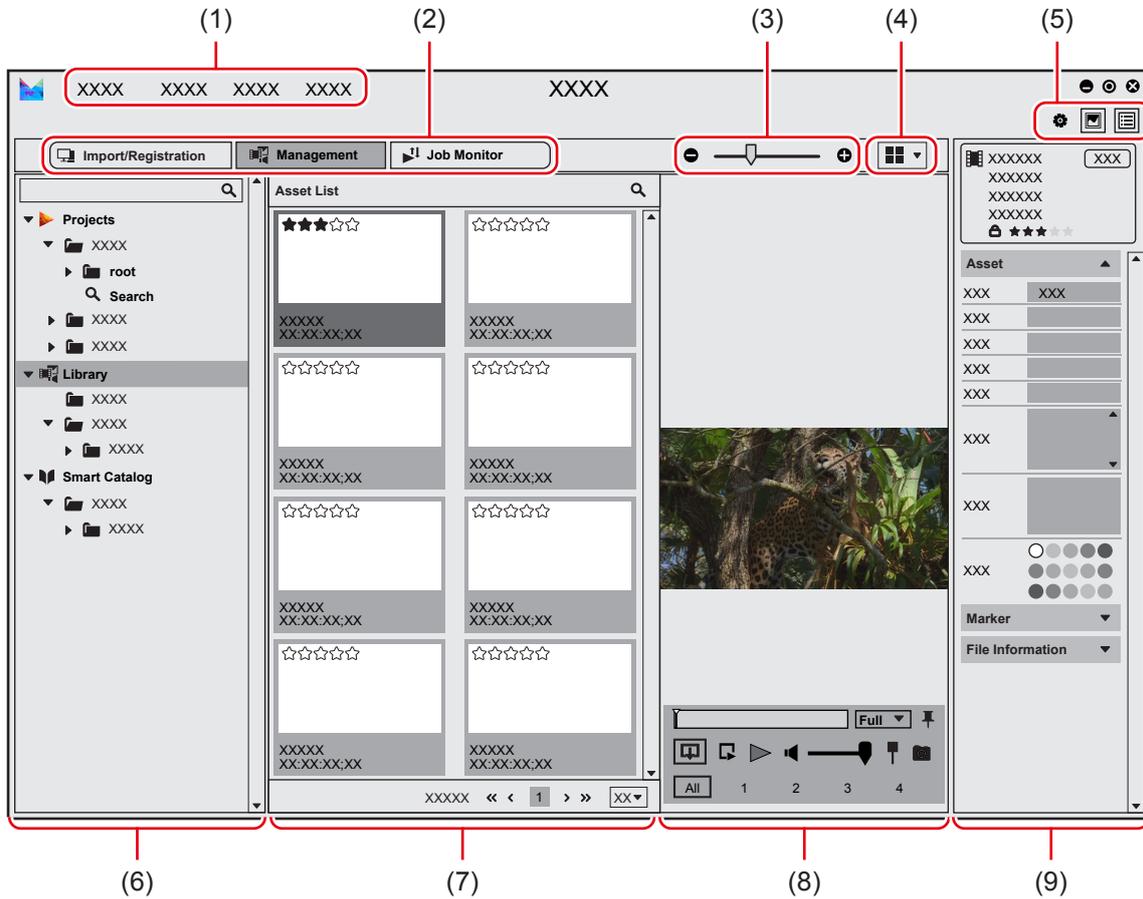
### Alternative

- Click [×] on the upper right of the main dialog box.
- Exiting Mync: **[Alt] + [F4]**, **[Esc]**

# Screen Configuration

## Main Dialog Screen

This section explains the screen configuration of the main dialog screen. The following screen is an example of display on the [Management] tab.



(1)	<b>Menu bar</b>	Perform various operations. “Menu Bar” (▶ page 27)
(2)	<b>Switching tab</b>	Switch the display of the sidebar, thumbnail pane, and preview pane, depending on the purpose. “Switching Tab” (▶ page 28)
(3)	<b>Zoom in/zoom out</b>	Drag the slider to the left and right to set the size of the thumbnail. ([Thumbnail] view only)
(4)	<b>Display</b>	<p>■ ■ ■: [Thumbnail] Switch the display of the thumbnail pane to thumbnail view.</p> <p>≡: [Details] Switch the display of the thumbnail pane to detailed view. Clicking the column setting button will set items to be displayed.</p> <ul style="list-style-type: none"> <li>• By dragging and dropping the display items, the order of the items can be changed.</li> <li>• Every click on a display item switches the sorting order between ascending and descending.</li> </ul>
(5)	<b>Tool bar</b>	Change the window layout and open the [Settings] dialog box. “Tool Bar” (▶ page 27)
(6)	<b>Sidebar</b>	The display contents differ depending on the tab selected by the switching tab. <ul style="list-style-type: none"> <li>• When [Import/Registration] tab is selected The folders of PC or devices connected to the PC are displayed in a tree structure.</li> <li>• When [Management] tab is selected [Projects] to manage EDIUS projects and clips, [Library] to manage assets collectively, and catalogs/smart catalogs to organize assets are displayed in a tree structure.</li> <li>• When [Job Monitor] tab is selected GV Job Monitor is displayed.</li> </ul> “Sidebar” (▶ page 28)

## Chapter 3 Startup — Screen Configuration

(7)	<b>Thumbnail pane</b>	Display a list of sources in a device or folder selected on the sidebar, assets managed in the library, etc. <ul style="list-style-type: none"> <li>When the [Import/Registration] tab is displayed, the import settings pane is displayed in the upper part.</li> </ul> <b>“Thumbnail Pane” (► page 29)</b>
(8)	<b>Preview pane</b>	Click [View] on the menu bar, and click [Preview] to display. <b>Preview area</b> The preview of a source or asset/clip selected in the thumbnail pane is displayed. <b>Operation area</b> You can perform operations such as playback/stop, volume adjustment, and audio channel selection in the operation area. <b>“Operations on Assets” (► page 38)</b> To select an audio channel, click the audio expand button in the operation area to expand the operation area. Click on an audio channel displayed in the expanded area to select it.
(9)	<b>Properties pane</b>	The properties of a source or asset/clip selected in the thumbnail pane are displayed. <b>“Properties Pane” (► page 30)</b>

### Menu Bar

[File]	[Exit]	Exit Mync.	
[View]	[Sort]	Sort the items in the thumbnail pane in the specified order.	
	[Overlay]	[Zebra]	Switch the show/hide setting for the zebra.
		[Audio level meter]	Switch the show/hide setting for the audio level meter.
		[Closed Caption]	<b>[Display]</b> Switch the show/hide setting for closed caption. When the menu item [Display] is checked, closed caption is displayed. <b>[Settings]</b> In the [Preview] dialog box, set the type and standard of the closed caption to display.
	[Preview]	Switch the show/hide setting for the preview pane.	
	[Properties]	Switch the show/hide setting for the properties pane.	
[Settings]		Open the [Settings] dialog box. <b>“[Settings] Dialog Box” (► page 31)</b>	
[Help]	[Help]	Display the online manual. Online environment is required.	
	[FAQ (Frequently Asked Questions)]	Display frequently asked questions and answers. Online environment is required.	
	[MYNCWORLD]	Display MYNCWORLD.COM. Online environment is required.	
	[News]	Display [Information Board]. Online environment is required.	
	[My Page]	Log in to eID Web and access [My page top]. Online environment is required.	
	[eID registration]	Change the eID or delete the registration of eID. Online environment is required.	
	[Serial number registration]	Register the serial numbers of Grass Valley products. Online environment is required.	
	[Database Migration]	Take over assets, catalogs, and other data from an older version of Mync. <b>“Database migration” (► page 20)</b>	
	[About]	Display the version information.	

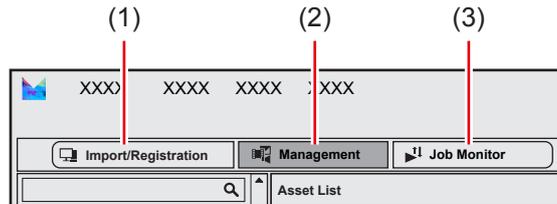
### Tool Bar

You can switch the screen display or easily display the [Settings] dialog box using the tool bar.

	<b>[Settings]</b> Open the [Settings] dialog box.
	<b>[Preview]</b> Switch the show/hide setting of the preview pane.
	<b>[Properties]</b> Switch the show/hide setting of the properties pane.

## Switching Tab

You can switch the display of the sidebar, thumbnail pane, and preview pane.



(1)	<b>[Import/Registration] tab</b>	Use this tab to import sources or register them to the library. “Importing/Registering Sources” (▶ page 34)
(2)	<b>[Management] tab</b>	Use this tab to manage the library or preview assets. “Operations on Assets” (▶ page 38) “Organizing/Managing Assets” (▶ page 48)
(3)	<b>[Job Monitor] tab</b>	Use this tab to monitor a rendering job. “GV Job Monitor” (▶ page 58)

## Sidebar

You can switch the display of the thumbnail pane.

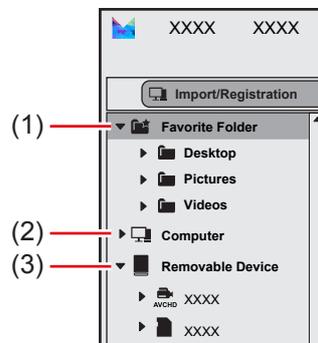
- The explanation of this section is based on the state when the [Import/Registration] or [Management] tab is selected with the switching tab. When the [Job Monitor] tab is selected, GV Job Monitor appears on the sidebar.  
“GV Job Monitor” (▶ page 58)

### Sidebar for the [Import/Registration] Tab

The folders of PC or devices connected to the PC (such as smartphone, USB memory, SD memory card used for camera) are displayed in a tree structure.

When you select a folder or device, the sources stored are displayed in the thumbnail pane.

“Importing/Registering Sources” (▶ page 34)



(1)	<b>[Favorite Folder]</b>	Register a folder that is frequently used as import destination of sources. “Registering Frequently Used Import Destination” (▶ page 37)
(2)	<b>[Computer]</b>	Expand the tree to display the folder tree of the file system.
(3)	<b>[Removable Device]</b>	Expand the tree to display devices connected to the PC, such as camera, USB memory, or DVD.



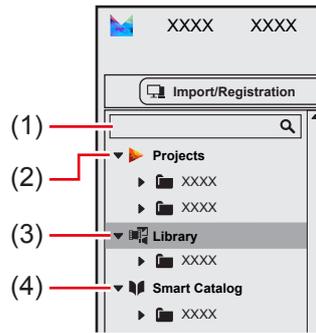
- When some items on the sidebar are clicked, **i** may appear on the right edge. If it happens, right-click on the item or click **i** to display the menu that can be used for the item.
- To update the information of the referenced folder or device, right-click on an item on the sidebar, and click [Refresh].
- To open the selected folder with the explorer, right-click on a folder on the sidebar, and then click [Open in Explorer].

### Sidebar for the [Management] Tab

The following items are displayed in a tree structure: [Projects] which manages projects and clips of EDIUS on a project basis, [Library] which manages assets collectively, and [Smart Catalog] which automatically collects assets that match the specified conditions from the library.

Catalogs that the user has created are displayed on a lower layer of [Library]. You can drag and drop any desired assets from the library to collect them in a catalog.

When you select [Library] or catalog/smart catalog, the registered assets are displayed in the thumbnail pane.



(1)	<b>Project search bar</b>	Enter name of a project to search for. “ <b>Search for Projects</b> ” (▶ page 50)
(2)	<b>[Projects]</b>	Click [Projects] to display a list of projects in the thumbnail pane. Expand the [Projects] tree to display projects created with EDIUS in a tree structure. If you expand the tree of a project and select a folder of the bin, the registered clips are displayed in the thumbnail pane. <ul style="list-style-type: none"> <li>The show/hide setting for [Projects] can be switched from [Settings] on the menu bar → [View] → [Sidebar] → [Show EDIUS projects].</li> </ul>
(3)	<b>[Library]</b>	Click [Library] to display all the assets registered to Mync in the thumbnail pane. Expand the [Library] tree to display catalogs that the user has created. If you select a catalog, the registered assets are displayed in the thumbnail pane. “ <b>Grouping Assets (Catalog)</b> ” (▶ page 52) When you register a clip to the bin with EDIUS, or when you convert a file with Mync, an asset is automatically registered to [Library]. After an asset has been registered, a red circle is displayed on the right of [Library].
(4)	<b>[Smart Catalog]</b>	Expand the [Smart Catalog] tree to display smart catalogs that the user has created. If you select a smart catalog, the registered assets are displayed in the thumbnail pane. “ <b>Grouping Assets That Meet the Search Conditions (Smart Catalog)</b> ” (▶ page 53)

### Thumbnail Pane

Projects, sources, or assets/clips are displayed according to the selected item on the sidebar.

By right-clicking on an item such as asset displayed in the thumbnail pane, you can use the following functions.

- The explanation of this section is based on the state when the [Import/Registration] or [Management] tab is selected with the switching tab. When the [Job Monitor] tab is selected, GV Job Monitor is displayed in the thumbnail pane.  
“**GV Job Monitor**” (▶ page 58)

<b>[Register to library]</b>	Register a selected source to the library. <ul style="list-style-type: none"> <li>The destination of registration and other conditions follow the setting in the [Register to library] pane.</li> </ul> “ <b>Registering Sources to the Library</b> ” (▶ page 36)
<b>[Import and register to library]</b>	Import a selected source and register it to the library at the same time. <ul style="list-style-type: none"> <li>The import destination and other conditions follow the setting in the [Import and register to library] pane.</li> </ul> “ <b>Importing Sources</b> ” (▶ page 34)
<b>[Open with EDIUS]</b>	Open an EDIUS project with EDIUS. “ <b>Opening EDIUS Projects</b> ” (▶ page 64) <ul style="list-style-type: none"> <li>Displayed when a project is selected in the thumbnail pane.</li> </ul>
<b>[Edit with EDIUS]</b>	Create an EDIUS project in accordance with the file format of an asset. “ <b>Creating EDIUS Projects</b> ” (▶ page 63) <ul style="list-style-type: none"> <li>Displayed when an asset is selected in the thumbnail pane.</li> <li>Not displayed when EDIUS is running.</li> </ul>
<b>[Preview]</b>	Preview a source or asset/clip in the full screen view. You can also preview a source or asset/clip by double-clicking it in the thumbnail pane or double-clicking the preview area.
<b>[Open in Explorer]</b>	Use the explorer to open the folder in which the project and sources are managed. When an asset/clip is selected, the folder in which the referenced asset is managed opens.
<b>[Copy to Folder]</b>	Copy sources to which the selected asset/clip is linked to a desired folder.
<b>[Upload]</b>	Upload a source or asset/clip to YouTube, FTP server, or Amazon S3 <sup>1</sup> . Still images cannot be uploaded to YouTube. <ul style="list-style-type: none"> <li>To upload a source or asset/clip, prior account setting is required.</li> </ul> “ <b>Sharing Assets Online</b> ” (▶ page 61)
<b>[Send to EDIUS Bin] <sup>*2</sup></b>	Add assets/clips to the bin of an EDIUS project. “ <b>Registering Assets to Bin</b> ” (▶ page 63)

[Show in Player] *2	Display assets/clips on the Player of EDIUS.
[Transcode]	Convert the file format of an asset/clip. “Converting Files” (▶ page 55)
[Remove from Bin]	Delete registered clips from the bin of EDIUS.
[Remove from the catalog]	Deregister selected assets from the catalog.
[Remove from library]	Deregister a project or asset.

\*1 An optional license is required to use Amazon S3.

\*2 Displayed only when EDIUS is running.



- Operations that can be performed differ depending on the subject selected in the thumbnail pane, such as asset or clip.
- For some functions, multiple items (assets, for example) can be selected and operated in a batch. Examples for operations of asset are given below.

Multiple assets can be selected as follows.

- Click on an asset one by one while holding down [Ctrl] on the keyboard.
- Click on the assets on the top and the bottom to specify the range you want to select, while holding down [Shift] on the keyboard.
- Depending on the conditions of an asset, a square mark may be displayed at the lower right of a thumbnail. ([Thumbnail] view only)  
The asset conditions by colors are as follows:
  - Green: Assets with markers
  - Blue: Asset with comments

### Preview Pane

You can display the preview of a selected source or asset/clip and perform operations such as playback/stop, volume adjustment, and audio channel selection.

Also, you can add In and Out points or markers to a video asset.

By double-clicking on a source or asset/clip in the thumbnail pane, or double-clicking the preview area, you can switch the view to the full screen preview.

“Operations in the Preview Pane” (▶ page 39)

- The show/hide setting for the preview pane can be switched by the following operations.
  - Click [View] on the menu bar, and click [Preview].
  - Click [Preview] on the tool bar.



- Clicking [Pin] in the preview pane switches whether or not to always display the operation area of the preview pane.  
Turn the [Pin] icon vertical to always display the operation area regardless of the mouse cursor position.  
Turn the [Pin] icon horizontal to display the operation area only when the mouse cursor is moved onto the preview pane.

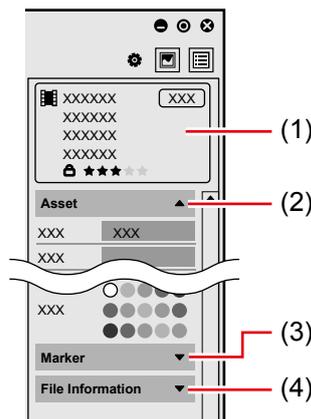


### Properties Pane

Various information of an item such as asset selected in the thumbnail pane are displayed. You can enter tags or comments to assets and projects, or change the display color.

Also, you can change the color of the marker added to a video asset or add comments to a video asset.

- The show/hide setting for the properties pane can be switched by the following operations.
  - Click [View] on the menu bar, and click [Properties].
  - Click [Properties] on the tool bar.



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(1)	<b>Information display area</b>	Display the type and name of the subject such as asset. For assets and projects, rating can be set by clicking on the star mark and changing the number of stars. A maximum of 5 stars can be set, which can be utilized in refined search.
(2)	<b>[Asset]*1</b>	Edit the name, display color, or other properties of an asset/project. Tags or comments can also be added. <b>“Changing Display Color of Asset” (▶ page 47)</b>
(3)	<b>[Marker]</b>	Display the information including timecodes of In/Out points and markers which have been added to an asset. You can change the color of a marker or enter comments. <b>“Setting In and Out Points” (▶ page 42)</b> <b>“Setting Markers” (▶ page 43)</b>
(4)	<b>[File Information]</b>	Display detailed information of the subject such as asset.

\*1 Displayed when an asset is selected in the thumbnail pane.



- Details displayed in the properties pane differ depending on the subject selected in the thumbnail pane, such as asset or clip.
- To edit content of the properties pane, click [Edit Properties] to unlock the properties pane.



- Projects support the edit of the properties pane.
- For sources and clips, contents of the properties pane cannot be edited.

### [Settings] Dialog Box

You can configure various settings on the [Settings] dialog box.

- To display the [Settings] dialog box, perform the following.
  - Click [Settings] on the menu bar, and click on the item to set.
  - Click [Settings] on the tool bar.
- To exit the [Settings] dialog box, click [x] in the top right.

<b>[General]</b>	<b>[Language]</b>	Set the display language.
	<b>[Theme]</b>	Change the user interface color.
	<b>[Feedback]</b>	Check [Automatically send diagnostic and usage data to Grass Valley] to automatically send the data of diagnosis result and usage conditions of Mync to Grass Valley. The sent data is used for the purposes of improving the quality, reliability, and performance of the software. If the dialog box for the user account control has appeared after clicking the checkbox, click [Yes] to continue the operation.
<b>[View]</b>	<b>[Timecode]</b>	Set the TC mode to be used when an asset/clip does not have a timecode.
	<b>[Sidebar]</b>	Check [Show EDIUS projects] to display EDIUS projects on the sidebar. Also, the number of projects to be displayed can be set by [The number of projects to display in the sidebar].
<b>[Preview]</b>	<b>[Zebra]</b>	Set show/hide of zebra. You can set the upper/lower limit of the brightness level to detect, or select the color of the striped pattern to be displayed when the upper/lower limit is exceeded.
	<b>[On Screen Display]</b>	Set show/hide of audio level meter in the preview pane. You can also set the font size and display position of audio level meter.
	<b>[Closed Caption]</b>	Set show/hide of closed caption. The type and standard of the closed caption to display can also be set.
	<b>[Full Screen Preview]</b>	This item is displayed only in the multiple monitor environment. Select the monitor to display a full screen preview.
<b>[Import/Transcode]</b>	<b>[Snapshot]</b>	Set the file format, quality, etc. of the still images exported from video. In [Destination], set the saving destination of exported still image files. <b>“Exporting Still Images” (▶ page 55)</b>
	<b>[Default Transcoding Destination]</b>	Set the destination to save converted assets/clips. <b>“Converting Files” (▶ page 55)</b>
	<b>[Import Settings Pane]</b>	Check [Hide] if you want to hide the import settings pane when the [Import/Registration] tab is clicked. <b>“Importing/Registering Sources” (▶ page 34)</b>
	<b>[Transcode Presets]</b>	Register the preset for file conversion. Import an export preset file which has been exported from EDIUS and register it as a preset. <b>“Registering Conversion Presets” (▶ page 56)</b>

### Chapter 3 Startup — Screen Configuration

<b>[Share]</b>	<b>[Share]</b>	Add/delete the account of YouTube, FTP server, or Amazon S3*1.
<b>[Performance]</b>	<b>[Hardware decode]</b>	<b>[H.264, H.265]/[Video RAW (Canon, Sony)]</b> Decoding of H.264, H.265, and video RAW files can be made quicker using hardware. <b>[GPU Mode (RED)]</b> Set whether GPU is used to accelerate decoding of RED sources. <ul style="list-style-type: none"><li>• The items that can be selected may differ depending on the editing environment.</li></ul>

\*1 An optional license is required to use Amazon S3.

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## Chapter 4

# Importing Sources

This chapter explains how to import sources from a device connected to PC or a folder of PC, and to register them to the library.

# Importing/Registering Sources

You can copy and import sources from a device connected to PC (such as smartphone, USB memory, SD memory card used for camera) and register them to the library.

You can also import sources stored in a PC.

Additionally, you can perform batch import of sources, or just register them to the library without importing.

## Importing Sources

You can import sources from a device connected to PC or sources stored in a PC. The sources are transferred to a specified folder of a PC, and registered to the library at the same time.

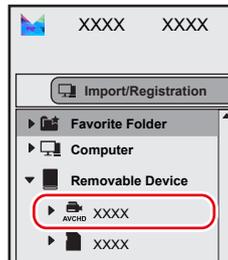
This section describes how to import sources from a device connected to PC.

### 1) Click the [Import/Registration] tab.

- The display of the sidebar and thumbnail pane will be switched.
- The import settings pane is displayed in the upper part of the thumbnail pane.

### 2) Connect a device to your PC.

- The connected device is displayed in [Removable Device] on the sidebar.



### 3) Select the device on the sidebar.

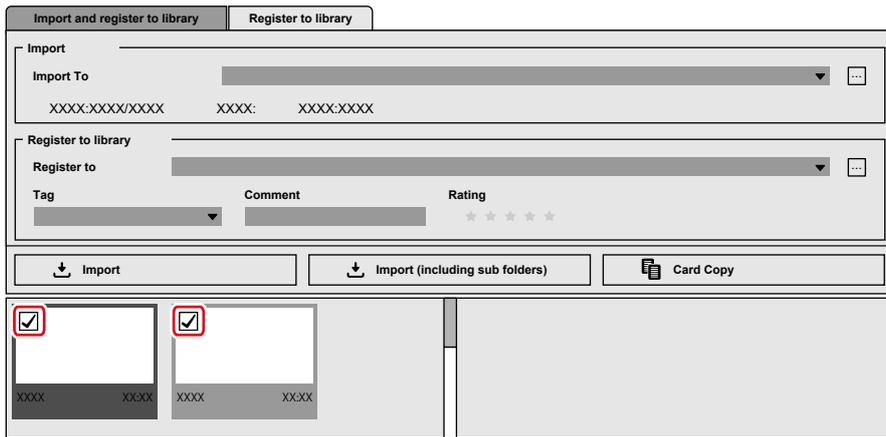
- The sources stored in the connected device are displayed in the thumbnail pane.

### 4) Click the [Import and register to library] tab in the import settings pane.



- The [Import and register to library] pane is displayed.  
 “[Import and register to library] Pane” (▶ page 35)

5) Check the sources you want to import.



- This step is not necessary when you batch import all the sources in the device. In step 8), click [Import (including sub folders)] or [Card Copy].

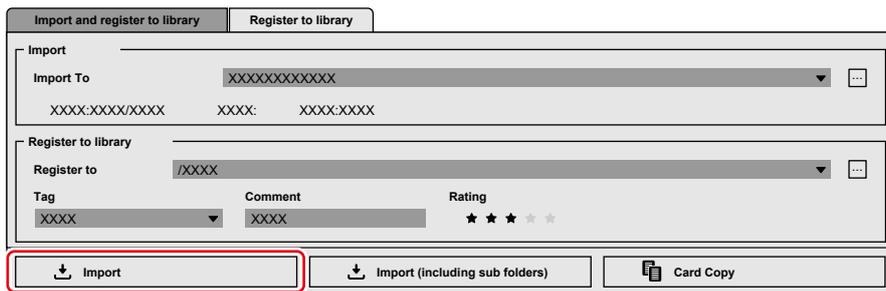
6) Click [...] of [Import To] for [Import] to specify the copy destination of sources.

- Alternatively, you can click the [Import To] list button and select a copy destination from recent history.

7) Click [...] of [Register to] for [Register to library] to specify the registration destination of sources.

- Alternatively, you can click the [Register to] list button and select a registration destination from recent history.
- Metadata such as tags and comments can be added to the imported sources.

8) Click [Import].

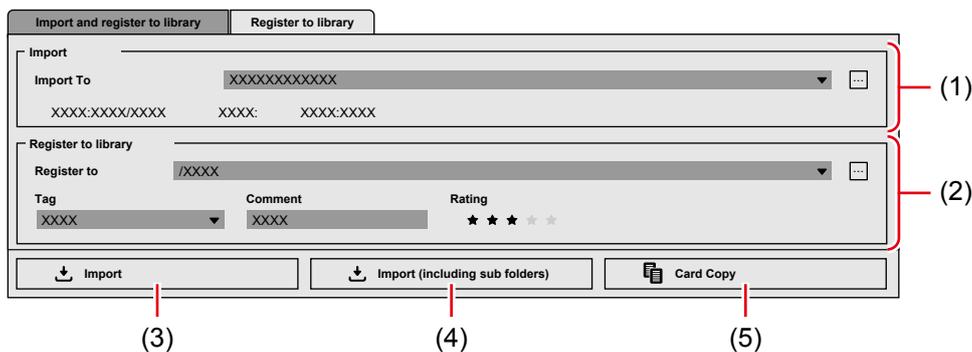


- Import of the sources is started.  
The sources are copied to the folder with a date created within the folder specified for [Import To], and registered to the library as assets.



- Mync can be started also from the auto play dialog box displayed when a USB device is connected.
- AVCHD sources that consist of multiple separate files are registered as a single asset.
- Right-click on the device name on the sidebar, and then click [Eject] to remove the device.

[Import and register to library] Pane



(1)	[Import]	Set the import destination folder of sources. Information including the free space of the storage on the PC and the total data size of the selected sources are displayed.
-----	----------	--

(2)	[Register to library]	Set the destination to register sources. Configure the metadata to be added to the imported sources.
(3)	[Import]	Register sources to the library as assets at the same time when they are imported.
(4)	[Import (including sub folders)]	Regardless of selection of checkboxes, all the sources in the folder of PC selected on the sidebar and its subfolders are copied and registered to the library as assets.
(5)	[Card Copy]	Regardless of selection of checkboxes, all the sources in the folder or device are copied and registered to the library as assets. <ul style="list-style-type: none"> <li>You can use this option to import data with specific folder structures such as those in an SD memory card used for a digital camera.</li> <li>Sources are copied to the “Cards” folder within the folder specified for [Import To].</li> <li>This option cannot be used when the disk capacity of the import destination is insufficient.</li> </ul>

## Registering Sources to the Library

You can register sources to the library without importing.  
This section explains how to register sources stored in a folder of PC to the library.

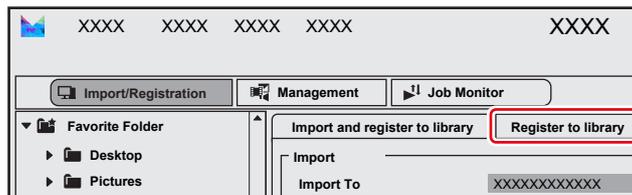
### 1) Click the [Import/Registration] tab.

- The display of the sidebar and thumbnail pane will be switched.
- The import settings pane is displayed in the upper part of the thumbnail pane.

### 2) Select a folder of PC on the sidebar.

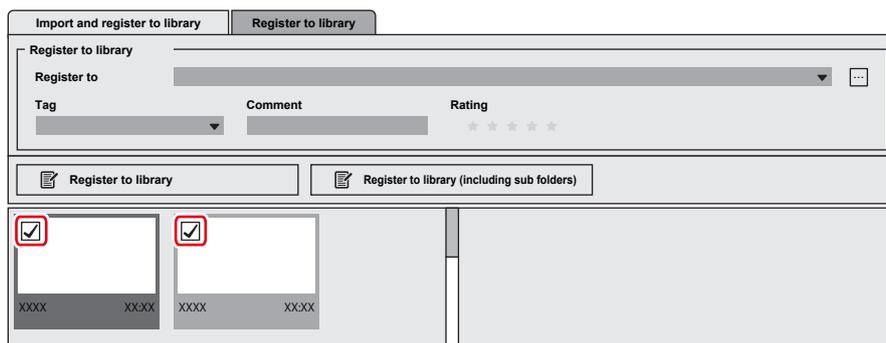
- Sources stored in the folder are displayed in the thumbnail pane.

### 3) Click the [Register to library] tab in the import settings pane.



- The [Register to library] pane is displayed.  
“[Register to library] Pane” (▶ page 37)

### 4) Check the sources you want to register to the library.

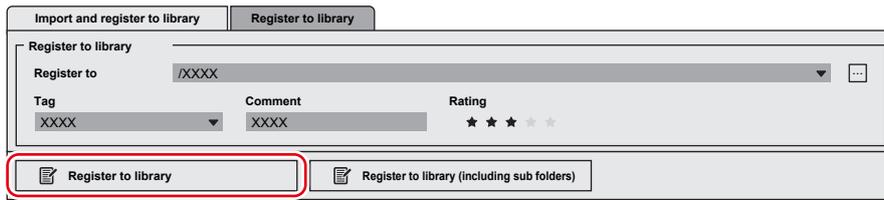


- This step is not necessary when you batch import all the sources in the folder. In step 6), click [Register to library (including sub folders)].

### 5) Click [...] of [Register to] for [Register to library] to specify the registration destination of sources.

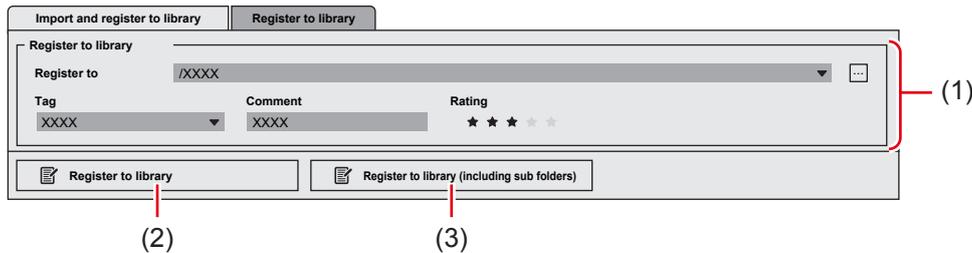
- Alternatively, you can click the [Register to] list button and select a registration destination from recent history.
- Metadata such as tags and comments can be added to the imported sources.

6) Click [Register to library].



- Sources are registered to the library as assets.

[Register to library] Pane



(1)	[Register to library]	Set the destination to register sources. Configure the metadata to be added to the registered sources.
(2)	[Register to library]	Register sources to the library as assets. The sources are not copied.
(3)	[Register to library (including sub folders)]	Regardless of selection of checkboxes, all the sources in the folder of PC selected on the sidebar and its subfolders are registered to the library as assets.

## Registering Frequently Used Import Destination

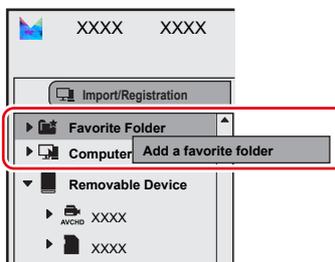
You can register folders that are frequently used when you import sources stored on PC to [Favorite Folder]. Once registered, the folders can be displayed quickly.

- The following shortcuts are given as presets for [Favorite Folder].
  - [Desktop]: Shows folders on the desktop of PC containing files that can be imported.
  - [Pictures]: Shows folders managed by “Pictures” on PC containing files that can be imported.
  - [Videos]: Shows folders managed by “Videos” on PC containing files that can be imported.

1) Click the [Import/Registration] tab.

- The display of the sidebar and thumbnail pane will be switched.

2) Right-click [Favorite Folder] on the sidebar, and click [Add a favorite folder].



- The [Add a favorite folder] dialog box appears.

3) Select the folder to register, and click [Select Folder].

- The specified folder will be registered to [Favorite Folder].



- Alternatively, right-click on the [Computer] or [Removable Device] folder on the sidebar, and then click [Add to the favorite folder] to register a selected folder as favorite.
- To deregister a folder from favorites, right-click on a favorite folder to delete, and then click [Remove from Favorite Folder].

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## Chapter 5

# Operations on Assets

This chapter explains how to play back sources or assets/clips and add In/Out points or markers to assets in the preview pane.

# Operations in the Preview Pane

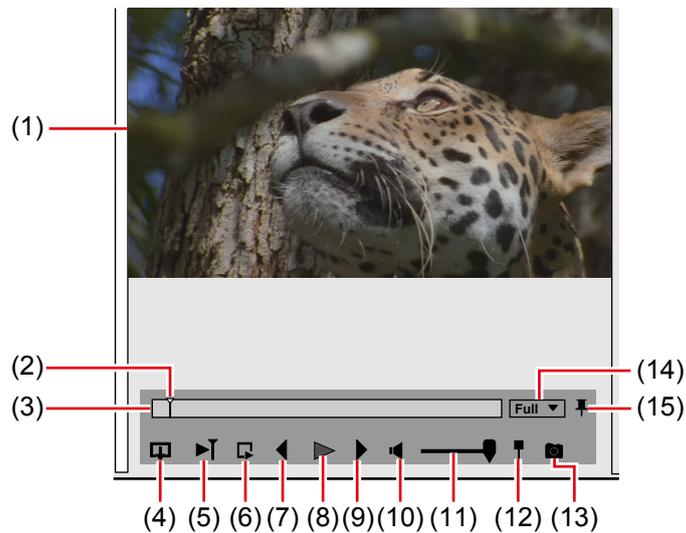
Sources and assets/clips can be played back in the preview pane.

Also, you can use the operation panel of the preview pane to set In/Out points or add markers to assets.

- The show/hide setting for the preview pane can be switched by the following operations.
  - Click [View] on the menu bar, and click [Preview].
  - Click [Preview] on the tool bar.



- Depending on the size of the preview pane, some part of the operation buttons in the operation area may not be displayed.
- The operation panel is not displayed for some types of asset.
- Sources and clips can be handled in the same way as assets.



(1)	<b>Preview area</b>	The preview image is displayed.
(2)	<b>Slider</b>	Drag it to the right and left to change the playback position. A frame of the position of the slider is displayed in the preview area.
(3)	<b>Position bar</b>	The timeline of the asset displayed in the preview pane is indicated. Clicking on a point on the position bar displays the frame in the preview area.
(4)	<b>Audio expand button</b>	Click this button to expand the operation area and enable selection of audio channels.
(5)	<b>[Play Around Slider]</b>	Playback starts from the point three seconds before the position of the slider. To stop playback, click [Stop].
(6)	<b>[Loop Play]</b>	Playback of asset is repeated. To stop playback, click [Loop Play] again, or click [Stop].
(7)	<b>[Previous Frame]</b>	Each click rewinds the timeline one frame at a time in the reverse direction.
(8)	<b>[Play]/[Stop]</b>	Start/stop playback of asset. “ <b>Playback of Asset</b> ” (► page 41)
(9)	<b>[Next Frame]</b>	Each click advances the timeline one frame at a time in the forward direction.
(10)	<b>[Mute]</b>	Toggle mute/unmute.
(11)	<b>Volume adjustment</b>	Adjust the playback volume.
(12)	<b>[Marker]</b>	Add a marker to the position of the slider. To delete a marker, move the slider to the marker and click [Marker]. “ <b>Setting Markers</b> ” (► page 43) • Markers cannot be added to sources and clips.
(13)	<b>[Snapshot]</b>	Save the image displayed in the preview pane as a still image. “ <b>Exporting Still Images</b> ” (► page 55)

(14)	[Preview Quality/ Preview Color Space]	<p>Switch the image quality and color space for preview.</p> <p>In the [Preview Quality/Preview Color Space] area, current settings of [Preview Quality] and [Preview Color Space] are displayed.</p> <ul style="list-style-type: none"> <li>• When [Bypass] is selected for [Preview Color Space], the setting details are not displayed.</li> </ul> <p><b>Draft preview</b></p> <p>Change the image quality for preview to improve the performance of real time playback. Click [Preview Quality/Preview Color Space] in the operation area, and select an image quality to set from [Preview Quality].</p> <p><b>Switching [Preview Color Space]</b></p> <p>You can switch the color space for preview. Click [Preview Quality/Preview Color Space] in the operation area, and select a color space to set from [Preview Color Space].</p> <ul style="list-style-type: none"> <li>• [Bypass]: Playback is performed with the original color space of the source.</li> <li>• [BT.709]: Playback is performed with the BT.709 color space.</li> <li>• [BT.2020]: Playback is performed with the BT.2020 color space.</li> <li>• [HDR PQ]: Playback is performed with the BT.2100 color space (PQ system).</li> <li>• [HDR HLG]: Playback is performed with the BT.2100 color space (HLG system).</li> </ul>
(15)	[Pin]	<p>Every click switches whether or not to always display the operation area of the preview pane. Turn the icon vertical to always display the operation area. Turn the icon horizontal to display the operation area only when the mouse cursor is moved onto the preview pane.</p>

# Playback of Asset

You can play back sources and assets/clips in the preview pane.

This section explains how to play back an asset.

- Before you start the operation, display the preview pane.  
“Operations in the Preview Pane” (▶ page 39)
- You can play back and display the following sources and assets/clips in the preview pane.
  - Video (including sequence clips and caption clips)
  - Still image
  - Audio
- Title clips and timeline sequence clips cannot be played back.

## 1) Click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

## 2) Click [Library] on the sidebar, and select an asset in the thumbnail pane.

- A preview image will be displayed in the preview pane.
- To play back an asset that is managed in a catalog/smart catalog, select an asset in the target catalog/smart catalog.
- Except when you clicked on a still image, proceed to step 3).

## 3) Click [Play] in the preview pane.



- Playback will start in the preview pane.
- In the operation area, you can perform operations such as volume adjustment and change of preview image quality.  
“Operations in the Preview Pane” (▶ page 39)

## 4) Click [Stop] in the preview pane.



- Playback will stop.

### ■ Full screen preview

The video can be also viewed in the full screen preview.

While in full screen preview, you can perform the same operations as in the normal view.

To switch to the full screen preview, double-click on a source or asset/clip in the thumbnail pane, or double-click the preview area.

To go back to the normal view, double-click on the full screen preview window, or click [Return] displayed on the upper left.

### ■ Closed caption display

Set show/hide of closed caption.

## 1) Click [View] on the menu bar, and click [Overlay] → [Closed Caption] → [Display].

- The checkbox of this menu item is selected, and closed caption display is enabled.



- To set the type and standard of the closed caption, click [View] on the menu bar, and select [Overlay] → [Closed Caption] → [Settings].
- Closed caption display supports MXF format files.
- Import of closed caption files (\*.scc and \*.mcc) is supported.
- You can also set show/hide of the closed caption by selecting the [Settings] dialog box → [Preview] → [Closed Caption], and selecting the checkbox for [Closed Caption].

# Setting In and Out Points

You can set In (start) and Out (end) points to video assets.

- Before you start the operation, display the preview pane.
- “Operations in the Preview Pane” (► page 39)



- The In/Out points set to an asset on Mync can be used on EDIUS as they are, as long as the asset is used as a clip.
- If the In or Out point of an asset is modified on Mync, the change will be reflected in the clips in the bins of all the projects created with EDIUS.
- The In and Out points of assets can be set only on Mync. You cannot set In and Out points of assets with EDIUS.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

### 1) Select an asset in the thumbnail pane.

- A preview image will be displayed in the preview pane.

### 2) Display the frame to set an In point in the preview pane, and press [I] on the keyboard.

- An In point is added to the position of the slider. The color of the part before the In point will change.
- The timecode of [In Point] for [Marker] in the properties pane is updated to the timecode of the set In point.

### 3) Display the frame to set an Out point in the preview pane, and press [O] on the keyboard.

- An Out point is added to the position of the slider. The color of the part after the Out point will change.
- The timecode of [Out Point] for [Marker] in the properties pane is updated to the timecode of the set Out point.

## Alternative

- Place the mouse cursor on the left or right edge of the position bar, and the mouse cursor changes shape. By dragging this shape of the mouse cursor, you can set In and Out points.



- The positions of In and Out points can be changed.  
Place the mouse cursor onto the In or Out point. When the mouse cursor changes shape, drag it to a desired position.



# Setting Markers

You can add a marker to a desired position of a video asset.

You can also change the color of the added marker or enter comments.

- Before you start the operation, display the preview pane.

“Operations in the Preview Pane” (► page 39)



- A marker set to an asset on Mync can be used on EDIUS as a clip marker, as long as the asset is used as a clip.
- If marker information of an asset is modified on Mync, the change will be reflected in the clips in the bins of all the projects created with EDIUS.
- Markers of assets can be set only on Mync. You cannot set markers on assets with EDIUS.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Adding Markers

You can add a marker.

- The default color of marker is orange. The color of a marker can be changed in the properties pane.

“Changing Colors of Markers” (► page 44)

### 1) Select an asset in the thumbnail pane.

- A preview image will be displayed in the preview pane.

### 2) Display the frame to add a marker on the preview pane.

- Move the slider to the position where a marker is to be added.

### 3) Click [Marker] in the preview pane.



- A marker is added to the position of the slider on the position bar.



- The information of the added marker is displayed in [Marker] of the properties pane.

## Alternative

- Adding marker: [V]



- By dragging the marker on the position bar, you can change its position.

## Setting Marker with Range

A marker with range can be set using an existing marker as a starting point.

### 1) Perform steps 1) to 3) in “Adding Markers”.

- “Adding Markers” (► page 43)
- Set a marker.

**2) Move the mouse cursor onto the set marker, and drag it to the right while holding down [Shift] on the keyboard.**

- A marker with range using an existing marker as a starting point is set to the position bar.



- The information of the added marker with range is displayed in [Marker] of the properties pane.



- By dragging the marker with range set on the position bar, you can change its range.

## Deleting Markers

You can delete a marker.

**1) Select an asset in the thumbnail pane.**

- A preview image will be displayed in the preview pane.

**2) Click [Marker] in the properties pane, and select the information of a marker to delete.**



- The slider on the position bar moves to the position of the selected marker.

**3) Click [Marker] in the preview pane.**



- The selected marker is deleted.
- The information of the marker in the properties pane is also deleted.

**Alternative**

- Deleting marker: [V]

## Changing Colors of Markers

You can change the color of marker.

- The default color of marker is orange.

**1) Select an asset in the thumbnail pane.**

- A preview image will be displayed in the preview pane.

2) Click [Edit Properties] in the properties pane.



- The properties pane is unlocked, and editing is enabled.

3) Click [Marker] in the properties pane, and select a desired color from [Color] in the information of the marker to change the color.



- The color of the marker is changed. A white circle mark is added to the color selected for [Color] in the marker information.

4) Click [Edit Properties] in the properties pane.

- Editing of the properties pane is locked.

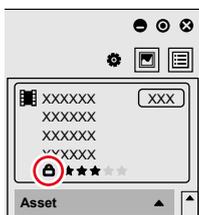
## Adding Comments to Markers

You can add a comment to a marker.

1) Select an asset in the thumbnail pane.

- A preview image will be displayed in the preview pane.

2) Click [Edit Properties] in the properties pane.



- The properties pane is unlocked, and editing is enabled.

- 3) Click [Marker] in the properties pane, and click [Add comments] in the information of the marker to add a comment to.



- The comment entry field appears.

- 4) Enter a comment in the comment entry field.

- The comment entry is confirmed when the focus on the entry field is removed.

- 5) Click [Edit Properties] in the properties pane.

- Editing of the properties pane is locked.



- The entered comments can be edited by unlocking the properties pane and clicking on the comment entry field.

# Changing Display Color of Asset

You can change the display color of assets in the thumbnail pane.

This section explains how to change the display color of an asset.

- You can also change the display color of projects, in the same way as assets.



- The display color set to an asset on Mync can be used on EDIUS as it is, as long as the asset is used as a clip.
- If display color of an asset is modified on Mync, the change will be reflected in the clips in the bins of all the projects created with EDIUS.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

### 1) Select an asset in the thumbnail pane.

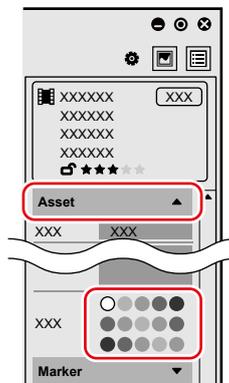
- You can select multiple assets and change their colors at one time.

### 2) Click [Edit Properties] in the properties pane.



- The properties pane is unlocked, and editing is enabled.

### 3) Click [Asset] in the properties pane, and select a color from [Clip Color].



- The color of the asset is changed. The color selected for [Clip Color] is marked with a white circle.

### 4) Click [Edit Properties] in the properties pane.

- Editing of the properties pane is locked.

---

## Chapter 6

# Organizing/Managing Assets

This chapter explains how to search for assets/clips or projects, and how to utilize catalogs/smart catalogs to manage assets.

# Search for Assets

You can set keywords and conditions to search for assets/clips managed on Mync. You can also search for projects.

**Note**

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Refined Search

You can use refined search for searching in more detailed conditions.

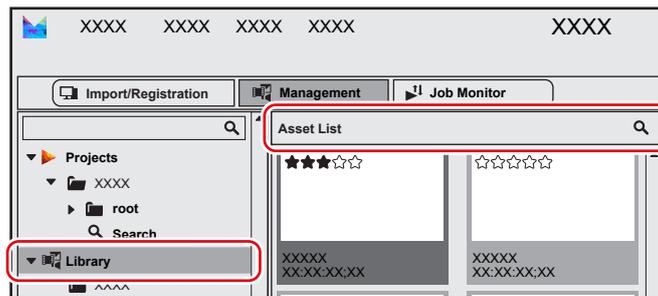
### Refined Search for Assets

You can search for assets managed in the library.

#### 1) Click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

#### 2) Click [Library] on the sidebar, and click [Asset List].



- The search settings pane is displayed.
  - “Search Settings Pane” (▶ page 49)
- By selecting a catalog and clicking [Asset List], a refined search within the selected catalog can be performed.

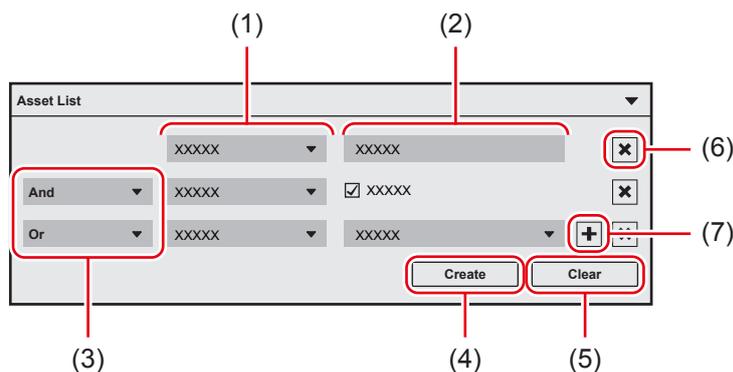
#### 3) Specify the search conditions.

- Assets that match the search conditions will be displayed in the thumbnail pane.
- When content of search is entered by text, press [Enter] on the keyboard after entry.



- To close the search settings pane, click [Asset List] again.

### Search Settings Pane



(1)	<b>Search category</b>	Click it to select a search category.
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(2)	<b>Content of search</b>	Set content of search for each of the selected search category.
(3)	<b>[And]/[Or]</b>	Set the conditions in which multiple search conditions are satisfied.
(4)	<b>[Create]</b>	Create a smart catalog that meets the set search conditions. <b>“Grouping Assets That Meet the Search Conditions (Smart Catalog)” (► page 53)</b>
(5)	<b>[Clear]</b>	Initialize the set search conditions.
(6)	<b>[×]</b>	Delete a search condition.
(7)	<b>[+]</b>	Add a search condition.

## Refined Search for Clips

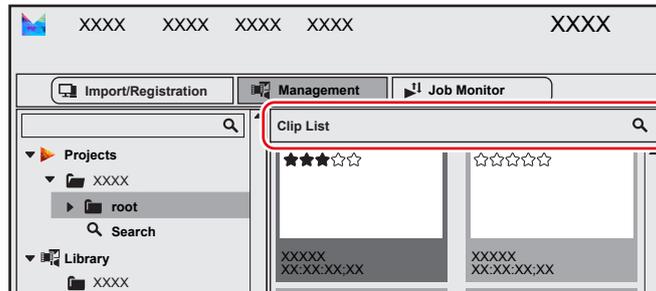
You can search for clips registered to the bin of a project.

### 1) Click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

### 2) On the sidebar, select a search target folder in the bin.

### 3) Click [Clip List].



- The search settings pane is displayed.

### 4) Set the search conditions, and click [Search].

- For how to set search conditions, see “Refined Search for Assets”.  
**“Refined Search for Assets” (► page 49)**
- Clips that match the search conditions will be displayed in the thumbnail pane.  
 At the same time, a search result folder is created in [Search] of the project on the sidebar. The search result folder contains setting of search conditions. Therefore, when new clips that match the search conditions are registered to the bin, they are automatically registered to the search result folder.



- The search conditions set on the search result folder can be edited. Select the search result folder, edit the search conditions in the search settings pane, and then click [Update].
- Folders in [Search] can be resorted or moved between layers of hierarchy.  
 Drag a folder you want to move and drop it onto the destination.
- To delete a folder, right-click on the folder to delete, click [×Delete], and then click [OK].
- To change the folder name, select the folder and click on the folder name again.
- To close the search settings pane, click [Clip List] again.

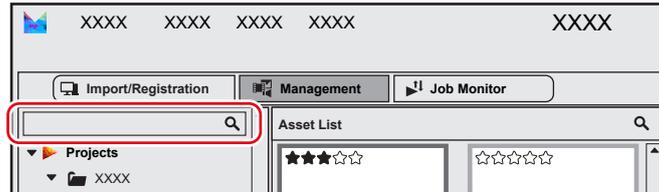
## Search for Projects

You can search for a project managed in [Projects] on the sidebar by entering a project name.

### 1) Click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

2) Enter a keyword in the project search bar on the sidebar.



- Projects that match the search conditions will be displayed in the [Projects] tree on the sidebar.



- When [Projects] on the sidebar is hidden, the project search bar is not displayed on the sidebar.

# Organizing Assets (Catalogs/Smart Catalogs)

Catalog/smart catalog is provided as a tool to organize assets which have been registered to the library. Catalogs/smart catalogs can be viewed in the [Mync] window of EDIUS, in the same way as on Mync.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## ■ What is a catalog?

You can collect assets, which have been registered to the library, by dragging and dropping from the library.

“**Grouping Assets (Catalog)**” (▶ page 52)

## ■ What is a smart catalog?

Assets that match specified conditions can automatically be searched for and collected.

You can set a combination of multiple conditions for each smart catalog by selecting [Maker Name], [Model Name], [Creator], [Tags], [Rating], etc.

Update of the library is reflected in real time so that the latest search result can be obtained any time.

“**Grouping Assets That Meet the Search Conditions (Smart Catalog)**” (▶ page 53)

## Grouping Assets (Catalog)

Using the catalog function, you can group registered assets to organize them as desired.

If you use Mync that has come with EDIUS, grouped catalogs can be viewed in the [Mync] window of EDIUS, in the same way as on Mync.

“**Interaction with EDIUS**” (▶ page 62)

## Creating Catalogs

Create a new catalog.

A catalog is created in a layer under the selected item.

This section explains how to create a catalog in a layer under [Library].

### 1) Click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

### 2) Right-click [Library] on the sidebar, and click [+Add].

- The [New catalog] dialog box appears.

### 3) Enter a folder name, and click [OK].

- A new catalog is created in a layer under [Library] on the sidebar.

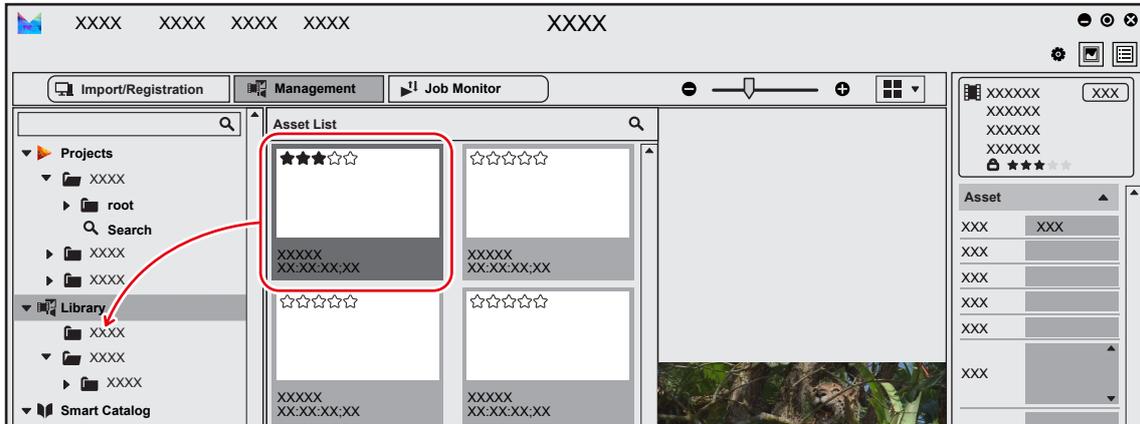


- You can also create a new catalog by right-clicking on a created catalog. A new catalog is created in a layer under the original catalog.
- Catalogs on the sidebar can be resorted or moved between layers of hierarchy.
  - Drag a catalog you want to move and drop it onto the destination.
- To delete a catalog, right-click on the catalog to delete, click [×Delete], and then click [OK].
- To change the catalog name, select a catalog and click on the catalog name again.

## Registering Assets to Catalog

You can register assets to a created catalog.

### 1) Drag an asset in the thumbnail pane and drop it to the catalog.



- The asset is registered to the catalog.



- You can select multiple assets and drag and drop them, to register multiple assets at one time.

## Grouping Assets That Meet the Search Conditions (Smart Catalog)

Smart catalog is a feature to group assets searched by refined search conditions. Multiple search conditions can be combined, and specific grouping can be performed. Since all assets registered to the library are always the target of search, when a new asset that meets the set search conditions is registered, it is automatically registered to the smart catalog.

If you use Mync that has come with EDIUS, grouped smart catalogs can be viewed in the [Mync] window of EDIUS, in the same way as on Mync.

“Interaction with EDIUS” (▶ page 62)

## Creating Smart Catalogs

You can create a smart catalog including the assets filtered by refined search.

### 1) Perform steps 1) to 3) in “Refined Search for Assets”.

- “Refined Search for Assets” (▶ page 49)
- Assets that match the search conditions will be displayed in the thumbnail pane.

### 2) Click [Create].

- The [Save as smart catalog] dialog box appears.

### 3) Enter a name for the smart catalog, and click [OK].

- A new catalog is created in [Smart Catalog] on the sidebar.

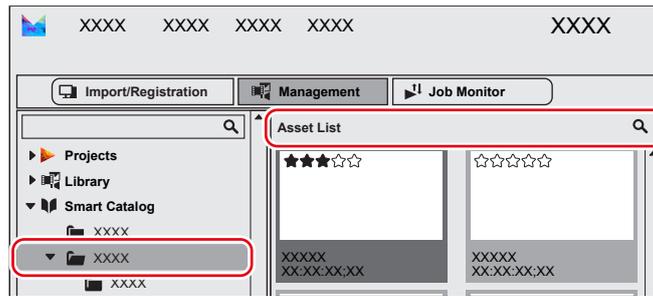


- Smart catalogs on the sidebar can be resorted or moved between layers of hierarchy. Drag a smart catalog you want to move and drop it onto the destination.
- To delete a smart catalog, right-click on the smart catalog to delete, click [×Delete], and then click [OK].
- To change the name of a smart catalog, select a smart catalog and click on the name of the smart catalog again.

## Editing Search Conditions of Smart Catalog

You can edit the search conditions of a created smart catalog.

1) Select a smart catalog on the sidebar, and click [Asset List].



- The search settings pane is displayed.

2) Edit the search conditions.

- “Refined Search for Assets” (▶ page 49)

3) Click [Update].

- The search conditions of smart catalog will be updated.
- Clicking [Create] will create a new smart catalog which has the current refined search condition setting. A new smart catalog is created in a layer under the original smart catalog.

# Utilizing Assets

You can export still images from sources or assets/clips of video by a simple operation, or convert file formats of assets/clips.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Exporting Still Images

You can export a still image on a desired position of a source or asset/clip of video with the resolution of the source maintained. This section explains how to export a still image from an asset.

- Before you start the operation, display the preview pane.  
“Operations in the Preview Pane” (► page 39)

### 1) Select an asset in the thumbnail pane.

- A preview image will be displayed in the preview pane.

### 2) Display the frame to be exported as a still image in the preview pane.

- Move the slider to the position of the frame you want to export as a still image.
- When displaying the frame, use keyboard shortcuts for effective operation.  
“Preview” (► page 68)

### 3) Click [Snapshot] in the preview pane.



- The still image is registered to [Library].

## Alternative

- Saving as still image: [Ctrl] + [T]



- The settings for exporting still images can be changed by the [Settings] dialog box → [Import/Transcode] → [Snapshot].
- Still image files are saved in the folder with a date set in the [Settings] dialog box → [Import/Transcode] → [Snapshot] → [Destination]. The file will be named as “name of the video asset [timecode]”. For example, if the frame 00:00:01;00 is exported from the asset named “abc” in the jpg format, the file name will be “abc [00.00.01,00].jpg”.

## Converting Files

You can convert file formats of assets/clips to save them as new files. This section explains how to convert an asset file.



- Standard conversion presets are registered by default. You can also register and use conversion presets with custom configurations of your preference.  
“Registering Conversion Presets” (► page 56)
- Assets/clips that can be converted are as follows:
  - Video (including sequence clips and timeline sequence clips)

### 1) Right-click on the asset in the thumbnail pane, and click [Transcode].

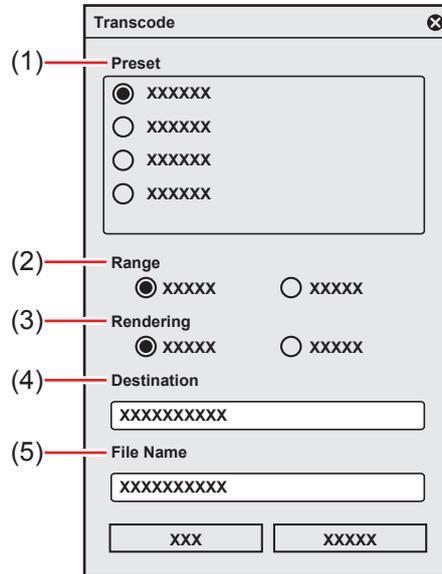
- The [Transcode] dialog box appears.  
“[Transcode] Dialog Box” (► page 56)
- To convert multiple files in the same conditions at one time, select multiple assets and right-click on them, and then click [Transcode].

### 2) Set each item, and click [OK].

- The rendering job will be registered to the Render Service.

- Registered rendering jobs are processed in the background in a sequential order of the predetermined priority. The progress of the rendering process can be checked on GV Job Monitor.  
**“GV Job Monitor” (► page 58)**
- The converted files are saved in the destination specified in the [Transcode] dialog box and named as specified. If multiple assets are converted at one time, the converted assets are saved with the same names as the original assets.
- The [Transcode] tag is added to the converted files, which are registered to [Library].

## [Transcode] Dialog Box



(1)	[Preset]	Select a conversion preset to use. <b>“Registering Conversion Presets” (► page 56)</b>
(2)	[Range]	Select the range of an asset to be converted.
(3)	[Rendering]	Select which is used for rendering, the PC currently in use or an external render engine. <ul style="list-style-type: none"> <li>External rendering is enabled only when an external render engine is operated in the Chorus Hub system.</li> </ul>
(4)	[Destination]	Enter the destination to save the converted file.
(5)	[File Name]	Enter the name of the converted file. <ul style="list-style-type: none"> <li>This item is not displayed when multiple assets are selected.</li> </ul>

## Registering Conversion Presets

You can register and use conversion presets with custom configurations of your preference.

Conversion presets use exporter presets that have been exported from EDIUS. The registered conversion presets can be selected in the [Transcode] dialog box.

This section explains how to register an exporter preset.



- You need to prepare for an exporter preset to be registered in advance.  
 For more information on how to export an exporter preset from EDIUS, see the manual of EDIUS.

### 1) Click [Settings] on the menu bar, and click [Import/Transcode].

- The [Import/Transcode] dialog box appears.

### 2) Click [+Select] in [Transcode Presets].

- The [Open] dialog box appears.

### 3) Select an exporter preset to register, and click [Open].

- The description of the selected exporter preset is displayed on the right of [+Select].
- The preset name and extension are displayed automatically. You can edit the preset name and extension.

### 4) Enter a preset name and extension, and click [Add].

- The newly created conversion preset is displayed in the [Transcode Presets] list.



- You can deregister a registered conversion preset by clicking [Delete] for the preset in the [Transcode Presets] list.

---

## Chapter 7

# GV Job Monitor

This chapter explains how to view GV Job Monitor on the [Job Monitor] tab of Mync.

In the same way as on EDIUS, you can view GV Job Monitor on Mync.

On GV Job Monitor, you can check the progress or status of rendering processes, or you can cancel rendering jobs.

For more information on how to operate GV Job Monitor, see the manual of EDIUS.

# GV Job Monitor

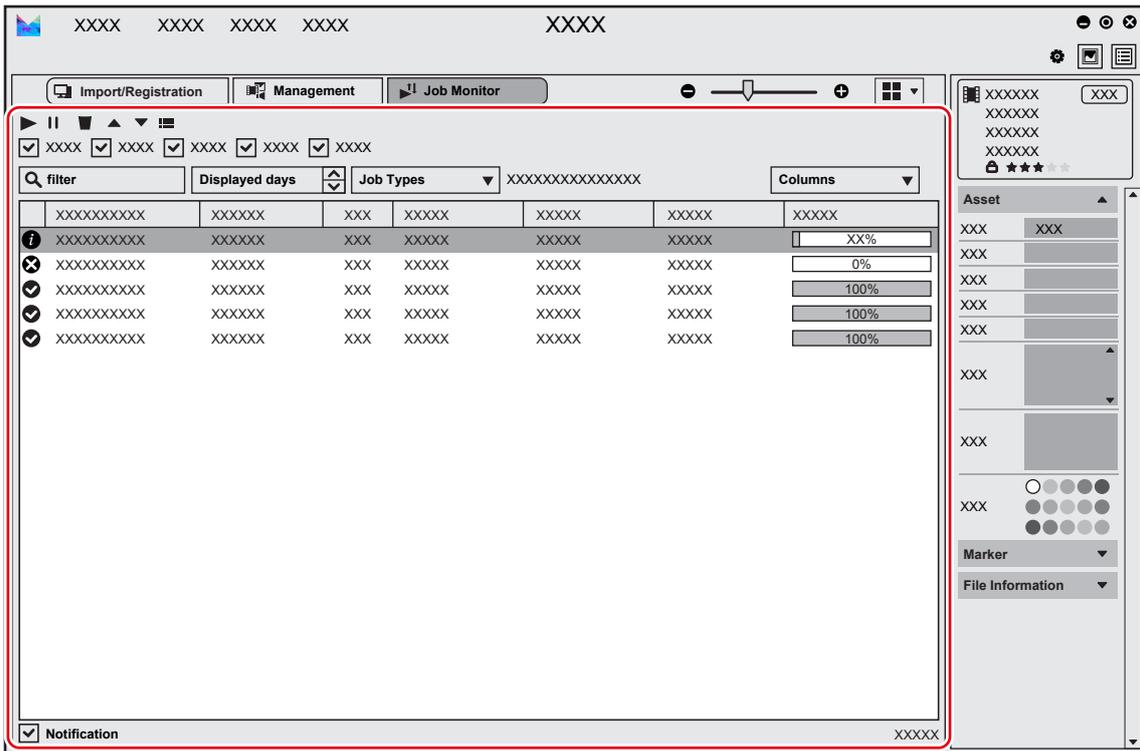
There are two ways to display GV Job Monitor: the [Job Monitor] tab and the separate [GV Job Monitor] application. This section explains how to display the [Job Monitor] tab.

- For more information on how to show/hide the [GV Job Monitor] application, see the manual of EDIUS.

## Showing the [Job Monitor] Tab

### 1) Click the [Job Monitor] tab.

- GV Job Monitor is displayed in the area where the sidebar and thumbnail pane are located.



- The [Sent from this PC] item will be displayed in GV Job Monitor of the [Job Monitor] tab. Checking [Sent from this PC] displays jobs which have been executed on the PC currently in use.

---

## Chapter 8

# Sharing Online

This chapter explains how to upload sources or assets/clips to YouTube, FTP server, or Amazon S3. An optional license is required to use Amazon S3.

# Sharing Assets Online

You can upload sources or assets/clips to YouTube, FTP server, or Amazon S3.

- An optional license is required to use Amazon S3.



- Types of file that can be uploaded differ depending on the upload destination.
  - YouTube: Video
  - FTP: Video, still image, audio
  - Amazon S3: Video, still image, audio

## Account Registration

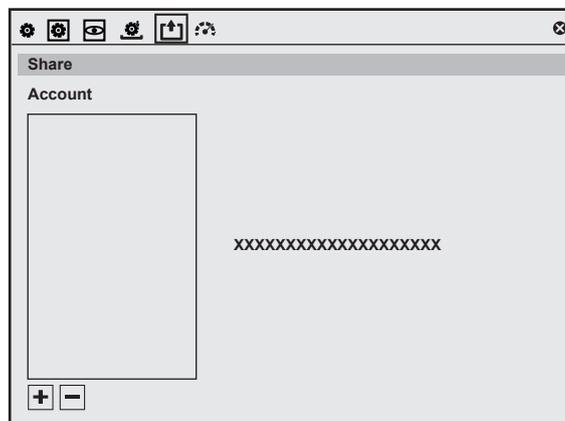
Register your account before uploading files.

### Example:

To register a YouTube account

#### 1) Click [Settings] on the menu bar, and click [Share].

- The [Share] dialog box appears.



#### 2) Click [+], and click [YouTube Uploader].

- Follow the on-screen instructions to configure the setting. When the setting completes, [YouTube Uploader] appears in [Account] of the [Share] dialog box.
  - Click [X] on the upper right of the [Share] dialog box to close the [Share] dialog box.

## Uploading File

You can upload files from Mync by simple operations.

This section explains how to upload a file to YouTube.

### Uploading File to YouTube

Upload a file to YouTube.

This section explains the procedure to upload an asset.

- Register an account in the [Share] dialog box in advance.
  - “Account Registration” (▶ page 61)

#### 1) Right-click on the asset in the thumbnail pane, and click [Upload].

- YouTube Uploader will start up.
- When multiple accounts have been set, select an account to be used for upload.

#### 2) Set each item such as [Title], and click [Upload].

- A dialog box for uploading process appears to indicate the upload progress.

---

## Chapter 9

# Interaction with EDIUS

This chapter explains the interaction with EDIUS.

# Using EDIUS from Mync

You can operate Mync to register assets managed in the library to the bin of EDIUS, or create new EDIUS projects. Also, you can open existing projects on EDIUS.



- The source settings information of assets set with Mync (In/Out points, marker, and display color of asset, etc.) can be used on EDIUS as they are.
- When an original asset is edited on Mync, in such ways as changing display color or adding markers, the changes will also be reflected in the clips in the bins of all the projects.  
However, if the clip properties are edited in the bin of EDIUS, the changes will not be reflected in the assets managed on Mync.
- For more information on how to operate EDIUS, see the manual of EDIUS.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Registering Assets to Bin

An asset of Mync can be registered as a clip to a specified folder of the bin of EDIUS.



- This function can be used only when EDIUS is running.

### 1) Start up EDIUS and create a project.

### 2) Display the bin window, and select a folder in the folder view.

- Select a folder to register the asset.

### 3) On Mync, click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

### 4) Click [Library] on the sidebar.

- All the assets registered to Mync are displayed in the thumbnail pane.
- To register an asset managed in a catalog/smart catalog to the bin, select the target catalog/smart catalog.

### 5) Right-click on an asset, and click [Send to EDIUS Bin].

- The asset of Mync is registered as a clip to the selected folder of the bin.



- Clips in the bins of projects that are managed in [Projects] can also be registered to the selected bin of the current project, in the same way as assets.
- The asset selected in the thumbnail pane can be displayed on the Player of EDIUS. Right-click on an asset in the thumbnail pane, and click [Show in Player].

## Creating EDIUS Projects

You can select an asset in the library and edit it on EDIUS. On EDIUS, a project is created in accordance with the file format of the selected asset.



- This function cannot be used when EDIUS is running.

### 1) On Mync, click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

### 2) Click [Library] on the sidebar.

- All the assets registered to Mync are displayed in the thumbnail pane.

- To create a project from an asset managed in a catalog/smart catalog, select the target catalog/smart catalog.

### 3) Right-click on an asset, and click [Edit with EDIUS].

- The [Create EDIUS Project] dialog box appears.

### 4) Enter a name of project, and click [OK].

- EDIUS is started and a project opens, which has been created in accordance with the file format of the asset.
- The selected asset is registered to the bin of the project.

## Opening EDIUS Projects

You can select a project on Mync to open it with EDIUS.



- This function cannot be used when EDIUS is running.

### 1) On Mync, click the [Management] tab.

- The display of the sidebar and thumbnail pane will be switched.

### 2) Click [Projects] on the sidebar.

- EDIUS projects are displayed in the thumbnail pane.

### 3) Right-click on a project in the thumbnail pane, and click [Open with EDIUS].

- EDIUS is started, and the selected project opens.



- To delete a project managed on Mync, perform the following procedures.
  - Click [Projects] on the sidebar, right-click on a project to delete in the thumbnail pane, and then click [Remove from library].
  - Right-click on a project folder to delete on the sidebar, click [×Delete], and then click [OK].

# Using Assets on EDIUS from [Mync] Window

You can use assets managed in the library of Mync on EDIUS.

The [Mync] window of EDIUS shows the contents in the [Management] tab of Mync as they are. The contents in the [Mync] window and the [Management] tab of Mync are always synchronized.

On the [Mync] window, you can view assets and catalogs/smart catalogs in the same way as when you use Mync, and assets can be registered to the bin or placed on the timeline directly by dragging and dropping.



- The [Mync] window of EDIUS and the [Management] tab of Mync have the same functions, with some exceptions. The following functions are not supported in the [Mync] window:
  - Displaying the preview pane
  - Selecting a display style of the thumbnail pane
  - Some menu items which are displayed by right-clicking on an asset/clip, etc.
- The source settings information of assets set with Mync (In/Out points, marker, and display color of asset, etc.) can be used on EDIUS as they are.
- When an original asset is edited on Mync, in such ways as changing display color or adding markers, the changes will also be reflected in the clips in the bins of all the projects. However, if the clip properties are edited in the bin of EDIUS, the changes will not be reflected in the assets managed on Mync.
- For more information on how to operate EDIUS, see the manual of EDIUS.

## Note

- Interaction with EDIUS is supported only for Mync that comes with EDIUS.

## Registering Assets of Mync to Bin

An asset in the [Mync] window can be registered as a clip to a specified folder of the bin of EDIUS.

### 1) Start up EDIUS and create a project.

### 2) Display the bin window, and select a folder in the folder view.

- Select a folder to register the asset.

### 3) Display the [Mync] window, and click [Library] on the sidebar.

- All the assets registered to Mync are displayed in the thumbnail pane of the [Mync] window.
- To register an asset managed in a catalog/smart catalog to the bin, select the target catalog/smart catalog.

### 4) Right-click on an asset, and click [Send to EDIUS Bin].

- The asset of Mync is registered as a clip to the selected folder of the bin.



- Clips in the bins of projects that are managed in [Projects] can also be registered to the selected bin of the current project, in the same way as assets.
- The asset selected in the thumbnail pane can be displayed on the Player of EDIUS. Right-click on an asset in the thumbnail pane, and click [Show in Player].

## Placing Assets of Mync Directly on the Timeline

Assets in the [Mync] window can be placed directly on the timeline of EDIUS.

### 1) Start up EDIUS and create a project.

### 2) Display the [Mync] window, and click [Library] on the sidebar.

- All the assets registered to Mync are displayed in the thumbnail pane of the [Mync] window.
- To place an asset managed in a catalog/smart catalog onto the timeline, select the target catalog/smart catalog.

### 3) Drag an asset and drop it onto the timeline.

- A clip is placed on the position where the asset is dropped, and channels are mapped to the desired tracks.



- Clips in the bins of projects that are managed in [Projects] can also be placed onto the timeline of the current project, in the same way as assets.

---

## Chapter 10

# Appendix

This chapter explains the keyboard shortcuts for Mync and interaction with Chorus Hub.

# Keyboard Shortcuts for Mync

## ■ Menu bar

Operation	Shortcut key
[Exit]	[Alt] + [F4]
[Zebra]	[Ctrl] + [B]
[Audio level meter]	[Ctrl] + [G]
[Closed Caption] ([View])	[Ctrl] + [W]
[Preview]	[Alt] + [P]
[Properties]	[Alt] + [R] [Alt] + [Enter]
[Help]	[F1]

## ■ Thumbnail

Operation	Shortcut key
[Preview]	[Enter]
[Upload]	[Ctrl] + [U]
[Open in Explorer]	[Ctrl] + [E]

## ■ Tool bar

Operation	Shortcut key
[Settings]	[Alt] + [G]

## ■ Switching tab

Operation	Shortcut key
[Thumbnail]	[Alt] + [3]
[Details]	[Alt] + [4]
Zoom in	[Ctrl] + [+]
Zoom out	[Ctrl] + [-]

## ■ Preview

Operation	Shortcut key
[Play]/[Stop]	[Space] [Play/Pause]
[Next Frame]	[Ctrl] + [→]
[Previous Frame]	[Ctrl] + [←]
Move 10 frames forward	[Shift] + [Ctrl] + [→]
Move 10 frames back	[Shift] + [Ctrl] + [←]
[Mute]	[Ctrl] + [M]
Increase volume	[Shift] + [+]
Decrease volume	[Shift] + [-]
[Marker]	[V]
Add In point	[I]
Add Out point	[O]
Save as still image	[Ctrl] + [T]
Audio monitor channel (1ch)	[Shift] + [Ctrl] + [1]
Audio monitor channel (2ch)	[Shift] + [Ctrl] + [2]
Audio monitor channel (3ch)	[Shift] + [Ctrl] + [3]
Audio monitor channel (4ch)	[Shift] + [Ctrl] + [4]
Audio monitor channel (5ch)	[Shift] + [Ctrl] + [5]
Audio monitor channel (6ch)	[Shift] + [Ctrl] + [6]
Audio monitor channel (7ch)	[Shift] + [Ctrl] + [7]
Audio monitor channel (8ch)	[Shift] + [Ctrl] + [8]

## Chapter 10 Appendix — Keyboard Shortcuts for Mync

Operation	Shortcut key
Audio monitor channel (all channels)	[Shift] + [Ctrl] + [9]

### ■ Full-screen

Operation	Shortcut key
Back	[Esc]
Move focus to the next asset	[→]
Move focus to the previous asset	[←]
Move focus to the first asset	[Home]
Move focus to the last asset	[End]

### ■ Others

Operation	Shortcut key
[Theme]	[Shift] + [Ctrl] + [T]

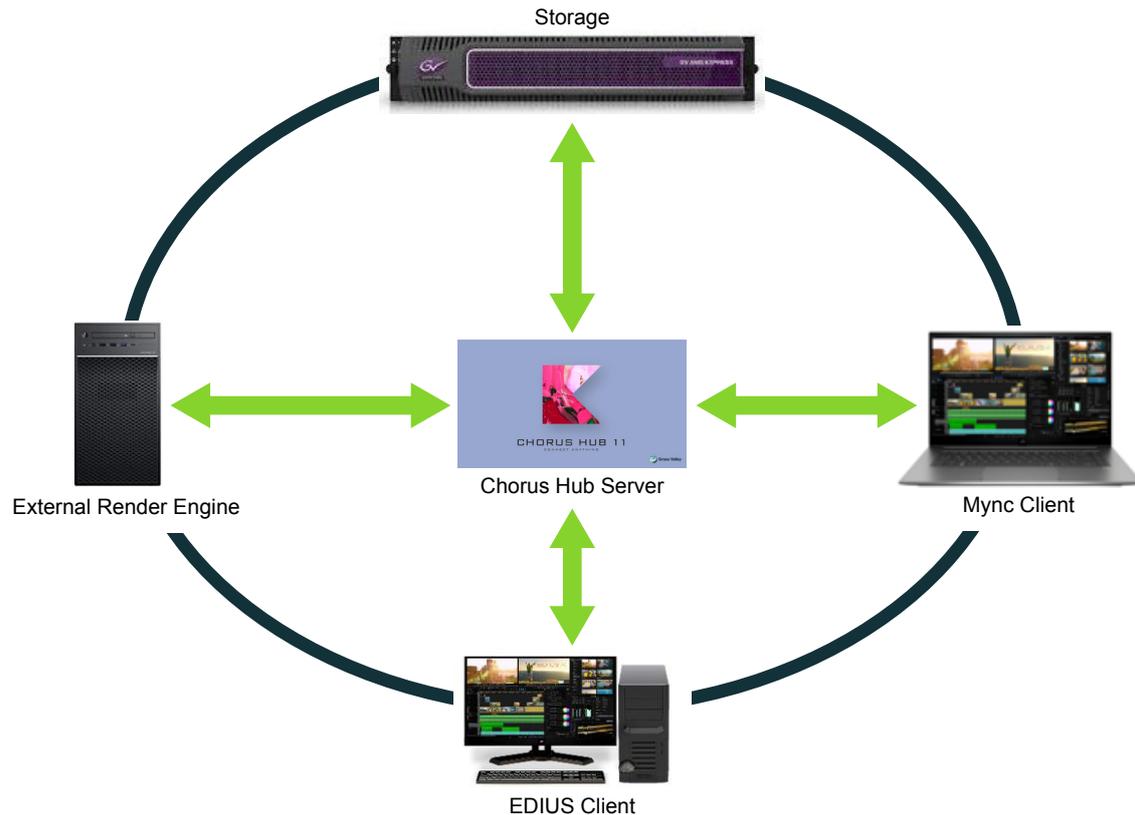
# Interaction with Chorus Hub

By connecting all the applications including EDIUS/Mync via the Chorus Hub server and making them interact with each other, you can build a speedy and efficient editing environment.

## 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.

