

Catalyst Edit™

February 2025

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1.0 Welcome

Thank you for purchasing Catalyst Edit. This document contains information about installing and using Catalyst Edit.

2.0 What's New

Notable fixes/changes in version 2025.1

- A resolution that is supported by **X-OCN** has been newly added.
- Support for macOS 15 Sequoia has been newly added.

Notable fixes/changes in version 2024.1.1

- Changed the UI specifications of the user information menu.
- Fixed a bug that could cause sign-in failures.

Notable fixes/changes in version 2024.1

- Added support for **Apple silicon**.
- Added support for **macOS 14 Sonoma**.
- The YouTube upload function is no longer offered.

Notable fixes/changes in version 2023.2

- Fixed a bug that displayed update notifications even when using the latest version of the app.

3.0 Known Issues

- When playing 4K clips, the video preview can display irregularities on some systems that do not meet the [system requirements](#) for 4K media.
- The application may fail to start on some notebook computers with the Intel HD Graphics graphics adapter. Please visit <https://downloadcenter.intel.com> to manually download and install the latest driver for your graphics adapter.
- If the application displays "A compatible graphics card that supports OpenCL 1.1 is required for GPU acceleration. Please install updated graphics drivers or install a compatible graphics card." please try to install a newer graphics driver. If that is not possible, install the Intel OpenCL runtime for CPU: <https://software.intel.com/en-us/articles/openc1-drivers>.
- If playback is not smooth when previewing high-resolution clips, drag the transport bar to reduce the size of the video preview window and decrease the preview resolution.
- On some systems, transcoding can fail when using Intel HD Graphics Driver for Windows 8.1 version 10.18.15.4279. Please use the latest driver from Intel.
- Blackmagic Design Desktop Video 10.1.1 or later is required when using an external monitor via a Blackmagic Design SDI or UltraStudio device.
- On some computers, the application can hang during startup/registration. Updating your graphics driver will allow the application to start normally.
- Catalyst applications can crash on some Windows 10 systems that include multiple GPUs (one AMD GPU and one Intel or NVIDIA GPU). Please check for updated AMD GPU drivers.
- Hardware decoding of 10-bit HEVC clips is supported on Intel Skylake U, H, and S processors.
- On some Windows 7 computers using an AMD Radeon GPU, the application can crash during playback when **Secondary window** is selected.
- If you want to reset the applications's preferences to their default values, hold Ctrl+Shift while double-clicking the application icon. When the application starts, you'll be prompted to reset all preferences.

- Catalyst Edit 2016.2 includes an updated Intel OpenCL driver. Before updating to Catalyst Edit 2016.2, we recommend uninstalling your existing Intel OpenCL driver.
- Attempting to preview a clip with a backslash (\) in the file name will result in a "The media is offline, missing, or unsupported" error message (macOS only).
- Some computers running macOS 10.13 (High Sierra) may experience visual inconsistencies, hangs, or crashes when previewing clips with the secondary window enabled.
- If you notice corrupted video preview or decreased playback performance on macOS High Sierra (10.13), please install the latest High Sierra update to ensure your system is using the latest graphics drivers.
- When transcoding to XAVC Intra, XAVC Long, and XAVC S formats, some Windows PCs may produce an error. Running Windows Update or installing the Microsoft Visual C++ 2017 Redistributable manually will resolve the issue.
- When running macOS 10.14 (Mojave) in Japanese, user interface text can appear with a reduced line weight.

4.0 System Requirements

The following lists the minimum system requirements for using Catalyst Edit:

- A 64-bit operating system: Microsoft® Windows 10 or Windows 11, macOS 13 (Ventura), macOS 14 (Sonoma), macOS 15 (Sequoia)
- 2 GHz multicore processor
 - An 8-core processor is recommended for 4K media
 - Intel Ivy Bridge Core i7 with Quick Sync Video or Xeon E5 processor is recommended for 4:2:0 8-bit XAVC S media
 - Intel Kaby Lake Core i7 processor with Quick Sync Video is recommended for 4:2:0 XAVC HS media and required for 8K media
 - Apple M1 or Intel Ice Lake Core i7 processor with Quick Sync Video is recommended for 4:2:2 XAVC H / XAVC HS media and required for 8K media
 - For XAVC/XAVC S 422 10-bit Long GOP and Intra 4K media: An Apple M1 or higher is recommended.
 - For XAVC H/ XAVC HS 422 10-bit 8K media: For MacOS, Apple M1 or higher is required, and for Windows, Quick Sync Video and an Intel Ice Lake Core i7 processor or higher is required.
- 500 MB hard-disk space for program installation
- Solid-state disk (SSD) or high-speed RAID for 4K or larger media
- 4 GB RAM (8 GB recommended for 4K or larger media)

The **XAVC Long 422 3840x2160 200 Mbps (Sony)** transcoding presets require 16 GB or more RAM. If you're using a dedicated GPU, the presets also require 4 GB or more GPU memory.

- Apple, NVIDIA, AMD, or Intel GPU with support for OpenCL 1.1 or later with at least 1024 MB of memory or a CPU with SSE 4.2 or higher
 - OpenGL 2.1 is recommended for optimum performance
 - OpenGL 4.1 is required for video stabilization/lens breathing compensation
 - 2 GB GPU memory is recommended for 4K preview, HD rendering, or HD video stabilization/lens breathing compensation
 - 6 GB of GPU memory is recommended for decoding XAVC S or XAVC HS media, and we recommend using the latest GPU driver version from NVIDIA, AMD, or Intel. In MacOS, in an Apple M1 or higher environment, hardware coding for XAVC and XAVC S, XAVC H, and XAVC HS media are provided, and in an Intel environment, hardware acceleration is partially provided for XAVC S, XAVC H, and XAVC HS. For 8k media, an Intel Mac is not recommended.
 - 6 GB GPU memory is recommended for 4K rendering
 - 8 GB GPU memory is recommended for 8K rendering or 4K video stabilization/lens breathing compensation
 - 10 GB GPU memory is recommended for 8K video stabilization/lens breathing compensation

If your GPU supports OpenCL 1.1, please install the latest driver to enable OpenCL on your GPU for the best possible performance. If your GPU does not support OpenCL 1.1, install the Intel OpenCL runtime for CPU. For more information about installing the Intel OpenCL runtime for CPU, please refer to this [Knowledgebase article](#).

5.0 Installation

The install utility creates any necessary folders and copies

1. Download the install utility from our [Web site](#).
2. Double-click the file, and then follow the on-screen prompts to install the appropriate version of Catalyst Edit for your computer.

6.0 Contacting Sony Corporation

Sony Corporation can be contacted in the following ways:

Customer Service/Sales/Technical Support:

For a detailed list of Customer Service, Technical Support, options we encourage you to visit <https://www.sony.net/catalyst/help/>.