

LiveU Studio V1.32 Release Notes

Release Notes

Versions

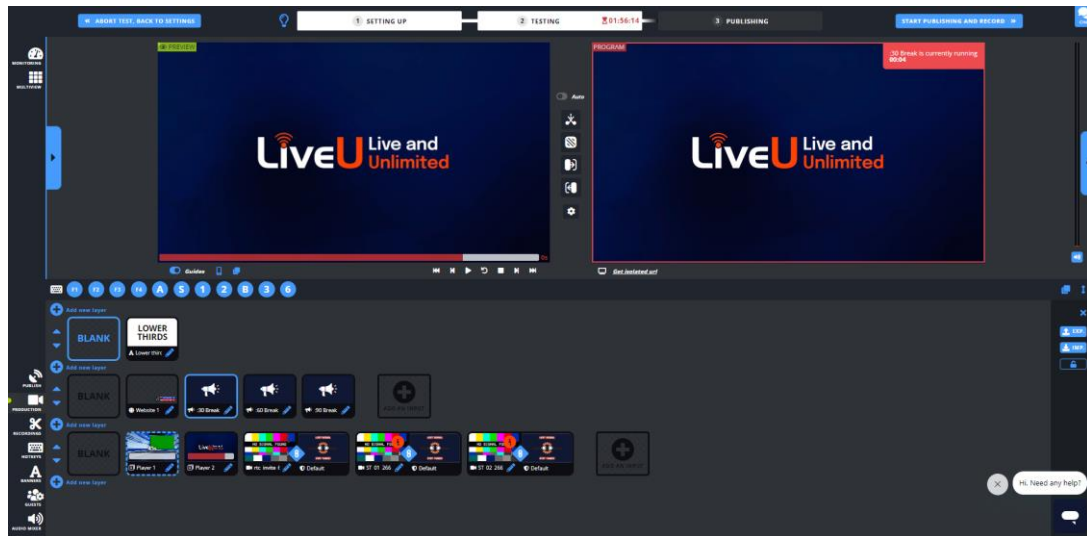
LiveU Studio: V32.33

Associated LiveU Central Version: 10.4.1.15 and higher

Key Features

SCTE Marker Insertion

SCTE marker insertion allows customers to further monetize their content by integrating LiveU Studio with 3rd party ad insertion partners. Users can create and trigger ad breaks during their live production. SCTE markers are then inserted into the live output stream and read by downstream server side ad insertion (SSAI) services to enable dynamic ad insertion across OTT and FAST platforms.



Note: V.32 only supports SCTE marker insertion on HLS outputs. SCTE marker insertion for additional formats will be included in future releases.

Webpage Graphic Rendering

Studio has changed the way HTML5 graphics are loaded into live productions. The webpage is now rendered externally to the engine and treated as an input to the Studio. This should result in shorter load times and more efficient processing.

Note: Graphic webpages will not be reloaded when taken to program by default. In order to do so the user must select the “refresh in program” option in the webpage parameters in the drawer to the left of the preview window.

Other New Features

- Addition of ‘Billing Account’ field for corporate accounts
- Media Bin UI Improvements
- Add indication of which tab is active in Media Bin

Document	Doc. Version	Date	Page
LiveU Studio V1.32 Release Notes	1	May 30 th , 2024	2

- Playlist improvements: Selected clip is active and remembered next time media player is used
- Notification message - add a notification to customer when the end period is <7days

Improvements & Bug Fixes

- Optimize connection refresh mechanism for remote guests
- Switch to Audio Only for guests client when switching tabs to reduce client CPU load
- Add Stop mechanism for Multicamera, Field Switcher and Station Switcher when a studio channel is released
- LRT Channels will be added only to the groups configured on the Project
- Unit selection is not cleared if the Studio Channel was changed from LUC
- Format shows interlaced values and warning if scan value is null or empty
- Clip duration is not updated in the Main Preview window
- No error presented when logging in with a non-luc user and entering wrong credentials

Known Limitations

- Clips with Alpha Transparency need to be loaded in Media Players before starting the Testing Phase
- Publishing to Dailymotion using new created accounts does not work