

LiveU Studio V1.34 Release Notes

Release Notes

Versions

LiveU Studio: V34.xx
Associated LiveU Central Version: 10.5.1

Key Features

User Interface Enhancements

LiveU Studio now includes improvements to the user interface to make live production workflows even easier. The production layers in the control room have several customization options such as tile resizing and the ability to hide/reveal layers to make live switching more seamless for operators. We've also introduced clickable program and preview areas on each live source tile to give operators more speed and control during live production workflows.

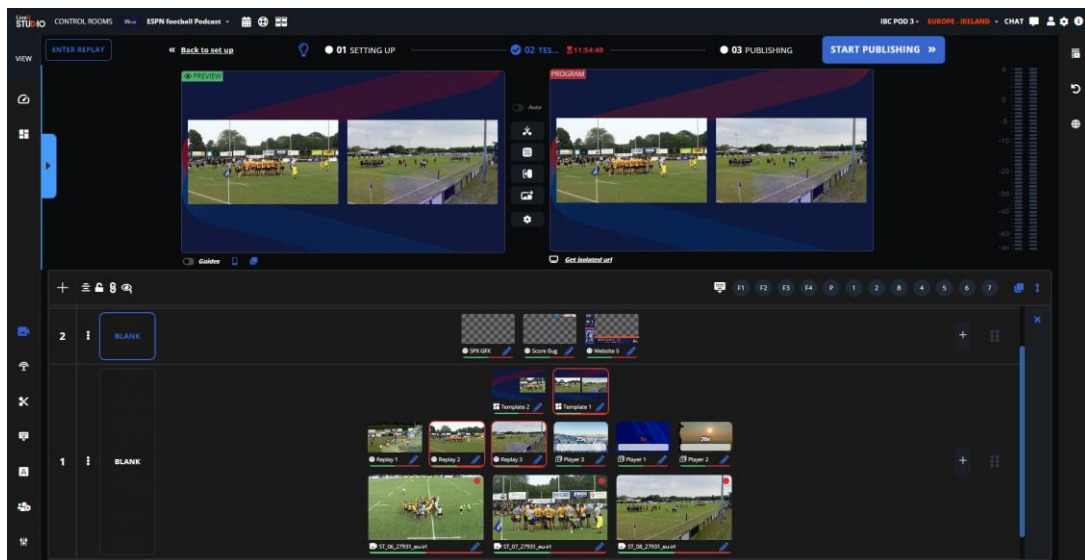


Figure 1: LiveU Studio V.34 User Interface

ISO Recording

LiveU Studio now offers a recording service for up to 6 sources in your live production. Activate the ISO record option on any source in the control room to enable workflows like instant replay.

Note: ISO record is available for all live source types except remote capture and local capture.

Instant Replay

LiveU Studio now has replay functionality to instantly play back key moments during a live game. Instant Replay can be done from any ISO recording. Simply press the replay mode button in the control room or select the replay tab in the media bin. From there users can quickly navigate to anywhere in the live recording and play back content with slow motion control.

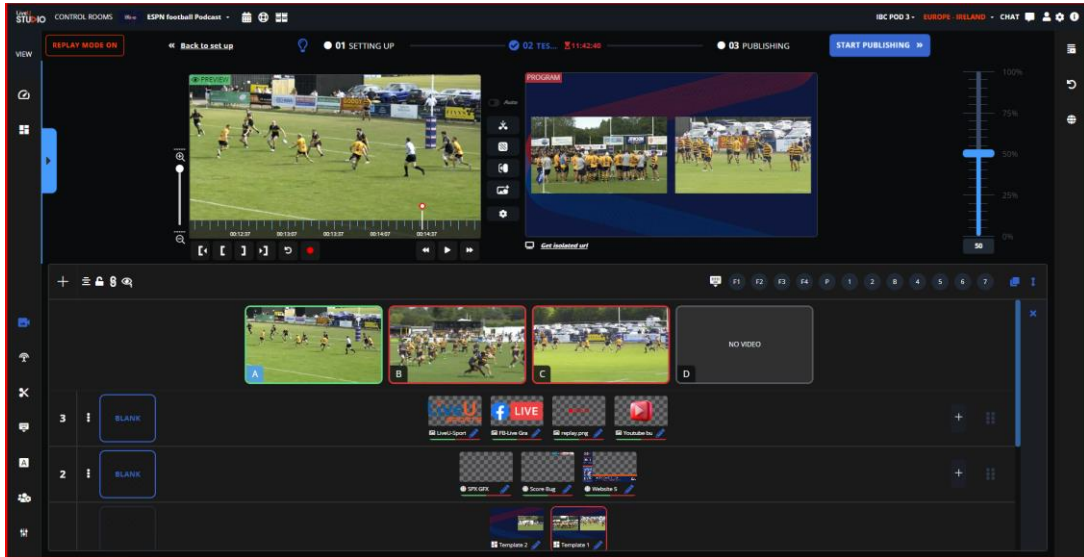


Figure 2: LiveU Studio Replay Mode

Note: Current LiveU Studio customers are eligible for upgrade to enable replay and ISO recording. Please contact your LiveU Sales representative to initiate the upgrade process.

Settings

LiveU Studio has introduced a settings drawer to easily configure and save commonly used settings for production and replay. To access the settings drawer click the settings wheel on the top right hand side of the screen.

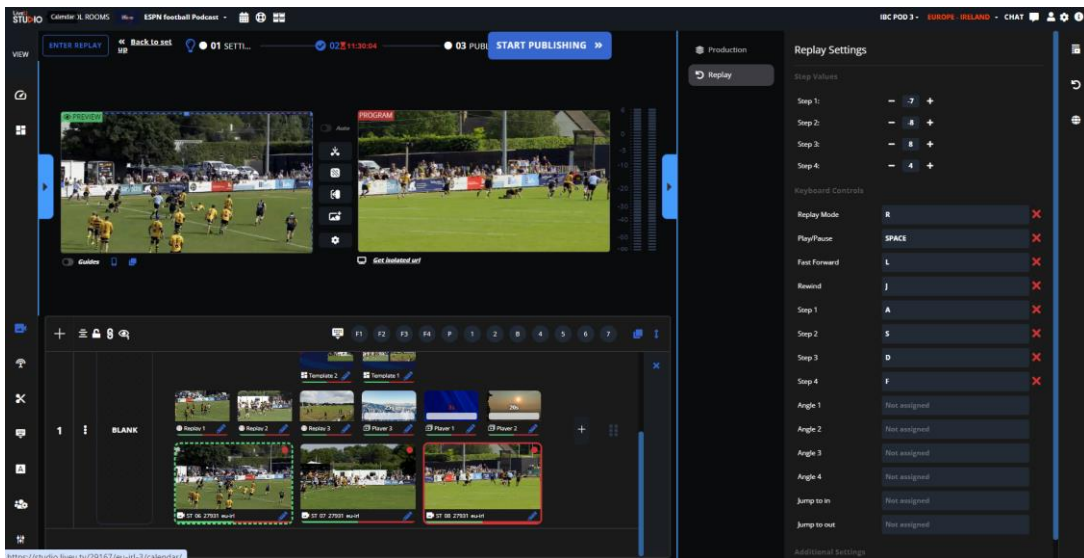


Figure 3: LiveU Studio Settings Drawer

Other New Features

- New Audio Meter on Main Production UI
- Option to Sync Inputs based on SEI Timecodes
- Option to ignore SEI Timecodes
- Ad breaks are now displayed on Preview as well
- Added transparency grid in the layers display for Inputs with Alpha Channel
- Changed layers numbering to start from the bottom
- Option to group Inputs by type in each Layer
- Added invitations for new users that can control LU Devices only from Studio
- Added progress indication when adding HTML Graphic Inputs

Improvements & Bug Fixes

- Fixed LRT Streams being sometimes disconnected after a few seconds since it was started
- Fixed preview being broken when using HTML Graphics as Fallback
- Fixed videos with Alpha Channels displaying black backgrounds when the pixel format is not yuva420p
- LRT Channels will be added only to the groups configured on the Project

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
- Publishing to Twitter requires now a Premium account
- Interlaced publishing format is not available for LRT Outputs
- Replay Playback speeds between 1-10% do not work
- Inputs that send bad SEI Timecodes can break the Preview/Program.
- Enabling Frame Sync when using Inputs that do not send proper SEI Timecodes can lead to sync issues