

LiveU Studio V1.35 Release Notes

Release Notes

Versions

LiveU Studio: 35.41
 Associated LiveU Central Version: 10.6.1

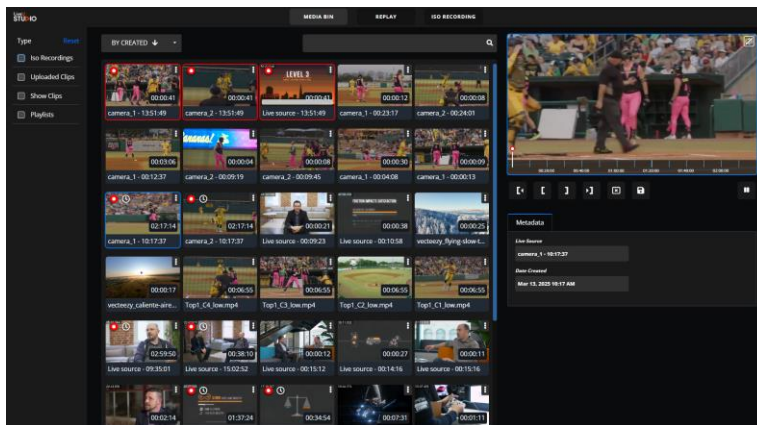
Summary

LiveU Studio V35 adds a brand new Media Bin and improvements to our live replay toolset to enable fast turnaround media creation and distribution during live events.

Key Features

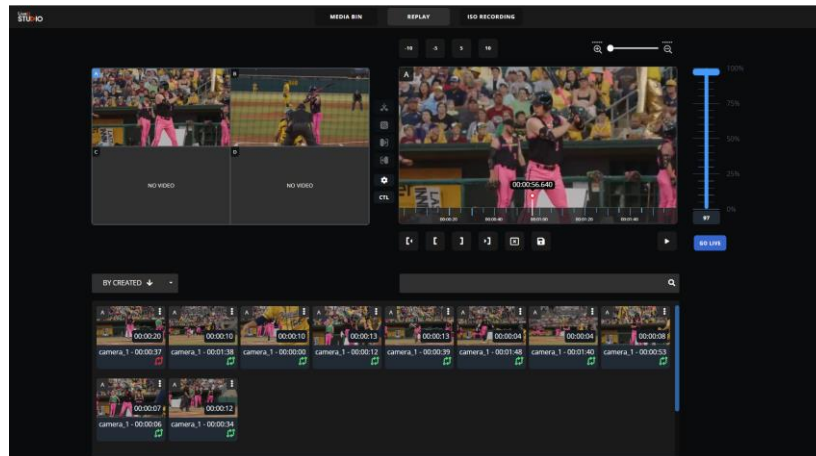
Media Bin

The new Media Bin gives users a single place to see and manage all of their media in LiveU Studio. The new Media Bin has different views for media, replays and recordings. Quick filters allow users to quickly access any type of media. Double clicking on a media asset opens a preview player where users can view media, create clips and edit previously created clips. Users also have the option to download any clip as a MP4 to use in 3rd party workflows such as editing and social media. The new media bin streamlines live workflows by putting live clip creation at the user’s fingertips.



Replay Bin

We’ve now added the ability to clip multicam highlights from directly inside of the Replay Bin. Once a replay clip is created every angle of the action is instantly available for playback or export. Every clip that is created or modified in the replay bin is automatically synced with the corresponding asset in the media bin.



Other New Features

- Added the option to “Remember last used unit” for LRT Inputs
- LU Units will be set to operation mode “Live” when started from Studio
- Stopping an LRT Input that is part of a Multicamera transmission will generate a warning
- SEI Timecodes are now ignored by default and need to be enabled on each Input to be used for frame syncing
- Multiple Security enhancements

Bug Fixes

- Fixed custom templates creation where users could not add or delete backgrounds
- Fixed a notification that would warn users to login to LUC sometimes appearing for no reason
- Fixed Replay players being stuck if the first packet of the recording doesn't have audio
- Fixed Remote Guests joining from iOS 18+ not being able to switch to 16:9 format
- Fixed Frame Sync buffer that would not set the best value when enabled

Known Limitations

- Clips with Alpha Transparency need to be loaded in Media Players before starting the Testing Phase
- 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