

LiveU Studio V37 Release Notes

Release Notes

Versions

LiveU Studio: 37.68

Associated LiveU Central Version: 10.8.077

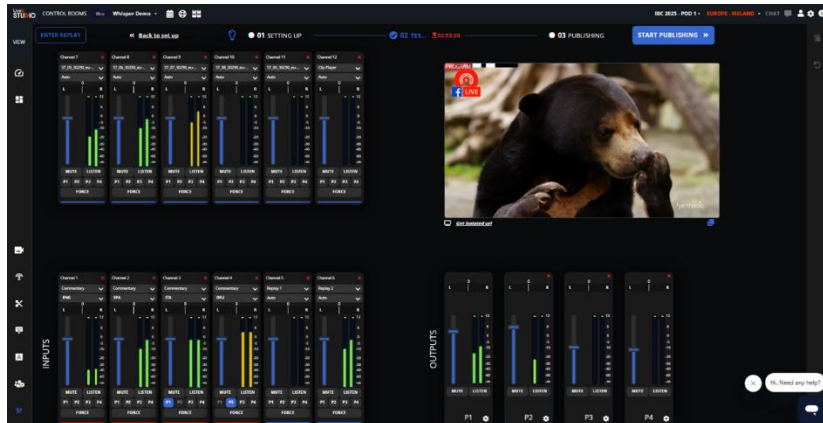
Summary

The latest release introduces a powerful upgrade to LiveU Studio audio workflows that includes an enhanced UI with dynamically mappable audio inputs, four discrete audio outputs and multi-channel audio publishing. We've also introduced integration with hardware control surfaces for faster, more precise control during live production.

Key Features

Dynamic Audio Mapping

The new LiveU Studio audio mixer UI is built for speed and clarity. Unlock advanced production formats with dynamic audio mapping, giving you the freedom to route any incoming audio track to the faders you need.

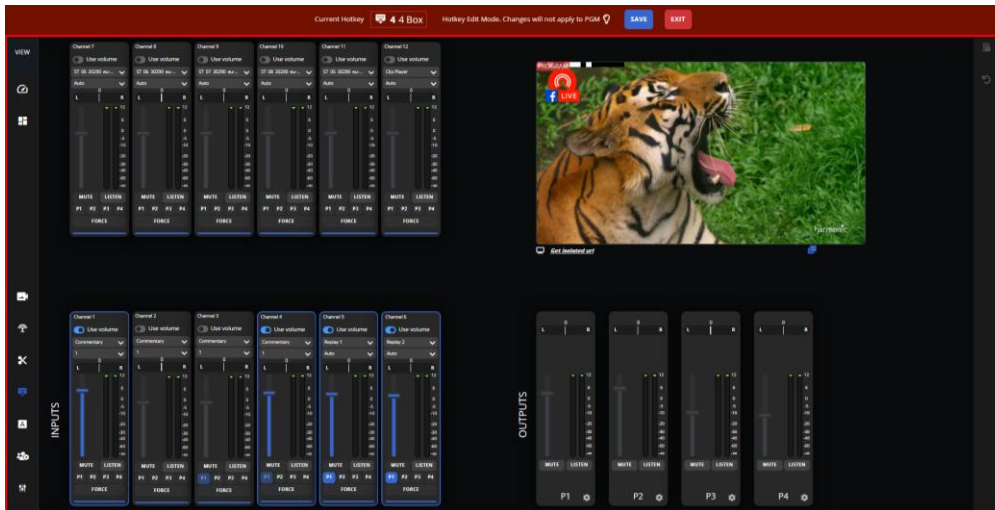


Multi-Output Audio Engine

With LiveU Studio's new multi-output engine you can create up to four discrete audio outputs and assign them to any destination. Perfect for multi-language broadcasts or advanced live productions. This flexibility ensures every audience hears the right mix, wherever they are.

Audio Automation with Hotkeys

We've added advanced hotkey mapping to LiveU Studio hotkeys. You can now assign specific settings for volume, L/R pan, and more to individual faders per hotkey, giving you instant audio adjustments during live production.

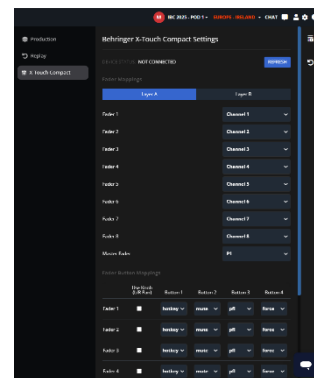


Hardware Control Surface Integration

LiveU Studio now supports hardware control surfaces, giving you precision, tactical control for audio mixing and replay.

Supported Devices with this Release:

- Contour Design ShuttlePRO V2
- Behringer X-Touch Compact Audio Mixer



Other New Features

- WebRTC system enhancements
- SCTE-35 Markers on SRT outputs
- Improved Multiviewer UX
- Assign a specific audio bus to be sent to remote guests
- Mute Replays in Speed Range
- Replay feeds can now have their audio enabled
- Reduced the delay between the Replay and Live feeds
- Added Time of Day Timecode for Replay and Clips
- Interlaced format is now available for Publishing in LRT

Bug Fixes

- Fixed Audio Return issues for some MAC OS users

Known Limitations

- Subtitles/Close captions are not working for all live sources
- DASH inputs are not supported
- Clips with Alpha Transparency need to be loaded in Media Players before starting the Testing Phase
- Graphic Transitions must have a completely transparent last frame
- Publishing to Twitter requires a Premium account
- 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
- Replay Playback speeds between 1-10% do not work