

LiveU Studio V40 Release Notes

Release Notes

Versions

LiveU Studio: 40.28

Associated LiveU Central Version: 12.0.0.53

Summary

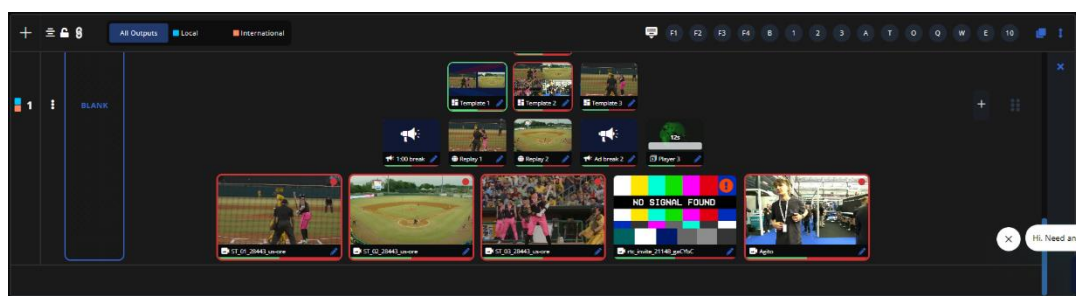
LiveU Studio v40 introduces significant enhancements including new versioning and multi-output functionality as well as a brand new intercom for operators and guests.

Key Features

Multi-Output

Multi-Output introduces the ability to create and manage multiple versions of the same production simultaneously from a single control room. This unlocks new monetization opportunities and enables more advanced production workflows by allowing teams to tailor outputs for different audiences and distribution needs in real time.

With Multi-Output, producers can create localized versions of a production with unique languages, graphics, and branding, or generate both clean and dirty feeds simultaneously for world feed distribution, recording, and post-production editing workflows, all without duplicating production resources.

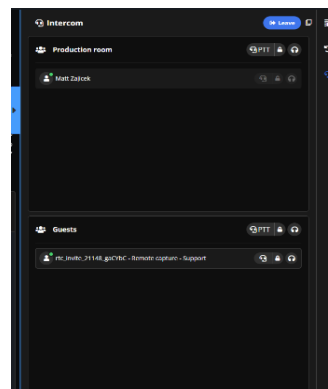


Multi output is available only to Pro and Elite packs, and the max number of outputs is 2.

Intercom

Intercom brings built-in real-time communication and collaboration to LiveU Studio with dedicated intercom rooms for operators and guests. Producers can coordinate seamlessly during live events and communicate directly with guests to prepare them before they join a show.

Designed to fit naturally into existing workflows, Intercom launches in its own pop-out window and works alongside all Studio tools such as switching, audio mixing, and replay.



Other New Features

- Added Primary Replay Operator setting to avoid other users interfering with the replay cue in points
- Extra Audio Outputs can now be created/removed while in Testing/Publishing mode
- Added Audio Track selection for Replay
- Layers can now be removed directly from Program without affecting Preview

Bug Fixes

- Fixed issue with clips that couldn't be deleted because they were used in a favorite layout
- Fixed display of L/R Pan values that were displaying the current fader value rather than the saved one inside the Audio Mixer Hotkey configurator
- Fixed remote guests being available in the Skaarhoj primary operator selection
- Fixed issue with operators being able to change audio output selection after publish point is started

Known Limitations

- When working on events that have Multi-Output enabled, the Studio **Audio mixer** and the **Production** section display only the rendering of Output 1.
- Replay audio track selection is not used for Instant replay or clipping.
- X/Twitter integration is no longer available.
- LinkedIn integration is no longer available.
- Google Chrome "Sound" and "microphone" permissions need to be set to "Allow" to be able to listen to the Studio audio mixer.
- Subtitles/Close captions are not working for all live sources.
- 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.
- 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.
- Skaarhoj Time Spin T-bar won't be updated if the replay speed is changed from Studio side (panel limitation).
- Replay feed breaks if the encoder settings of the Live Input corresponding to this Replay are changed after the recording was started (video format, audio codec, audio tracks, etc.)