

LiveU Studio V1.30 Release Notes

Release Notes

Versions

LiveU Studio: V30.44

Associated LiveU Central Version: Version 10.3.0.178 or higher

Summary

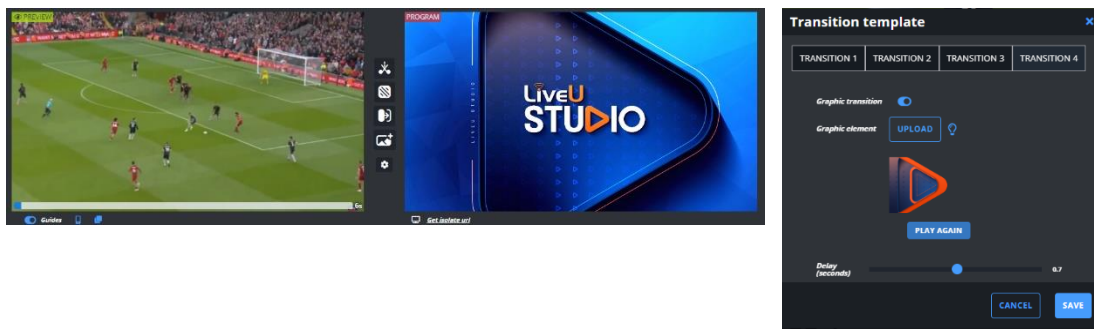
LiveU Studio V30 adds several significant features and enhancements to streamline live production workflows and enable better storytelling.

Key Features

Transition Block

The new scene-based transition system gives more creativity and precision to operators when switching a live production. The transition block also enables true Program/Preview style switching giving operators more control and the ability to preview content before taking it to air. Easy-to-use transition controls are now located in between the program and preview window. Simply click an input source in the production layers to load it into the preview channel and then choose a transition to take it through to air.

Users can configure and store up to 4 transition types including mix, wipe and cut. There is also a graphic transition tool which enables users to build graphic transitions with APNG files.



Media Player Channels

Media Players allow you to play out back-to-back clips or playlists using a single input, saving more space and resources in the cloud control room for other source types. To create a player channel go in the *Add an Input* Menu and choose *Media Player*. Once a player has been added, simply drag and drop media into it to load. When a player channel is taken to PGM the media will begin playing automatically.

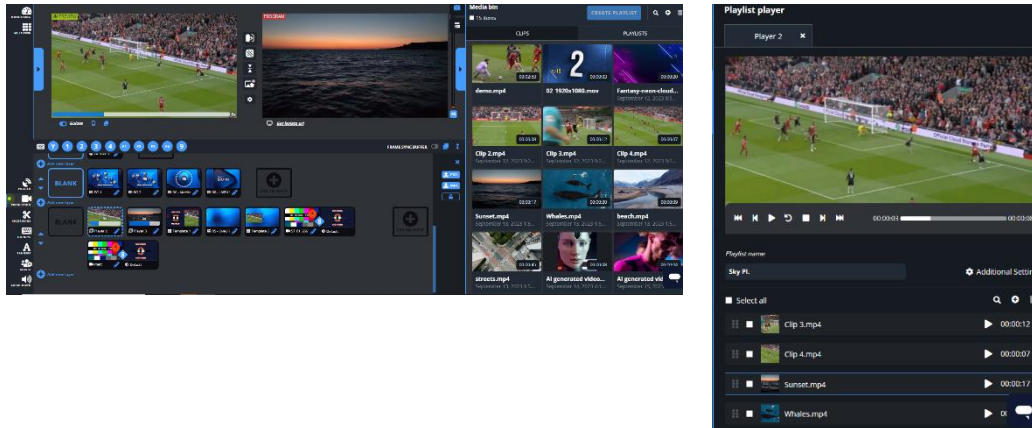
Media Bin

The Media Bin is a new tool which gives operators a single, easily accessible place to manage all of their media during a show. The Media Bin folds out from the right side of the Studio UI and shows all the media that has been saved in the control room.

Users can upload, search and manage their media from inside the bin. There are dedicated tabs to see both clips and playlists.

Playlist Window

The new playlist window shows lets you see and edit playlists from the main production UI. The playlist window makes it easy to build and play playlists, even while content is live on the PGM channel.



LiveU Central Groups & Studio Projects

Customers can now use LiveU Central Inventory & Groups as a user management tool for LiveU Studio projects. Each LiveU Studio project can be assigned a LiveU Central group (or multiple groups). When a project has LiveU Groups associated with it, only users within that group may access the the project. Group access is managed via the project screen.

Customers may also still add users to Studio projects using an just an email address on the project management page.

Important Migration Notes

Media Players are not compatible with legacy clips and playlists

When a project is migrated to V30 we will automatically remove all clips (VODs) within the production layers and add those clips to the media bin. Legacy playlists built in V20 will be removed from the projects and must be re-built using the new playlist tool.

Hotkey Animations No longer supported

Due to the new transition block technology input based transitions and animations within hotkeys are no longer supported.

Hotkey Volume must be updated

Due to the new dB logic in the audio mixer (replacing the percentage logic) you will need to update and save again all "Volume" buttons that may be present in your hotkeys

Other New Features

- F1-F4 as default transition keyboard shortcuts
- Pan L/R added for Audio Mixer
- Decibel meters on Audio Mixer
- Change colors on Audio Mixer
- Create Playlists from Media Bin
- Keyboard commands in Playlist Window

Bug Fixes

- Remote Guest camera freezes after adding and removing background effect
- Unit Selection not displayed if you add a LRT channel to a child project if the LRT channel is busy
- Unit delay is not displayed if you select and start stream from LUC
- Unit Selection is not removed if you deselect the LRT channel from LUC while in Studio

Known Limitations

- Input does not get into Studio when using LU Units with H.264 vic and Adaptive resolution enabled
- Units with 4 audio channels setting enabled → need to manually select 2nd audio track to get the input in Studio program
- Twitter input functionality removed due to API changes
- LRT channel status not available when there are more than 100 channels
- Facebook Business pages are temporarily unavailable via native integration -> please use the custom RTMP method to publish to your Facebook Business pages until the incident is