LiveU Studio V38
Release Notes

Release Notes

Versions

LiveU Studio: 38.25
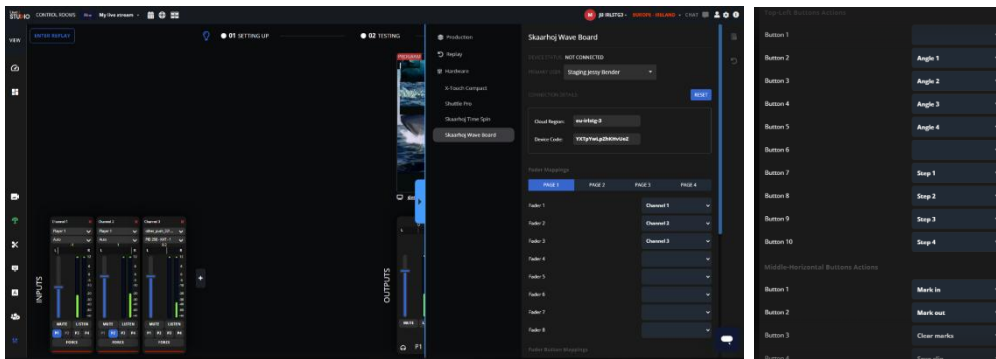**Associated LiveU Central Version:** 10.9.0.083

Summary

LiveU Studio v38 introduces support for Skaarhoj control surfaces and enhanced recording capabilities designed to enhance production flexibility and workflow efficiency.

Key Features

Skaarhoj Control Surface Support

Skaarhoj Wave Board and Time Spin hardware panels are now supported as control surface options. Skaarhoj control panels paired directly to a LiveU Studio cloud projects via secure IP connections enabling low-latency, reliable control of audio and replay workflows.

All buttons, faders, and rotary encoders on the panels can be independently configured to control LiveU Studio functions allowing you to tailor the hardware to specific production needs. To streamline deployment, LiveU Studio includes preloaded default configurations for each supported panel, significantly reducing setup time and simplifying initial configuration.

Remote Guest Recordings

LiveU Studio now supports ISO recording for WebRTC remote guest inputs. Remote Guest sources appear directly in the Media Bin as recordable inputs. Once the recording is enabled guest inputs are instantly accessible in the cloud for preview, clipping, and replay workflows

Other New Features

- Enhanced Multiviewer functionalities and design
- Takeover preview toggle was removed from the replay settings, and each replay screen has its own fixed setting as follows:
  - Takeover preview is always active in Replay mode in the control room
  - Takeover preview is never active in the replay drawer
  - Takeover preview is never active in the dedicated replay bin when control mode is disabled
  - Takeover preview is always active in the dedicated replay bin when control mode is enabled
- Audio is now available in the replay preview player for the selected angle
- Added output local device selection capability for Program Output audio buses

Bug Fixes

- Fixed live sources stats tab not showing any statistics
- Fixed Playlist play count for Media Players
- Fixed an UI issue where an Audio Channel would appear muted even if it wasn't muted
- Fixed Audio mixer fader values not being updated when using the arrow keys
- Fixed Graphics Acceleration notification being shown for no reason

Known Limitations

- Google Chrome "Sound" and "microphone" permissions needs 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
- 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
- Skaarhoj Time Spin T-bar won't be updated if the replay speed is changed from Studio side (panel limitation)