

LiveU Studio V39 Release Notes

Release Notes

Versions

LiveU Studio:

Associated LiveU Central Version:

Key Features

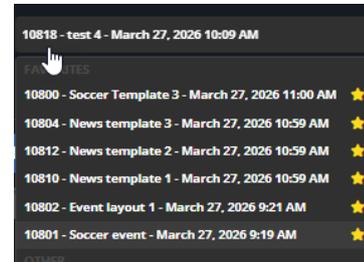
Shared Media

LiveU Studio’s Media Bin now supports seamless clip sharing across projects within the same account, unlocking new levels of collaboration between cloud-based productions. Teams can easily access and reuse media across multiple Cloud Studios, streamlining workflows like live sports where multiple productions can quickly share highlights, replays, and assets in real time.



Favorite Layouts

LiveU now enables users to save and recall favourite control room layouts, making it easy to standardize production setups. Producers and directors can instantly load preconfigured show layouts, reducing setup time and ensuring consistency across broadcasts. Favourite layouts allow teams to get to air faster, with familiar, ready-to-go environments tailored to their production needs.



Additional Format Support

LiveU Studio now supports **.mov** and **.webm** formats for video transitions, aligning with common production workflows and making it easier to import existing assets without conversion. In addition, Studio now accepts **.mp3** and **.wav** files upload giving producers greater flexibility for live audio workflows.

Other New Features

- Added a minimap under the Replay timeline in the dedicated replay view for easier navigation
- ISO Recordings will now save all the available audio tracks of the Live Input

Bug Fixes

- Fixed an UI issue for Mute action on a fader which was allowed to be used inside a hotkey even if volume toggle wasn’t enabled

- Fixed an issue with the number of HTML graphics inputs that can be created in an event which was not properly enforced.

Known Limitations

- X/Twitter 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
- 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
- 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)