LiveU Studio V41 Release Notes

Release Notes

Summary

LiveU Studio v41 introduces significant improvements to live show recording and media clip management, including easier publishing to social media and post-event access.

What's New

- Program recordings are now available in the Media Bin as MP4 segments instead of FLV. Users can configure the segments duration from the "Recording" menu inside "Settings"
- All clips can now be created using the Media Bin toolset, with better performance when you're working on multiple clips. The recording tab was removed from the bottom-left navigation.
- Users can now select and download multiple files or entire playlists from the Media Bin at the same time
- Added the ability to quickly publish files to Facebook, YouTube or Dropbox directly from the Media Bin by right clicking a file and accessing the "Download & Publish" menu
- It is now possible to record the Program from the ISO Recordings tab also during the testing phase, not just while publishing.
- Users can now access the Media Bin in the Post-Event page. It includes all the clips created during the live show.
- Added the ability to quickly extend the duration of the testing and publishing period of events by 30 minutes from the Control Room
- A new warning notification will appear if your Intercom audio device becomes disconnected
- We made dragging inputs to different layers easier by making the drop area cover the full row of the layer
- Added interface bar in the Isolated URL view to enable controls for mobile users.

Bug Fixes

- Added multiple stability improvements for WebRTC inputs
- Unstable WebRTC inputs are now disconnected and replaced with the Fallback if they fail to send data for more than 3s. As a result, Program will not be stuck to a scene anymore if their Audio is Forced.
- Fixed “ISO Recording could not be retrieved” error message that was displayed before the recording was started
- Fixed ISO Recording status sometimes not being correctly reflected. (showing an input not being recorded while it was recorded in reality)
- Fixed an issue in the Intercom which was causing users to have wrong latch state randomly.
- Fixed inconsistent list of guests/operators being displayed in the Intercom panel
- Fixed audio oscillations in Studio Output for high frequency audio samples

Known Limitations

- When working on events that have Multi-Output enabled, the Studio ***Audio mixer*** and the ***Production*** section will display only the rendering of Output 1.
- Replay audio track selection is not used for Instant replay or clipping.
- The ability to create segments is temporarily unavailable. Clipping is available inside the Media Bin.
- 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.
- 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).
- Deinterlace filters are not applied to the ISO Recordings

- File download indication can take a while to be displayed