

Release Notes Vertex 2023 R3

FEATURES

New Color Grading Tool and VideoFX
Improved Content Transfer Management
Content Status Icons
Console Layer Preloading added
Console Layer Folder Banks added
Midi Time Code Device added
Midi Show Control Commands
New Sequence Cue Sheet
New Inspector Window
New PSN Tracking
New 3D Screen Visualizer
General Render Performance Improvements

Track Override Audio Channel map added
Script ScrollToCue & ScrollToTime added
Playback LTC Auto Activation added
Notch Block Clip Control Relay/Sharing added
Aux Textures added to surfaces
ArtNet ReUse Port Option added
ArtNet Use Sequence Option added
Content Status Icons added
Duplicate Text Content added

New Transport modes added to reset to forward to reverse mode. In freesync this allows for seamless playonce forward and reverse switching.

Watchfolder Target Content Collection added
New Richtext Content added
Use Basic Shader option for clips and surfaces added, this may optimize performance if no color uv or vfx are required.

PingPong video playback for Hap and NotchLc added

Drag Drop Script to ControlView Editor to create a new button
Drag Drop property to ControlView Editor to create a new label
Drag Drop property to ControlView Editor to create a new slider
Hap & NotchLc PingPong playback added
Hap & NotchLc freesync seamless fwd reverse playback switch added

Track Disabled Overlay added
FadeToTime Ignore Cues added
Surface Texture Mode added

System Privacy Mode added with status bar icon when turned on the system will not be accessible via Remote File Explorer as well as all system scripts that will trigger external processes or Windows shutdown restart will be ignored

FIXES

Back To Back video playback improved
60p Video input jitter optimized
Audio Waveform fixed for long wav files
Fade To Cue with Shared Texture fixed
Mask with Shared Texture fixed
Sequence Cue parsing for scripts optimized
System Dmx Script Processing optimized
Deltacast Flex Driver 6.15 input detection fixed
NotchLc import high memory usage fixed
CPU Load readout optimized for Windows 11
Image Sequence Source and Relative mode fix
Seek on VideoSpeed fix
Scripting Variable index fix
Python & Lua init fix
Video Preload optimized
Texture Size 16k limit added
Blendmode non black fixed
Seamless Audio Looping added
Udp receiver and sender reconnect optimized
Html Content reload optimized

OutputStream DropFrame support added
OutputStream Audio recording optimized

Console/Global Layer All Canvas rendering fixed
Inspector NumUpDown Undo fix
FFD Keyboard editong Undo fix
Exclude Content From Cleanup added

Surface Remote save texture to disc fixed
Freeze Property updated on Fullscreen switch force update

BREAKING CHANGE!

Sequence / Playlist Globalscale changed
Browser Content Force Page reload on Init