

Release Notes Vertex 2023 R2

Features

Content Formats & Rendering

Native Tiff sequence support added
8/16/32bit
Image Sequence optimized for:
jpeg png & bmp

Ffmpeg native 10/12bit added
ProRes HQ 422 10 ProRes XQ 4444 12bit
decoding added

HDR HLG Parameter added
HDR Tonemapping added

SRT Multi Language Textencoding support
SRT high quality rendering

Texture projection view point editing added
Added additional Textureslots Aux3-8

Notch Block Optimizations

NotchBlock property sorting added
Idle On Opacity Zero Property added
Reset to default if Notch property is
readable
Notchblock idle on opacity zero
Notch Block texture sharing
Notch Block content version support added

Playback Control

Sequence Ctrl double click on cue
-> fade to cue
Sequence Ctrl click on time bar
-> fade to time

Clip Auto-Crossfade Fadeout added
for transparent dipping auto crossfades

Sequence Cue 'ShowCue' property & scripts
added

Playbacks tab toolbar buttons added
Sequence Editor ShowMode Toggle button
Playback Editor Disabled Overlay added
Small clip icons added

Devices

Device status added to systemstatus json
Aumovis Device added
New Midi Map cc value changed script
Midi Map 'Learn' button added

Scripting

New ContentScripts added:
SetContentByFolderFileId
SetContentById
New ContentManager Cleanup Tools
Scripts

Parse json array members added '[index]'
Prompt Scripts added:
YesNo / YesNoCancel
OkCancel / GetInputValue

Vioso

Vioso Blacklevel support added
Vioso VWF reload reapply menu entry
added

Controlview

Controlview/Webview Prompt button
added
Controlview inplace textediting added

New Sample projects added
Remote Deploy Monitor added to installer

Miscellaneous

Ctrl+D Shortcut to duplicate object
System 'Set Output Streaming Adapter'

New Notes object added
New Dmx Recorder/Player added

Preset Export support added
Watchfolder Sort mode added

System Backup Switching extended:
Added Main Backup Device System
Added Main Backup DMX System
Added Render Main Backup switch scripts

Sync Clock Time Offset added

Create DMX Mapping device from xls
Cue Modes: GotoNextCue/PreviousCue
Color Scope Window

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Fixes & Optimizations

Cue Jump Loop optimized
Clip back to back playback optimized
Seek to preroll last frame flash fixed
Video cue loop flash next clip on loop fixed
PreRoll video optimized

Image sequence cue loop optimized
Image Sequence freesync play once fixed

Webview slider style optimized
Webview video seek optimized
Webview pagename space fix

NotchLc Proxy corrupt frame handling
SmpteChaseLock seek while play

Streamdeck latest firmware support added

Keyframe copy paste optimized
Notch Prop Metadata optimized
Import project error fixed
Sequence Cue label & tooltip optimized
Cue loop frame flash fix

Mqtt device credentials fixed

Notch Block load same block fixed
NotchBlock Content Sync fixed
NotchBlock TextureSharing optimized
Load NotchBlock while project closing
NotchBlock Preview Preloaded project setting: This will keep notch blocks alive when switching rendermodes in the render editor, to avoid Notch Block reload
Notch Texture size prop clip updated

Presets optimized

Ventuz Scenes without duration added
Ventuz Scenes without parameters added

Audio Change on drag drop fixed
Live input fast switching optimized
Rod4 Plus close connection script added
Create Shared Clipcontainer Texture
This will create a new clipcontainer with shared texture of source
PME preview mixing optimized

FadeToCuePlay video seek fixed on high load
FadeToTime minimum preload time is 1s
FadeToTime will create all elements at once

Hap Notch Lc fast resync fixed
Fixed bulk content import & transfer
Live Input Placeholder Size optimized
TextureSharing optimized
Content Sync optimized
Keystone modifier removed unused properties

Template Clips are now not deleted on ClipContainer delete
Delete unused Clips fixed

Rendereditor scale control shift key
Viewpoint position gizmo optimized
ClipContainer Fade In Out preset added
Numeric Inspector control mouse drag

Spout Output initialization fixed
NotchBlock Live input crash fixed
HapR proxy encoding import fixed

SDI-Out Memory leak fix
Keyframe Bezier fix