

Channel Composer Version 1.6 Release Notes

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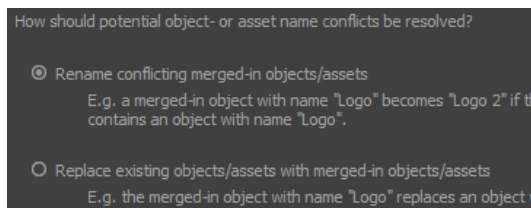
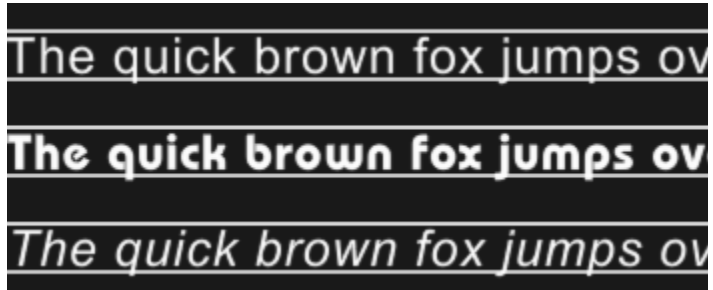
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What is new in Channel Composer version 1.6 – Highlights

Subtitling

The new Subtitles object supports In-Vision, DVB, Teletext and Closed Caption subtitling.

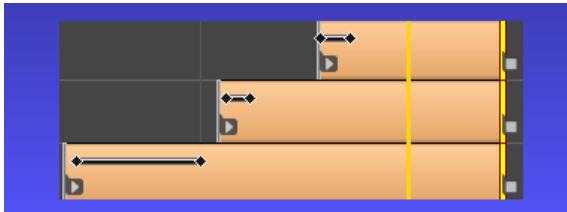
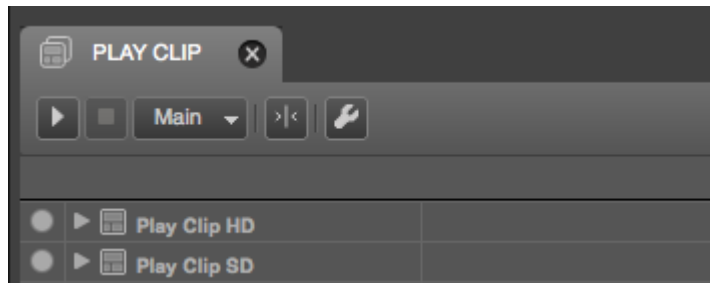


Merge Project – Replacement Merge

The Merge Project functionality has been enhanced with the option to do a *replacement merge*. Using this type of merge, objects and assets in the merged-in project *replace* objects and assets of the same name in the original project.

Opt-out in Format Try-out Mode

An Opt-out filter has been added to the Format Try-out Mode which makes it possible to preview each channel separately.



New Example Projects

Example projects have been added that focus on Simulcast play-out, connecting Tickers with Grass Valley RTic and layout optimizing.

Full list of changes

New features

- Added Big Buffer Pool Size setting (in Preferences/Nexos), which allows the user to increase/decrease the size of the nexos big buffer pool.
- NRE: printsgs command which prints an overview of all NRE-instances, including active and selected states.
- Invision and Closed Caption subtitling support with the Subtitles object.
- NRE: printstats command which forces printing of periodic statistics to the log file and starts a new period. Normally the stats would only be printed every 20 minutes.
- Added About button on Welcome dialog.
- Added Set Main Player Command.
- "Program ID" property is now exposed on the Subtitles Player's property page.
- Autosave can now be switched on and off.
- NRE: added support for template priority mode.
- NRE: NRE now defines and sets values for Scene Parameters `_SYS_OutWidth`, `_SYS_OutHeight` and `_SYS_ChanNm` according to the characteristics of the channel.
- Added hotkey (CMD-P or CTRL-P) for "Toggle Pixel Perfect Info".
- Template Rules; a Template Rule defines the conditions (e.g. when an event is thrown by a certain object) for which a template should be automatically played.
- Blobs Plasma Plane and Lines Plasma Plane prefabs.
- Test Media now accepts STL subtitle files.
- Format playback can now handle scene parameter references to test media.
- Opt-out channel selection now available on the Format Editor. The selected opt-out channel is used for format playback.
- Updated definitions of Channel Pack contents xml (v1.1). Added: creation datetime, project uuid, minimum nexos version, client info (with: channel composer version and license, hostname, username, operating system).

Improvements

- When refreshing players only the players of the current template are refreshed thereby minimizing the resources claim.
- NRE: sg-print now shows the number of objects printed.
- NRE: object-info now also prints the results to the log file (under Debug log priority).
- When an object is made visible (in the Objects and Template Timeline views using the eye icon), its ancestor objects are made visible as well, ensuring that the object itself is visible. Furthermore, the eye icon now better reflects each object's visibility state.
- Objects not present on the current template are automatically deactivated to improve render performance.
- Try-out Mode statistics now also include the number of active objects and templates and total amount of objects.
- NRE: optimized texture cache dimensions for better performance and lower resources claim.
- NRE: progressive still and text content in interlaced mode is now uploaded in field definition by default. The Progressive Image property can be used to override this behavior.
- Splash screen now shows the minimum nexos version required for play-out.
- NRE: load balancing: global preload work is now spread out across multiple verts.
- NRE: pixel perfect info is now only shown when the object is active and visible.
- Ani and Audio objects that are created by dropping assets from the Asset Pool onto the Stage are now automatically given an out point based on their duration metadata.
- The Color Bars object that is created for each new project now auto-adjusts its dimensions to the output dimensions, making it suitable for simulcast setups in which it has to appear on both HD and SD channels at the appropriate size (via the shared nexosInit template).

- Objects and Template Timeline windows no longer accept irrelevant drops (in drag-and-drop operations).
- Changed wireframe rendering line width from 1px to 2px.
- 3D Guides are now rendered with anti-aliasing enabled (if available).
- Adjusted Ticker Speed slider range to [-100, 100].
- Appearance of tab bar scrollers.
- If the previous session did not close properly a dialog is now shown at startup that lists possible causes for the crash and solution suggestions.
- Extended the Scaling example project with a template that specifically deals with the subject of scaling Stills.
- Ticker Speed property is not exclusive anymore to the Play action.
- PP information is now more specific.
- Widget layout on various property pages.
- The status bar now displays the integer value corresponding with the textual value shown in a property's drop down list.
- The login page of the export to Cobalt dialog will now also display the asset type save state (if any).
- The login page of the export to Cobalt dialog now offers the user the option to reset any saved state (TX/MAM database IP, asset type) directly on the login page. This was previously only possible through the project settings dialog.
- Simplified activation in the export to Cobalt dialog (the redundant activation checkbox has been removed).
- Import disk/Cobalt, export disk/Cobalt and export to playout dialogs now handle return key presses. Return is interpreted as a click on the "next" button (advancing the wizard to the next page).
- Import from Cobalt now also checks for the existence of a Channel Pack asset file on disk before importing.
- The Channel Pack asset view in the import from Cobalt dialog now features the same grouped rendering as used by the manage exports dialog (including activity flags).
- The duration of video, animation and audio assets (Project Assets, Test Media) is now obtained and used to determine out points for ani and audio objects used on templates.
- contents xml is now stored more efficiently in the TX/MAM database (redundant white-space is stripped).
- Improved rendering of parameter values on the Format Editor. Previously (long) text could flow outside the bounds of the property editor and white-space was not stripped from parameter values (white-space now stripped for presentation only, the parameter values remain unchanged).
- Added tooltips to template and applet names to the Format Editor (row names).
- Updated the Cobalt library with improved handling of large data values (e.g. blob data like contents xml). Previous library version was too conservative and restrictive which resulted in issues with large data values (memory corruptions).
- Ported over changes from the CPK Manager (standalone application) to the Manage Exports dialog (more descriptive warning when removing an active pack, the importer now also checks for existence of a CPK asset file before Cobalt import).

Removals

- Indigo interleaving functionality. From now on all Indigo layers are rendered on top of the NRE layers.
- Text Style's Language property.
- Main Player property. The Main Player is now set with the newly added Set Main Player Command.

Changes

- Channel Composer's default installation path has changed in the installer for Windows platforms. Channel Composer is now installed under "C:\Program Files\Grass Valley".
- Renamed "Copy to New Template" to "Duplicate Template".

Fixes

- NRE: a player with player action set to Link-To actually started to Link-To one vert late, which caused a 1vt long upload spike.
- A bug that mapped a Ticker Command Clear onto a Ticker Command Unpause action.
- A crash bug that could occur after using the Delete Command Track tool.
- NRE: crash bug when using Effects under the lowest NRE resources profile.
- NRE: recursive mux attempt error when loading a scenegraph.
- Bug in Qt on Slow Leopard that caused file dialogs to close suddenly.
- Add Format menu option was disabled in Template Editing Mode.
- A bug that caused a crash when the TAB-key was pressed a couple of times when the cursor was inside the object name edit box.
- A bug that caused the Main Menu's Add Controller action to be enabled when the selection contained multiple objects.
- Autosave will now not try to save a project that is read-only.
- The "Export To ..." actions are now aborted if the project cannot be saved at its current location, preventing potential differences between the exported project and the project's current state within CC.
- NRE: Add Ticker Story, Counter, Ticker Command and Set Main Player commands could send commands to nexos for unregistered nexos players.
- A bug that caused the Counter command to lose its player reference when Merge Project was used.
- A bug that caused templates to play back at double speed when the zoom level was above 100%.
- A bug that caused player actions to be missed when the zoom level was above 100%.
- NRE: blending mode of the original image in the Drop Shadow Effect was incorrect, causing objects to become somewhat darker than intended.
- NRE: bug that caused the HUD-line drawing mechanism to interfere with the Material's wireframe rendering.
- The Template Timeline Editor incorrectly allowed for horizontal and/or vertical scrolling in some views.
- A bug that caused a crash when Template or Format tab labels were edited during try-out mode.
- The Rename action in the Objects window popped up the Name dialog in which the initial value incorrectly included the role description.
- The undo action of the "Duplicate" tool (previously "Copy to New Template" tool) did not properly send update events which meant that some views were not updated.
- Deleting a Text Player's custom Text Style sometimes crashed CC.
- When an object was moved to another Group its activity segment was not clamped against the activity segment of the Group.
NRE: the source Stage was not removed after a scenegraph merge operation.
- NRE: Text Style references of a Subtitles Player were lost when the Player was imported as a prefab or merged into a project.
- NRE: a crash could occur if a Template's sub object was not present in the Template's snapshot state.
- Ruler and track list of the format editor are no longer affected by scroll wheel or gesture events.
- Applet items were not sorted in the project explorer when renaming applets.

- Fix for crash in import disk/Cobalt, export disk/Cobalt and export to playout. The crash occurred by pressing the [escape] key when the import/export was in progress.
- Fix for issue on Windows where an abort of an export/import could lock the incoming/outgoing file (the revert operation would then fail as the file can't be removed).
- Fix for a bug that could lead to incorrect flagging of Channel Packs in Manage Exports. When this issue occurred the Channel Pack views would reflect an incorrect activation state (non-active packs flagged as active and vice versa). This bug was entirely view related and had no impact on playout/scheduling.