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**Episode Encoder, Episode Encoder Pro (for Mac)  
Episode Engine , Episode Engine Pro  
Episode Podcast,  
High Availability Option  
Version 5.2.1 Release Notes**

## **About this Episode Series Release Version 5.2.1 (for Mac OS X)**

### **Software Download**

Go to Telestream Download center at <http://dynamic.telestream.net/downloads/downloads.asp> and select the product you wish to download. The first time you visit this new Download center, you will need to Create an Account to be used for this and future Log-ins.

### **Minimum System Requirements**

Intel based Mac or Apple PowerPC G5  
Mac OS X 10.4 or higher  
QuickTime 7 or higher  
Final Cut Pro 6  
Minimum 1 GB RAM  
20 GB HD

### **Note:**

*Episode Engine version 5.2 is compatible with Episode desktop version 5.2 (Mac only). Please ensure that your Episode Desktop and Episode Engine use the same version.*

## **Fixed issues and enhancements in 5.2.1**

### **General Format Support (applies to all products)**

- Several quality and stability fixes for H.264 encoding, as a result of a new Dicas release.
- Fixed green line at the bottom of the video when encoding XDCAM HD from 4:2:2 sources.
- The XDCAM HD encoder now sets the top\_field\_first flag correctly.
- Issue causing MPEG Elementary Streams to be non-importable is now fixed.
- Fixed the resize dimensions in the Template settings in 'Broadcast/Standard Conversion/To 1080i30 – HDV'.
- MPEG Program Streams with PCM audio can now be imported.
- Improved MPEG-1 audio and video support.
- Fixed issue causing last frame to vanish when encoding DV Streams.

### **Episode Engine**

- Several stability fixes regarding input monitors in both Episode Engine and Engine Admin.
- Fixed issue for Split-and-Stitch when using QuickTime components.
- Fixed issue for Split-and-Stitch when encoding Windows Media Video.
- Better accuracy of values in .meta files, for example duration, bit-rate, frame-rate.

### **Known issues in 5.2.1**

- Settings templates are not guaranteed to have the same names or locations between Episode versions. This may affect input monitors that refer directly to the templates. Therefore, if you wish to use a template in an input monitor, upload it from the Episode Desktop client to a folder of your own on the Episode Engine server and use that copy in your input monitor (see section 4.3.10 in the Episode Desktop User Guide).
- Encoding of MBR files does not work when doing Split-and-Stitch encodings.
- Real Media does not work with Split-and-Stitch.
- Running Split-and-Stitch jobs when using an FTP monitor is not recommended.
- Split-and-Stitch with Prepare For Streaming (hint) is not supported. Engine will run this as a normal job instead.
- Encoding of Windows Media MBR files does not work with Episode Plug-In for Compressor.
- HE-AAC in ADTS (.aac) files is not supported as input.
- Open MXF files are not supported as input.
- MXF files from Image Server are not fully supported as input source.
- Under OS X 10.5.6, Episode Podcast 5.2 is unable to read "Good" quality video files created in Podcast Capture. A workaround is to open a Terminal window and execute the command:  

```
podcast -setconfig Capture=Video:Better
sudo podcast -setconfig Capture=Video:Better
```
- Copying of multiple QuickTime audio tracks is not supported.
- VBI lines removed in the VBI Importer cannot be properly previewed.
- PCM audio in MPEG Program Streams may get distorted.