
Episode, Episode Pro, Episode Engine - Windows Version 6.2 Release Notes

About Episode Version 6.2

Minimum System Requirements:

Windows 7

Processor 1.5 GHz 32-bit (x86)
QuickTime 7.6.2 or higher
Minimum 2 GB RAM
40 GB HD

Windows Vista

Service pack 2
Processor 1.5 GHz 32-bit (x86)
QuickTime 7.6.2 or higher
Minimum 2 GB RAM
40 GB HD

Windows XP

Service pack 3
Processor: 1 GHz 32-bit (x86)
QuickTime 7.6.2 or later
Minimum 1 GB RAM
20 GB HD

Windows 2008 server

Service Pack 2
Processor 1.5 GHz 32-bit (x86)
QuickTime 7.6.2 or higher
Minimum 2 GB RAM
40 GB HD

Additional Windows requirements:

Bonjour Print Services for Windows V2.0.2
.NET Framework 3.5 SP1

Online Help Browsers Requirements:

Internet Explorer: Version 8 and 9
Firefox: Version 6 and 7
Chrome: Version 14

New Application Features

- Native DNxHD decode support in all editions of Episode. Users no longer need to install Avid codecs to decode DNxHD content.
- Native DVCProHD decode support in all editions of Episode. Users no longer need to install 3rd party codecs to decode DVCProHD content.
- AVC-Intra class 50 and class 100 decode support in all editions of Episode
- AVC-Intra class 50 and class 100 encode support to MOV format in all editions of Episode
- AVC-Intra class 50 and class 100 encode support to MXF format in Episode Pro and Episode Engine
- New MPEG-2 codec choice for MPEG-2 transport streams, "MPEG-2 VOD". This is a fixed parameter codec useful for many MPEG-2 based VOD systems.
- Support for up to 24 channels of audio.
- New Timecode Conversion filter: This new filter allows Episode to carry source timecode over to encoded outputs even when complex conversions have changed the frame rate.
- New Workflow Success/Failure options for local monitors: These options will allow the user to set specific actions to take on source files based on the success or failure of any of the tasks in a workflow.
- New Maximum Retries in Monitors: Users can now set how many times a monitor will attempt to connect to a monitor location before failing

New API Features:

These are features available exclusively via the Episode command line and/or XML-RPC interfaces.

- XML-RPC interface available for Episode Engine
- New EpisodeClientProxy process

- Added ability to define “named storage” locations. This is useful in cluster environments where paths to common storage locations do not have the same definition on all nodes, such as mixed Mac and Windows clusters
- Updated configuration file version for all processes. All process configuration files are reset to default.
- Updated format for sources, tasks, workflows, and submission configuration files. Old configuration will be automatically updated when read
- Localizers are now optimized and removed in “Same As Source” workflows
- If a cluster is created with the same name as an existing cluster, new logic has been added to prevent the new node from taking over the cluster by mistake
- Users can now connect to clusters via the cluster master’s IP address or DNS name
- Users can now define filters to accept and reject source files to be picked up by monitors
- Users can now tag nodes and tasks with certain parameters to control which nodes execute tasks in a cluster
- Deployment tasks can be set to retain the sub-folder structure of a monitor location set to do a recursive search
- Uploader can now create user-configured sub directories
- Create and submit new XML-based Episode EDL sources. Submit a list of source files and trim points that can be combined into a single output source file. This feature is available for Episode Engine only.

New Episode Developer API Kit:

These are features available exclusively via the Episode command line or XML-RPC interfaces and are licensed for use through the Episode API support only.

- **Image sequence input.** Decode support via manual submission or monitor for DPX, TIFF, and TARGA image sequences
- **Microsoft Smooth Streaming encoding and deployment:** Create multi-bitrate Microsoft Smooth Streaming packages and deploy them to local, network, and FTP destinations. (note: WM and HLS streaming outputs can be created simultaneously from the same H.264/AAC encoded streams)
- **Apple HLS streaming:** Create multi-bitrate segmented streaming packages and deploy them to local, network, and FTP destinations. (note: WM and HLS streaming outputs can be created simultaneously from the same H.264/AAC encoded streams)
- **Email notification task:** Send customized emails as part of your workflow
- **Execute task:** Execute custom scripts as part of your workflow

Fixes and Improvements

- Added support for the decode of AVCHD files converted to .MOV by ClipWrap application
- Improved handling of timecode during frame rate changes via new “Timecode Conversion” filter
- Fixed an issue with .M2V encode tasks not being read properly causing unexpected output results
- Fixed a compatibility issue in Adobe Encore and Apple DVD Studio Pro with Episode .M2V outputs
- Fixed an MPEG-2 Transport Stream issue that could cause buffer overrun errors
- Fixed an issue decoding XDCAM EX files encoded using Building4Media FORK application
- Fixed an audio sync issue when converting frame rate to 29.97fps and using Split-and-Stitch
- Fixed a chroma issue that occurred during telecine frame rate conversions
- Fixed a decode issue with QuickTime movies that contained more than one codec
- Fixed an issue that would cause preview to crash if a resize filter was enabled in an encoder
- Fixed a chroma issue when encoding from DNxHD to ProRes
- Fixed an issue with the system deployment task “Desktop”
- Recursive search is now available for all folder monitor types
- Fixed an issue with motion compensated de-interlace filter and certain sources
- Fixed an issue with erroneous playback of H.264 encoded files in QuickTime Player 10
- Fixed an issue in Episode when previewing an encode task with the resize filter enabled
- Fixed an audio sync issue when converting 25 fps interlaced content to 29.97 fps interlaced output
- Improved support for “Encode While Ingest” and Pipeline .tifo files containing 24bit audio
- Fixed an issue with SMB monitors in mixed platform clusters
- Improved stability in mixed platform clusters when the master node leaves the cluster
- Improved the method used to recommend the number of simultaneous encodes on a node

Known Issues

- Selecting QuickTime in the video and audio track parameters can cause Episode, on rare occasion, to crash on some Windows systems.
- Encodes to XDCAMHD are failing under Windows OS
- While it is possible to import and use some Episode 5 settings as is, the majority of the Episode 5 settings files, including QuickTime, MPEG-1, MPEG-2, MPEG-4, H.264 and many MXF variants will require the encoder parameters to be reconfigured. It is recommended that when moving from Episode 5 to Episode 6 all settings, workflows and output media files be tested thoroughly. In no case should Episode 6 use .settings files, all should be converted to version 6 specific .episubmission or .epitask files.
- Timecode and Split-and-Stitch: It is not possible to create new timecode during a Split-and-Stitch encode. If you need to create new timecode for a file during and encode, please do not enable Split-and-Stitch. Split-and-Stitch will work accurately when reproducing the original timecode from the source file.
- In mixed-platform clusters, encode tasks with QuickTime video outputs will be distributed to nodes of the same operating system as the node that submitted the workflow. When building mixed-platform clusters please take this into account.
- The new “Encode While Ingest” feature requires that the monitor be set to a local directory. Use of “Encode While Ingest” with SMB or FTP locations is not supported.
- Using H.264 or MPEG-4 video in MPEG Program Streams will cause erroneous playback on certain devices/players.
- Pass through of audio in QuickTime files is not supported.
- There is an issue in the Apple QuickTime component for ProRes version 2.0 that may cause crashes when browsing in Episode, downgrading to the Apple QuickTime component version 1.0 (available from the Apple support site) fixes this issue.
- 32-bit BMP files do not work as watermark files in Episode, please use 16-bit or 24-bit BMP files.

Known Issues - API

- The “Connections” argument is not currently supported via the XML-RPC interface.
- The standard method for MBR (Microsoft smooth streaming and Apple HLS) workflow submissions through the XML-RPC interface (submitBuildSubmission) is not currently supported, however there is a workaround. Please contact Episode support for details.
- When using “episodectl task” commands, the relative path is printed as opposed to the absolute path unless the option --out is explicitly used.
- The “parse-progress” option for the execute task is not currently working.
- When specifying a folder path that requires quotes, always end the path with two (2) back slashes.
- The option “return-submission” to the command “submitBuildSubmission” via the XML-RPC interface currently returns unusable data.
- The options “monitorList” and “monitorAdd” commands via the XML-RPC interface are not currently supported.