



## Ustream Producer 7.3 Release Notes

### ***System Requirements***

#### **Supported Operating Systems**

Windows 7 SP1 64-bit, Windows 8.1 64-bit, Windows 10 64-bit  
Mac OS X Yosemite, Mac OS X El Capitan, macOS Sierra

#### **Internet connectivity**

- Requires internet connectivity with HTTP/HTTPS port 80, and RTMP port 1935 open for streaming, Remote Desktop Presenter requires opening port 7272.
- An internet connection is recommended for Ustream Producer 7.1 license activation.
- For lowest quality (240p) streaming an upload rate of at least 650Kbps is required.
- 720p streaming requires an upload rate of at least 2500 Kbps.
- 1080p streaming requires an upload rate of at least 4500 Kbps.
- Wirecast Cam requires iOS 8 or later.

#### **Notes:**

Consider lowering your canvas frame rate and/or streaming resolution to lower CPU usage.

Solid State Drive or fast RAID array recommended for ISO Recording and Replay functionality. Actual data rates will vary depending on quality level selected for ProRes (Mac OS X) or MJPEG recording (Windows), as well as the resolution and frame rate selected.

- For Mac OS X ProRes recording please refer to Apple's ProRes data rate specifications:  
<https://documentation.apple.com/en/finalcutpro/professionalformatsandworkflows/index.html#chapter=10%26section=4%26tasks=true>
- Windows MJPEG Best Quality Guidelines (Megabytes per second):
  - 1080i and 1080p 29.97 and 30 FPS, MJPEG Best Quality – ~25MB/sec
  - 1080p 60 FPS, MJPEG Best Quality – ~50 MB/sec
  - 720p 59.94 and 60 FPS, MJPEG Best Quality - ~20 MB/sec

#### **Hardware accelerated encoding requirements**

- Intel Quick Sync Video encoding requires an Intel CPU with an Intel® QuickSync Video core.  
[List of Intel CPUs supporting QuickSync →](#)
- NVIDIA NVENC encoding requires an nvidia GPU with Kepler architecture or newer. [NVIDIA only maintains a general list of supported GPUs →](#)
- Apple Hardware Accelerated H.264 encoding requires a Mac with an integrated Intel GPU.

*\*Please note: Ustream Producer does not support OS X Mavericks or previous versions of OS X*

#### **Remote Desktop Presenter**

- Please use the Remote Desktop Presenter version 2.0.8 with Ustream Producer; available as a separate download from Telestream: [www.telestream.net/dtp](http://www.telestream.net/dtp)

## Ustream Producer 7.3

### Fixes and Enhancements

- Fixed an issue where Demo mode was taking too long to activate.
- Fixed an issue where the Web Stream URI input field was performing slowly.
- Fixed an issue with audio dropping out when adding multiple Dynamics audio filters.
- Fixed an issue where Aspect Ratio changes were not being applied until the source was manipulated in the Preview Editor.
- Fixed an issue where Stream Delay was not functioning.
- Fixed an issue with characters not displaying properly in the Twitter source.
- Fixed an issue where live audio output was not being heard if “Being Playing when Media Becomes Live” was disabled.
- Fixed an issue where Multiband audio filter was not functioning properly from a Saved Document.
- Fixed an issue with Stretch to Fit not saving and applying correctly.
- Fixed a crash that could occur after resetting the preferences.
- Fixed an issue where a progress bar would appear on the wrong types of Shots.
- Fixed an issue where adding Hotkeys was not functioning properly.
- Fixed the checkbox for “Capture System Audio” in the System Audio Capture plug-in not working.
- Fixed an issue where Local Hotkeys were being set as Global and vice versa.
- Fixed an issue where Hotkeys were unable to be deleted.

## Ustream Producer 7.1

### Fixes and Enhancements

- **New!** All sources use “Scale To Fit” by default (Mac & Windows)
- **New!** Desktop shortcut is now properly labeled as “Ustream Producer” (Windows)
- **New!** Added additional default encoder presets (Mac and Windows)
- **New!** Incremental numbers added for all “Text” sources (Mac and Windows)
- **New!** Added tooltip that displays full source name in the “Audio Mixer”(Mac and Windows)
- **New!** General stability improvements and decreased CPU usage! (Mac OS X & Windows)
- **New!** GPU accelerated H.264 encoder via Intel® Quick Sync Video, NVIDIA® NVENC and Apple® Video Toolbox H.264 (see tech specs above for specifics) (Mac OS X & Windows)
- **New!** ISO recording from live capture sources – **Ustream Producer Pro only** (Mac OS X & Windows)
- **New!** Added ability to update a single Replay Shot OR create new Replay Shots.
- **New!** UI enhancements including Edit-In-Preview with integrated Shot Inspector (Mac OS X & Windows)
- **New!** Playlist changed to a new tabbed interface (Mac OS X & Windows)
- **New!** Shots inside of a Playlist now display a progress bar (Mac OS X & Windows)
- **New!** Added Shuffle Playlist functionality (Mac OS X & Windows)
- **New!** Added the ability to apply duration changes to all Shots within a Playlist Shot (Mac OS X & Windows)
- **New!** Added “.” and “,” hotkeys for moving between Shots within a Playlist (Mac OS X & Windows)
- **New!** Added default duration setting for Shots added to a Playlist Shot (Mac OS X & Windows)
- **New!** Global Hotkey Manager (Mac OS X & Windows)
- **New!** Video delay for individual live video sources (Mac OS X & Windows)
- **New!** Audio delay for individual live audio sources (Mac OS X & Windows)
- **New!** Re-designed Audio Mixer user interface (Mac OS X & Windows)
- **New!** Added Panning to Audio Mixer (Mac OS X & Windows)
- **New!** Selective audio monitor toggle for individual live audio sources (Mac OS X & Windows)
- **New!** Source channel selection for live audio sources (Mac OS X & Windows)
- **New!** Audio output interface selection (Mac OS X & Windows)
- **New!** New Text tool featuring live text, RSS feeds and reading from text files, scrolling text (Mac OS X & Windows)
- **New!** GPU accelerated color correction (Mac OS X & Windows)

- **New!** Re-designed title system (Mac OS X & Windows)
- **New!** Customizable Social Media Shot (Mac OS X & Windows)
- **New!** Broadcast and recording statistics overlay in Direct3D 9 games (Windows)
- **New!** Solid Color source (Mac OS X & Windows)
- **New!** Toggle to display System CPU usage or Application CPU usage (Mac OS X & Windows)
- **New!** Added support for RGB video input from BlackMagic capture cards (Mac OS X & Windows)
- **New!** Added 24 FPS Canvas Frame Rate option (Mac OS X & Windows)
- Added support for Animated GIF playback (Mac OS X & Windows)
- Fixed an issue where a stream may not start if the initial source was a still video frame (Mac OS X & Windows)
- Fixed an issue where transitions may not be triggered properly (Mac OS X & Windows)
- Fixed an issue where sending a DirectShow source to Preview and Live simultaneously could result in popping audio (Mac OS X & Windows)
- Fixed a crash that could occur when using Mac Screen Capture (Mac OS X)
- Fixed an issue where audio output device sample rate changes were not handled properly (Mac OS X)
- Fixed a crash that could occur when using Local Desktop Presenter on systems with multiple monitors or GPUs (Windows)
- Fixed wide character display issues with Social Media Shot (Mac OS X & Windows)
- Fixed a possible crash when selecting a BlackMagic capture card source (Mac OS X & Windows)
- Fixed an issue where searching Twitter with hashtag could fail (Mac OS X & Windows)
- Added true cross dissolve transition on Windows

### Features No Longer Supported

- Support for Apple Animation. (Mac OS X & Windows)
- The Sony SNC-RZ50. (Mac OS X & Windows)

### Known issues

- DirectShow devices must be in Preview or Live, or Live Icons must be enabled to use ISO Recording for these sources.
- Flash support disabled in Web Display plug-in due to a crash issue. A fix for this issue will be provided in a future update to Ustream Producer.
- Multiple Replay clips captured during the same replay session will not render correctly when played at the same time on different master layers or different shot layers.
- Starting Ustream Producer while the Local Desktop Presenter is running and minimized will result in the DTP source displaying a green frame. A workaround is to maximize DTP before starting. (Mac OS X)
- Some older Intel integrated graphic cards lack driver support for D3D10, D3D11. Game capture may not work properly on such GPUs. A dedicated NVIDIA or AMD card is recommended for PC game capture. (Windows)
- For best performance with Game Capture run Ustream Producer and the target game on the same GPU.
- Disabling Aero can improve performance of window and monitor capture. (Windows)