Telestream

System Requirements

Mac OS X
- Mac OS X 10.6 or later, including Mountain Lion
- Intel-based Mac
- Minimum 2GB RAM
- QuickTime 7 or higher
- 200 MB hard drive (for install)
- Hard drive space for recording to disk
- A Quartz Extreme capable graphics card
- Intel Core Duo is required for HDV decoding
- QTSS/DSS 4.1.3 or later is needed for automatic "announce" unicasting
- A supported GPU is required for Core Image and GPU video compression acceleration
- Flash streaming on Mac requires Intel-based processor
- Sufficient upload speed (500k for low quality, 1.0 MB for quality good and 2.0 MB for HD)

Windows
- Windows 7 processor: 2.3 GHz dual core
- 32- or 64-bit, 2 GB RAM, or:
- Windows Vista processor: 2.3 GHz dual core
- 32-bit (x86), 2 GB RAM, or:
- Windows XP, SP2 processor: 2.1 GHz
- 32-bit (x86), 1 GB RAM
- QuickTime 7.5
- 200 MB hard drive (for install)
- Hard drive space for recording to disk
- 256 MB PCI-Express graphics card with 3D acceleration (GeForce or Radeon class card recommended)
- Microsoft® DirectX 9.0c
- Sufficient upload speed (500k for low quality, 1.0 MB for good quality and 2.0 MB for HD)

Desktop Presenter
- Please use Desktop Presenter 2.0.3 with Wirecast 4.2.3. Desktop Presenter is included as a part of Wirecast 4.2.3 and is also available as a separate download.

Wirecast 4.2.3

Fixes and Enhancements

- New! Added support for 25fps canvas. This fixes issues where 25fps sources were not displayed correctly and exhibited framerate problems. (Mac OS X & Windows)

- New! Support in the Source SDK for a dynamic number of sources on a device. (Mac OS X & Windows)
- New! Added support for OAuth when connecting to YouTube Live.
- New! Added support for YouTube Live V2 pipeline.
- New! Added a workaround for a bug in Skype 6 so that Wirecast's Virtual Camera now shows up in the webcam list in Skype 6. (Windows)
- New! Added support for XOS Digital ThunderCloud LiveScore Service in Wirecast Pro (Windows)
- Modified the Support Assistant UI to make the option of creating a new support ticket more apparent. (Mac OS X & Windows)
- Fixed a problem connecting to Twitch.tv. (Mac OS X & Windows)
- Fixed a crash when opening the Broadcast Settings dialog. (Mac OS X & Windows)
- Modified certain partner broadcast presets to avoid a possible corruption when recording to disk. (Mac OS X & Windows)
- Fixed a problem where unicast and multicast just show one green frame. (Mac OS)
- Fixed an issue where Wirecast would record files with the extension .flv instead of .f4v as desired. (Mac OS X)
- Removed b frames from YouTube 480p or 720p presets to prevent blockiness in the YouTube streams. (Mac OS X & Windows)

Known issues

- There is a bug in Mac OS 10.8 that can prevent Wirecast from starting. If you are running Mac OS 10.8, please upgrade to 10.8.1 before installing Wirecast. (Mac OS X)
- Documents that include use of the Virtual Camera Out feature cannot be opened in earlier versions of Wirecast, so please back up your documents before using the Virtual Camera Out feature. (Mac OS X & Windows)
- QuickTime is again being used to encode all QuickTime H264 destinations, for compatibility with the QuickTime streaming server. This may lead to poor quality and increased CPU usage. For better performance and quality when recording to disk, use Flash H264 with MPEG-4 type, which uses MainConcept, and will generate an M4V file. M4V files are QuickTime compatible, and can be played by all players because they are essentially MP4 files with extra metadata. (Mac OS X & Windows)
- Machines that contain only an onboard Intel HD Graphics 4000 card may cause memory leaks and crashes in Wirecast. This appears to be a driver issue. (Mac OS X)
- Machines that contain only an onboard Intel HD graphics 4000 card, may not apply default Chroma Key values correctly. (Windows)

Wirecast 4.2.2

Fixes and Enhancements

- New! A new Source Plugin SDK has been added so that partners can integrate sources directly into Wirecast. (Mac OS X & Windows)
- New! Added the ability to add or remove live sources in the Camera Preview window. (Mac OS X & Windows)

- New! Added the ability to reorder live sources in the Camera Preview window using drag and drop. (Mac OS X & Windows)
- New! Added the ability to change preview display size in the Camera Preview window. (Mac OS X & Windows)
- New! Added the ability to change the frame rate at which sources are displayed in the Camera Preview window. (Mac OS X & Windows)
- New! Added support for large memory addressing on Windows. (Windows)
- New! Added 'Save To Disk' option for the Support Assistant. (Mac OS X & Windows)
- New! Added an explicit option for opening a Telestream Support Ticket from the Support Assistant. (Mac OS X & Windows)
- Fixed performance issues with Camera Preview window that were causing dropped frames in broadcast. (Mac OS X & Windows)
- Fixed issues with Camera Preview that could cause Wirecast to go unresponsive and then crash. (Mac OS X & Windows)
- Fixed issues with Teradek ingest that caused blank frames and audio drops, plus reduced ingest latency still further. (Mac OS X & Windows)
- Fixed crash that occurred during Flash queue overflow. (Mac OS X & Windows)
- Fixed crash that would sometimes occur when connected to a Teradek Cube over a poor connection. (Mac OS X & Windows)

Known issues

- Clicking the Defaults button when working on Chroma Key puts the Chroma Key configuration into a bad state.
- QuickTime Unicast and Multicast plugins are not working in 4.2.2.
- There is a bug in Mac OS 10.8 that can prevent Wirecast from starting. If you are running Mac OS 10.8, please upgrade to 10.8.1 before installing Wirecast.
- Documents that include use of the Virtual Camera Out feature cannot be opened in earlier versions of Wirecast, so please back up your documents before using the Virtual Camera Out feature.
- Playback of QuickTime built in streaming server is unstable.

Wirecast 4.2.1

Fixes and Enhancements

- New! Automated system for gathering and sending support information. (Mac OS X & Windows)
- Fixed link to Tutorial in Help menu. (Mac OS X & Windows)
- Updated PDF User Guide. (Mac OS X & Windows)
- Removed the possibility of using Wirecast's own virtual camera as a source for Wirecast. (Windows)
- "Open last document on start-up" preference setting is now off by default. (Mac OS X & Windows)
- Now compatible with Teradek Cube firmware versions 6.1.2, 6.1.3 & 6.1.4. (Mac OS X & Windows)
- Fixed dependency issues with DirectShow libraries that prevented Wirecast from launching properly on some systems. (Windows)

Known issues

- QuickTime Unicast and Multicast plugins are not working in 4.2.1.
- There is a bug in Mac OS 10.8 that can prevent Wirecast from starting. If you are running Mac OS 10.8, please upgrade to 10.8.1 before installing Wirecast.
- Documents that include use of the Virtual Camera Out feature can not be opened in earlier versions of Wirecast, so please back up your documents before using the Virtual Camera Out feature.
- Playback of QuickTime built in streaming server is unstable.
- The Matrox MPEG-2 I-frame and 3ivx MPEG-4 QuickTime Components (codecs) may have older, incompatible versions that prevent Wirecast from launching on OS X, please remove these components or update to the latest versions which are compatible with your OS.

Wirecast 4.2

Fixes and Enhancements

- New! Added Virtual Camera Output. Works with Skype, Google Hangouts & GoToMeeting (Windows)
- New! Added TwitchTV destination (Mac OS X & Windows)
- New! Added support for Mac OS 10.8 Mountain Lion (Mac OS X)
- New! Added support for custom canvas sizes (Mac OS X & Windows)
- New! Added support for 1080p 1920x1080 (Mac OS X & Windows)
- New! Added support for Matrox VS4 (Windows)
- New! Added support for AVerMedia HD Game Broadcaster (C127) (Windows)
- New! Added support for AJA IO XT (Mac OS X)
- New! Added support for AJA Kona LHi (Mac OS X)
- New! Added support for Blackmagic Intensity Extreme (Thunderbolt), Blackmagic Ultrastudio 3D (Thunderbolt). (Mac OS X)
- New! Added support for Blackmagic Ultrastudio SDI (USB3 Windows)
- New! Added support for streaming with H.264 High Profile (Mac OS X & Windows)
- New! Destination partners can now restrict presets that can be used with their servers (Mac OS X & Windows)
- Canvas Size settings are moved to the Broadcast menu
- Wirecast and Desktop Presenter signed for Gatekeeper compatibility (Mac OS X)
- Desktop Presenter now compatible with Mac OS 10.8 Mountain Lion (Mac OS X)
- Fixed issue connecting to Ustream streaming servers (Mac OS X & Windows)
- Updated Ustream connection mechanism that prevented connection to some channels (Windows)
- Addressed stability issues when streaming to Justin.tv and TwitchTV (Windows 7)
- Fixed issue with negative decode timestamps in Flash. (Mac OS X & Windows)
- Renamed the Livestream destination to "Original Livestream" to differentiate from Livestream's new platform. Original Livestream only works with legacy Livestream accounts. (Mac OS X & Windows)
- Addressed issue causing dropped frames and severe pixilation when streaming with Wowza server (Mac OS X)
- Renamed "GPU Compression" to "Render in YUV colorspace" and turned it off by default on Windows as it can degrade output quality on certain graphics cards (Mac OS X & Windows)
- Wirecast streams now appear correctly in Flash players on Mac OS X 10.7.4 (Mac OS X)
- Fixed choppy playback on iOS devices when streaming H.264 Main Profile via Wowza (Mac OS X)
- Wirecast now reconnects automatically to Wowza Media Server 2 on Amazon EC2 (Mac OS X 10.5)
- Fixed issue where Desktop Presenter goes black intermittently (Mac OS X & Windows)

- Now using the DirectShow drivers for the Osprey 260e card directly which fixed issues importing from the card (Windows)
- QuickTime was being used to encode when recording to disk in some instances, MainConcept is now being used instead. This fixes some performance issues. (Windows)
- Fixed issue with Limelight connection UI being cut off or blank. (Mac OS X & Windows)
- USB bandwidth notices are suppressed during broadcasting. (Mac OS X & Windows)

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