System Requirements

Mac OS X
- Operating Systems*: OS X 10.9 Mavericks and OS X 10.10 Yosemite
- Mac computer with Intel Core 2 Duo processor
  - Core i5 or later recommended for 720p streaming
  - Core i7 recommended for 1080p streaming
- 2GB RAM minimum
  - 4GB recommended for 1080p streaming
- 200MB free hard drive space for installation
- Hard drive space for recording to disk
- Compatible Flash streaming server, or account with a supported Flash streaming portal required for Flash H.264 streaming
- 512 MB PCI-Express graphics card with 3D acceleration
  - GeForce or Radeon class card recommended
- Sufficient upload speed for streaming
  - Because of the many variables involved in live streaming, a safe rule of thumb is <u>twice</u> the bandwidth of the total bit rate of the stream

Please note: Wirecast 6 does not support OS X 10.8 Mountain Lion or previous versions of OS X

Windows
- Operating Systems*: Windows 7 32 & 64bit and Windows 8 64bit
- Minimum Dual-core CPU required, 2.3 GHz 32-bit or 64-bit
  - 2.8GHz or higher recommended for 720p or higher streaming
- 2GB RAM minimum
  - 4GB RAM and 64-bit OS recommended for 720p or higher streaming
- 200MB free hard drive space for installation
- Hard Drive space for recording to disk
- 512 MB PCI-Express graphics card with 3D acceleration
  - GeForce or Radeon class card recommended
  - NVIDIA cards may cause some visual distortion if YUV color space rendering is enabled in Preferences.
- Sufficient upload speed for streaming
  - Because of the many variables involved in live streaming, a safe rule of thumb is <u>twice</u> the bandwidth of the total bit rate of the stream

Please note: Wirecast 6 does not support Windows XP or Windows 8 32bit

Desktop Presenter
- Please use the remote version of Desktop Presenter 2.0.5 with Wirecast 6.0; it's available as a separate download at www.telestream.net.

Wirecast 6.0
Fixes and Enhancements

- New! Instant Replay support. (Mac OS X & Windows)
- New! Playlist Support. (Mac OS X & Windows)
- New! Twitter integration. (Mac OS X & Windows)
- New! Support for the new iOS 8 App, Wirecast Cam, as a camera source. (Mac OS X & Windows)
- New! Recordings are now written in a recoverable file format. Recording files are now usable even the recording is interrupted due to system failure. (Mac OS X & Windows)
- New! Full Retina support. (Mac OS X)
- New! Improved Multicast and Unicast support. (Mac OS X & Windows)
- New! Keyboard mapping functionality for shots. (Mac OS X & Windows)
- New! Shortcut keys for setting in and out points and creating Replay shots. (Mac OS X & Windows)
- New! Destination for Microsoft Azure Media Services. (Mac OS X & Windows)
- New! Destination for Wowza Streaming Engine (Mac OS X & Windows)
- New! Added AppleScript samples to application bundle. (Mac OS X & Windows)
- New! Added the ability to play back recorded media in Preview. (Mac OS X & Windows)
- New! Added the ability to set in and out points in Preview. (Mac OS X & Windows)
- New! Added the ability to set playback speed in Preview. (Mac OS X & Windows)
- New! Added the ability to suppress automatic detection of IP devices in network. (Mac OS X & Windows)
- New! Added the ability to automatically set the Canvas size. (Mac OS X & Windows)
- New! Support for using custom backgrounds for Scoreboards. (Mac OS X & Windows)
- New! Hotkeys to change scores from the Wirecast main window. (Mac OS X & Windows)
- New! Add support for 2K and 4K canvas sizes via Custom Canvas size. (Mac OS X & Windows)
- New! AppleScript examples are now part of the application bundle at Wirecast.app/Contents/Resources/scriptingexamples. (Mac OS X)
- New! 64bit versions of Wirecast are now available. Moving to 64bit fixes many problems caused by running out of memory due to 32bit memory limits. (Mac OS X & Windows)
- New! Updated installer technology for Windows; new versions of Wirecast will automatically replace previous versions of Wirecast without the need to manually uninstall beforehand. (Windows)
- New! Dedicated destination for Wowza server that can utilize configuration files created by Wowza. (Mac OS X & Windows)
- New! MOV record to disk destination replaces QuickTime Record To Disk for recording near lossless video at low CPU. ProRes codec is available on Mac, and MJPEG is available on Windows with selectable quality. (Mac OS X & Windows).
- New! Wirecast no longer uses QuickTime components for video file playback and writing. QuickTime, deprecated by Apple, has been replaced with technology optimized to take advantage of 64 bit addressing, providing superior performance with higher resolutions and frame rates. (Mac OS X & Windows)
- New! QuickTime is no longer required to run Wirecast on Windows. (Windows)
- New! User presets are now listed on top of system, and destination default presets for easy access. (Mac OS X & Windows)
- New! Ability to set the maximum number of reconnects to a streaming server/CDN. This avoids the situation where a user would have to force quite Wirecast once a server becomes unresponsive. (Mac OS X & Windows)
- New! New Blue Pro Titler Plug-in and support (Mac OS X & Windows)
- Eliminated memory spike when playing back some mp4 files. (Mac OS X & Windows)
- Fixed problem where some mp4 files would play back with no audio. (Mac OS X & Windows)
- Fixed issue where incorrect Video FPS selections were displayed for USB cameras in the Source Settings dialog. (Mac OS X)

- Fixed jitter/stutter when recording at 1080p in ProRes and MJPEG. (Mac OS X, Windows)
- Fixed issue that prevented tabbing between controls. (Mac OS X)
- Fixed issue that sometimes caused frame drops during a transition when switching to shots containing prerecorded video. (Mac OS X & Windows)
- Fixed problem where streaming audio-only resulted in sped up audio. (Mac OS X)
- Fixed problem where audio because out of sync after playing video file in the Configure Media Settings tab of the Shot Editor. (Mac OS X & Windows)
- Fixed issue where disconnecting a device could cause a crash if there were no built-in AV devices or other AV devices connected to the system. (Mac OS X, Windows)
- Fixed crash when last connected camera was disconnected. (Mac OS X)
- Fixed crash on exit after using Blackmagic Output and Input on separate cards. (Mac OS X)
- Fixed problem where Bonjour WebStream sources did not connect and the Asset Manager listed them as missing at document load. (Mac OS X & Windows)
- Fixed issue that caused floating colors in scoreboards. (Mac OS X)
- Fixed memory leak and eventual crash (after a few hours) when using the Matrox VS4. (Windows)
- Fixed issue that caused black frames to be inserted during transitions. (Mac OS X & Windows)
- Fixed issue that prevented a correct event list to be retrieved from YouTube. (Mac OS X & Windows)

Features No Longer Supported

- VP6 codec no longer supported and has been replaced for streaming in Flash by H.264. (Mac OS X & Windows)
- Streaming to a QuickTime streaming server. (Mac OS X & Windows)
- Streaming using the built-in QuickTime streaming server. (Mac OS X & Windows)
- Playback of animated GIFs that was supported via QuickTime. ProRes may be used as an alternative. (Mac OS X & Windows)
- Support for Apple Animation. (Mac OS X & Windows)
- The Sony SNC-RZ50. (Mac OS X & Windows)

Known issues
- The new recoverable format adds 30MB of metadata to MOV and MP4 files, result in larger file sizes. File sizes can be reduced without affecting quality by rewrapping with handbrake or FFmpeg.
- 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 Wirecast while the Local Desktop Presenter is started and minimized will result in the DTP source displaying a green frame. A workaround is to maximize DTP before starting Wirecast. (Mac OS X)
- Some Intel integrated graphic cards lack driver support for D3D10, D3D11. As a result Game capture of games with local desktop presenter on Windows may display a green frame on machines using this card. A dedicated NVIDIA or AMD card is recommended for PC game capture. (Windows)
- To perform game capture using local desktop presenter on dual GPU graphics cards, Wirecast and the game to be captured must be running on the same GPU. To resolve, use graphics card control to configure Wirecast and game to use same GPU (Windows)
- Wirecast limits the number of threads for an x264 encode to 3 to minimize memory for 32-bit versions of Windows. While desirable under most circumstances, it can be overridden by specifying the --threads option for a presets x264 command line options. (Windows)
- Using Monitor capture option of the Local Desktop Presenter on Windows 7 with Aero enabled can slow system performance and result is low frame rate desktop captures. Disabling Aero will solve the issue.