

Wirecast for YouTube 5.0.3 Release Notes

System Requirements

Mac OS X

- Operating System: OS X 10.7 (Lion), OS X 10.8 (Mountain Lion), OS X 10.9 (Mavericks) supported
 - OS X 10.8 or 10.9 required for Local Desktop Presenter, Virtual Microphone Output
- 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
- 256 MB PCI-Express graphics card with 3D acceleration
 - GeForce or Radeon class card recommended
- Sufficient upload speed for streaming
 - Minimum recommended 500Kbps for 240p, 5Mbps for 1080p

**Please note: Wirecast for YouTube 5.0.3 does not support OSX 10.6 Snow Leopard*

Windows

- Supported Operating Systems*: Windows 7 or Windows 8
- 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
- QuickTime 7.7 or greater
- 200MB free hard drive space for installation
- Hard Drive space for recording to disk
- 256 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
 - Minimum recommended 500Kbps for 240p, 5Mbps for 1080p

**Please note: Wirecast for YouTube 5.0.3 does not support Windows XP*

Desktop Presenter

- Please use the remote version of Desktop Presenter 2.0.5 with Wirecast for YouTube 5.0.3; it's available as a separate download at www.telestream.net.

Wirecast for YouTube 5.0.3

Fixes and Enhancements

- **New!** Support for Logitech 930e. (Mac OS X & Windows)
- **New!** Bonjour device detection in the Webstream plugin. (Mac OS X & Windows)
- **New!** Added the ability to clear Wirecast for YouTube preferences via the Support Assistant. (Mac OS X & Windows)
- **New!** Developers using the AppleScript and COM APIs can now programmatically determine what shots are Live and in Preview. (Mac OS X & Windows)
- **New!** Improved indicators for streaming, recording and out-of-bandwidth. (Mac OS X & Windows)
- Updated documentation for AppleScript and COM APIs. (Mac OS X & Windows)
- Fixed issue where changing the Canvas size with the External Display Output on deformed the preview window. (Mac OS X & Windows)
- Addressed issue where Wirecast for YouTube would fail to install correctly due to the incorrect version of QuickTime being installed. Now the installer correctly requires QuickTime 7.5 or above. (Windows)
- Fixed issue where the text of Desktop Presenter was garbled on Japanese language systems. (Mac OS X)
- Fixed manifest issue that caused harmless error notifications in windows event viewer. (Windows)
- Fixed problem that sometimes caused duplicate entries in the Source Settings window. (Mac OS X & Windows)
- Removed legacy Teradek plugin. (Mac OS X & Windows)
- Fixed problem where streams from CoreMediaIO devices would not reconnect after hot swapping the device. (Mac OS X & Windows)
- Fixed problem where the AutoLive shortcut key was not functioning. (Mac OS X)
- Fixed issue where the Scale to Fit settings in the Shot Editor were not being saved with the project. (Mac OS X & Windows)
- Fixed crash with Logitech Broadcaster by only loading Logitech Broadcaster via CoreMediaIO - will no longer load via VDIG. (Mac OS X)
- Fixed problem when running on Windows 8.1 that resulted in slow Local Desktop Presenter capture when in capturing Direct3D 9 games using Game mode. (Mac OS X & Windows)
- Fixed crash on startup after changing the resolution of the FaceTime and Logitech cameras. (Mac OS X)
- Fixed problem saving configurations in the Source Settings dialog to an existing file if the user did not choose Save Settings first. (Mac OS X & Windows)
- Fixed 'go to layer' keyboard shortcuts by bringing back go to layer menu item. Go to layer menu item now scrolls shot bin to selected layer. (Mac OS X & Windows)
- Fixed issue where setting the active transition from AppleScript also made the shot go live. (Mac OS)
- Fixed issue where the Live/Preview swap did not function when taking shots live from AppleScript. (Mac OS X)
- Fixed issue where the Autolive indicator did not go on when AutoLive was activated via AppleScript. (Mac OS X)
- Fixed an issue where ONVIF authentication prompt would be displayed when quitting Wirecast for YouTube. (Mac OS X & Windows)
- Fixed issue connecting to ONVIF cameras on startup. (Mac OS X & Windows)
- Fixed problem audio stutter and framerate drop from Local Desktop Presenter captures when minimizing windows. (Windows)
- Fixed problem with Source selection the in the Source Setting dialog. (Mac OS X & Windows)
- Fixed problem with duplicate ONVIF sources being displayed. (Mac OS X & Windows)
- Fixed audio delay functionality with AVFoundation devices. (Mac OS X)

- Fixed crash when connecting to HTTP streams using Webstream. (Mac OS X & Windows)
- Fixed crash when changing settings in the Encoder Presets dialog. (Mac OS X & Windows)

Known issues

- Installing the Blackmagic DeckLink driver on the same system as certain web cam drivers may cause the web cam to cease functioning or result in a crash. This is due to the Blackmagic MJPEG decoding filter conflicting with the web camera's MJPEG decoding filter. This issue exists with the Logitech C920 and C930e cameras when both the Logitech and Blackmagic drivers are installed on the same machine. Use the DirectShow Filter Manager to reduce the "Merit" of the Blackmagic MJPEG filter to avoid this problem. <http://www.softella.com/dsfm/index.en.htm>
- In order for the WebStream plug-in to detect Bonjour devices, the devices must be plugged in and connected to the network before Wirecast for YouTube is started. If Wirecast for YouTube is started before the devices are fully connected, Wirecast for YouTube may not detect the devices properly.
- The Matrox MPEG-2 I-frame and 3ivx MPEG-4 QuickTime Components (codecs) may have older, incompatible versions that prevent Wirecast for YouTube from launching on Mac OS 10.8, please remove these components or update to the latest versions which are compatible with your OS.
- Starting Wirecast for YouTube with a Local Desktop Presenter source, capturing a window that is minimized, will result in a green frame. A workaround is to maximize DTP before starting Wirecast for YouTube. (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 crash on machines using this card. A dedicated NVIDIA or AMD card is recommended for PC game capture.
- To perform game capture using local desktop presenter on dual GPU graphics cards, Wirecast for YouTube and the game to be captured must be running on the same GPU. To resolve, use graphics card control to configure Wirecast for YouTube and game to use same GPU (Windows)
- Wirecast for YouTube 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)
- x264 on average uses twice as much memory for encoding than MainConcept, which could result in running against Wirecast for YouTube memory limits when streaming with a document that uses many sources, video clips, and streams to multiple destinations. This can be resolved by using MainConcept for encoding, lowering the x264 quality preset, or using x264 command line option to lower the number of threads x264 uses for encoding
- Encoding frame rate can dip briefly when opening the Shot Editor for a video when preview mode is enabled.
- 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.
- Some webcams and USB audio devices may not work correctly, or appear in the sources menu, when using modern CoreMediaIO drivers. To resolve check "Prefer Legacy Camera Drivers" in the advanced tab of the Wirecast for YouTube preference dialog.

Wirecast 5.0.1

- **New!** Redesigned User Interface.
- **New!** All new lossless, low latency screen capture functionality, including capturing full screen D3D, OpenGL games. Frame rates up to 60 fps at resolutions up to and including Retina and support for capturing multiple monitors and windows. (Mac OS X & Windows)
- **New!** Support for 50 & 60 fps Canvas size, recording and streaming. (Mac OS X & Windows)
- **New!** Ability to configure broadcast delay when outputting to RTMP server. (Mac OS X & Windows)
- **New!** Ability to use live streams as sources, including support for the following protocols RTSP (H264 and MJPEG), RTMP, HTTP, MPEG-TS, HLS, and MMS. (Mac OS X & Windows, Pro Feature)
- **New!** Wirecast can now detect and display ONVIF-compliant IP Cameras. (Mac OS X & Windows)
- **New!** Integration of the x264 encoder with ability to specify x264 quality preset in the preset dialog. By default Wirecast uses “very fast” for x264 encoder, which is a good compromise between low CPU and quality. However users with more powerful machines can choose x264 presets such as medium or slower, which prioritize quality at the cost of higher CPU usage. (Mac OS X & Windows)
- **New!** Added HD support for the Logitech Broadcaster by using CoreMediaIO drivers. (Mac OS X)
- **New!** Support for CoreMediaIO capture devices. If device supports both QuickTime and CoreMediaIO, user can choose to revert to QuickTime driver through option in advanced tab of preferences dialog (Mac OS X)
- **New!** Improved playback of H.264 video files. (Mac OS X & Windows)
- **New!** Support output to Blackmagic DeckLink and Intensity cards. (Mac OS X & Windows, Pro Feature)
- **New!** Live/Preview Swap feature. (Mac OS X & Windows)
- **New!** Windows 8 support. (Windows)
- **New!** Added the Support Assistant helper application to make reporting problem details easier. (Mac OS X & Windows)
- The built-in integration with the Teradek Cube has been officially deprecated. It’s now recommended that users download the Wirecast plugin from Teradek. (Mac OS X & Windows)
- Fixed a bug that prevented use of the FaceTime camera on the new MacBook Air by using CoreMediaIO drivers. (Mac OS X)
- Fixed problem where the FPS setting didn’t get preserved in the Encoder Presets menu. (Mac OS X)
- Fixed problem where the highlight color made text difficult to read in the Asset Manager. (Mac OS X)
- Fixed crash when connecting to Axis IP cameras. (Windows)
- Fixed problem where QuickTime caused certain functions to hang for 1 second. (Mac OS X)
- X264 encoding has been optimized for broadcasting and recording 1080p simultaneously by using high speed file writer (instead of QuickTime), fixing issues where Wirecast may drop frames when recording at 1080p (Mac OS X and Windows)
- Fixed issue that caused crash, or video freeze when outputting when locking the screen, using remote desktop, or running full screen games. (Windows)
- Wirecast now records to MP4 files when recording H.264. (Mac OS X and Windows)
- Eliminated clicking/static when using Logitech C910 or C920 on 10.7 and higher by using CoreMediaIO drivers. (Mac OS X)
- Minimizing Wirecast no longer causes issues when performing screen captures thanks to new local desktop capture functionality. (Mac OS X & Windows)
- Fixed problem that prevented saving of frame rate modification for Flash streams. (Mac OS X)
- Fixed issue that caused the duration timer in the Shot Editor to display the amount of time remaining on the video rather than the amount of time until the out-point. (Mac OS X & Windows)
- Fixed issue that caused video to be distorted when a second destination is configured while streaming to an already configured destination. (Mac OS X & Windows)

- Fixed a problem adding a Desktop Presenter shot from the main screen dropdown when the language was not English. (Mac OS X & Windows)
- Now display date and time of YouTube events in a more user-friendly fashion. (Mac OS X & Windows)
- Fixed a crash when scrubbing through clips in the Shot Editor. (Windows)
- Fixed problem with hidden layers becoming visible when changing the Canvas size. (Mac OS X)
- Fixed a crash that occurred when broadcasting and recording at the same time after resizing. (Mac OS X)
- Fixed issue where time codes were not added for Flash streams at 25fps. (Mac OS X)
- Fixed a crash when streaming for seven or more hours. (Mac OS X & Windows)
- Fixed a very infrequent crash while broadcasting using a Remote Desktop Presenter shot. (Windows)

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