



Wirecast Play 6.0.5 Release Notes

System Requirements

Mac OS X

- Operating Systems*: OS X 10.9 Mavericks and OS X 10.10 Yosemite
- Wirecast Cam app requires iOS 8
- Mac computer with Intel 'Sandy Bridge' chips or higher
 - i3 recommended for 540p or lower streaming
 - i5 or higher recommended for 720p streaming
 - 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
- 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 twice the bandwidth of the total bit rate of the stream

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

Windows

- Operating Systems*: Windows 7 32-bit & 64-bit and Windows 8 64-bit
- Wirecast Cam app requires iOS 8
- Windows computer with Intel 'Sandy Bridge' chips or higher
 - i3 recommended for 540p or lower streaming
 - i5 or higher recommended for 720p streaming
 - i7 recommended for 1080p 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 twice the bandwidth of the total bit rate of the stream

**Please note: Wirecast Play 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 Play 6.0.5; it's available as a separate download at www.telestream.net/dtp.

Wirecast Play 6.0.5

- Added support for YouTube "Stream Now" default channels/streams. (Mac OS X & Windows)
- Encoding in the free version of Wirecast Play on Windows 7 is limited to MainConcept, on Windows 8 it is done via Microsoft Media Foundation. (Windows)
- Audio encoding in the free version of Wirecast Play on Windows 7 is done via the Microsoft Media Foundation AAC encoder. (Windows)
- Encoding in the free version of Wirecast Play on Mac is done via Apple H.264 encoder. (Mac OS X)
- Once again can accept 5.x serial numbers to facilitate purchase of an upgrade. (Mac OS X & Windows)
- Eliminated crash when YouTube events that we not on the half-hour. (Mac OS X & Windows)
- Now able to record MOV/MJPEG files at 584/480. (Mac OS X & Windows)
- Now support PSD files. (Mac OS X & Windows)
- Fixed playback crashes due to unsupported AMD instructions. (Windows)
- Users can now start a YouTube broadcast without having to go to the YouTube website. (Mac OS X & Windows)
- Added M4A to the list of files supported for playback. (Mac OS X & Windows)
- Fixed problem authenticating to Limelight on Yosemite. (Mac OS X)
- Improved emoticon support (Mac OS X & Windows)
- Fixed a crash when decoding the CineForm Intermediate codec. (Mac OS X & Windows)
- Improved support for emoticons when using Twitter integration and titles. (Mac OS X & Windows)
- Can now use the number pad to trigger keyboard shortcuts. (Mac OS X & Windows)
- Now shot thumbnails are updated to correspond to the in point set on prerecorded media. (Mac OS X & Windows)
- Fixed problem where the Output Settings window would jump behind the main window after YouTube authentication. (Mac OS X & Windows)
- Fixed run-time exception during offline activation. (Mac OS X)
- Auto section of Canvas size now takes the virtual camera output resolution into account. (Mac OS X & Windows)
- Fixed YUV GPU conversion crash that occurred with some video cards. (Windows)
- Now Twitter message will wrap using all titles. (Mac OS X & Windows)
- Now a user can hold down the Option key on Mac or the Alt key on Windows to prevent creating a playlist while performing a drag and drop on a shot. (Mac OS X & Windows)
- Fixed a problem where text descenders were being cut off in certain titles. (Windows)
- Removed a small square that appeared inadvertently on the Twitter feed dialog on Windows 7 with Aero enabled. (Windows)
- Fixed problem playing some H.264 encoded mp4 files. (Mac OS X & Windows)
- Now can go back on forth between Wirecast windows without having to click on a window first to activate it. (Mac OS X)
- Fixed issue where sometimes a the channel dropdown default was not set automatically after authentication in the Output Setting window. (Mac OS X & Windows)
- Now search in the Twitter feed is done on multiple words rather than an exact phrase only. (Mac OS X & Windows)

- Removed non working filters CIColor128BarcodeGenerator and CIAztecCodeGenerator (Mac OS X & Windows)
- Eliminated possible duplicate ONVIF camera entries. (Mac OS X & Windows)
- Now disallow odd Canvas dimensions. (Mac OS X & Windows)
- Numerous localization fixes. (Mac OS X & Windows)
- Now disallow positioning shots to the left of the Black shot. (Mac OS X & Windows)
- Fixed problem with Swedish keyboard controlling the scoreboard. (Mac OS X)
- Now the YouTube event description field scrolls horizontally on Windows. (Windows)
- Support for Axis M1031-W IP camera verified. (Mac OS X & Windows)
- Fixed issue with using an image as a custom mask that appeared in Wirecast 6. (Mac OS X)

Wirecast for YouTube 6.0.4

- **New!** Added screen capture from iOS devices via Lighting cable. (Mac OS X 10.10)
- Users can now go live with a YouTube event without performing any tasks on the YouTube Live website. (Mac OS X & Windows)
- Fixed issue where Wirecast was unable to perform Twitter authentication.
- Added dialog to schedule events on YouTube Live directly from within Wirecast. (Mac OS X & Windows)
- Added support for playback of QuickTime Animation files. (Mac OS X & Windows)
- Images are now updated automatically if they are stored on local disk. (Mac OS X & Windows)
- Added keyboard shortcuts to toggle Live Preview Swap on and off. (Mac OS X & Windows)
- The Audio Delay specified in the Audio Inspector can now be up to 10 seconds, up from 1 second, and is now specified in numeric terms rather than by moving a slider. (Mac OS X & Windows)
- Optimized H.264 playback to use approximately 25% less CPU. (Mac OS X & Windows)
- Optimized CPU usage by Web Stream, Wirecast Cam, and Blackmagic sources to use up to 50% less CPU. (Mac OS X)
- Added a button in the Output Settings that refreshes the list of scheduled YouTube events. (Mac OS X & Windows)
- Implemented drag-able region in the title area of the shot so that users must mouse drag from the shot's title bar in order to perform drag operations. This helps prevent inadvertent movement of shots. (Mac OS X & Windows)
- Local Desktop Presenter Window Capture now tracks the location of a Window being captured rather than capturing a static screen region. (Mac OS X)
- Added an option to capture a screen region with the Local Desktop Presenter. (Mac OS X & Windows)
- Now larger fields on the Thin Pipe scoreboard. (Mac OS X & Windows)
- Now display a microphone icon under the Live window when audio is being outputted via the Virtual Microphone feature. (Mac OS X & Windows)
- Users can now drag-and-drop media onto the '+' button in the shot bin to add media to a layer. (Mac OS X & Windows)
- Added hotkeys for activating and deactivating Master Layers. (Mac OS X & Windows)
- Added a Just Text title to allow cleaner display of text-only titles. (Mac OS X & Windows)
- Added all system audio devices to the Change Audio right click menu regardless of if they already exist in the document. (Mac OS X & Windows)
- Fixed an issue that caused unnecessary CPU usage in WC4YT 6.0.1 on the Mac platform. (Mac OS X)

- Fixed an issue where Wirecast was not prompting to save the document right after new camera/audio/Desktop Presenter shots were added to the shot bin. (Mac OS X & Windows)
- The Audio Inspector will now be reopened automatically on launch if it was open at shutdown. (Windows)
- Fixed a problem in the Shot Editor where pressing “Reset Position” on a shot constructed with templates would make the source invisible. (Mac OS X & Windows)
- Fixed a problem in the Shot Editor where cropping and then resizing an image caused it to resize. (Mac OS X & Windows)
- Fixed an issue where Wirecast would retrieve the incorrect times for YouTube Live events. (Mac OS X & Windows)
- Fixed an issue where adding an audio input in the Audio Inspector caused a video transition to trigger in the Live window. (Mac OS X)
- Now limit the default resolution of web cams to be 1080p. (Mac OS X)
- Fixed an issue that cause hidden Master Layers to become visible when changing the canvas size. (Mac OS X)
- Fixed issue where the stream attributes were not initially displayed when Web Stream connected to a stream. (Mac OS X & Windows)
- Fixed issue where scoreboards were displayed as squished, stretched, or offset. (Mac OS X & Windows)
- Fixed issue where Web Stream repeated last audio sample received if the connection was lost. (Mac OS X & Windows)
- Fixed issue where Local Desktop Presenter window didn’t not keep focus when windows is moved (Mac OS X & Windows)
- Camera Preview frame rate is now saved when document is saved. (Mac OS X & Windows)
- Fixed issue where Preview playback controls and countdown clock were not enabled when displaying a video whose filename contained an image file extension. (Mac OS X & Windows)
- Fixed an issue where transitioning from one source to another produced choppy audio. (Mac OS X & Windows)
- Fixed an issue where the selected transition was only applied to the last queued shot when sending shots on multiple Layers live. (Mac OS X)
- Fixed an issue that caused static popping when adjusting the delay slider for live inputs in the Audio Inspector. (Mac OS X)
- Fixed an issue where trying to open Web Stream configured with a malformed URL caused a crash. (Windows)
- Fixed issue where Wirecast didn’t retain the contents of Preview asset upon saving and re-opening a document. (Mac OS X & Windows)
- VS4 and MX02 DirectShow inputs are now not displayed as possible sources in Wirecast. Please use Matrox’s Wirecast source plugin to connect to these devices. (Windows)
- CTRL-click on touchpad once again functions as right-click. (Mac OS X)
- Fixed an issue where the Shot Editor and other secondary windows did not open on a second monitor when Wirecast’s main window was on a secondary monitor. (Mac OS X & Windows)
- Fixed an issue where the initial selection for USB Webcam Audio Settings did not take. (Mac OS X)
- Fixed problem where application locked up when the Configure button in the Source Settings dialog was clicked more than once. (Windows)
- Fixed issue where Wirecast was forced into the background if users clicked on a shot while the Audio Inspector was open (Mac OS X & Windows)
- Added “New Playlist” item to the Edit menu. (Mac OS X & Windows)
- Fixed issue where the cursor would become stuck as a resize icon when moving above the Shot Bin. (Mac OS X)

- Fixed issue where Zoom Slider didn't function if the trim points were set too close together in the Preview Window. (Mac OS X & Windows)
- Fixed issue where the document did not load if its name contained an apostrophe. (Windows)
- Fixed problem where thumbnail sizing in Playlist windows and Layer windows were not persisted when the windows were reopened. (Mac OS X & Windows)
- Fixed an issue where iOS devices were sometimes not being detected on congested networks due to a timeout. (Mac OS X & Windows)
- Fixed issue where License and Serial Number were displayed as white text on white background when focus was shifted away. (Mac OS X)
- Fixed occasional hang on exit when shutting down connections to Bonjour devices. (Mac OS X)
- Fixed problem with text vanishing from the Message Feed when double-clicking the column width resize area. (Windows)
- Fixed problem where the Preview Zoom Slider widget remained open and rendered on top of new windows or panes opened over it. (Mac OS X)
- Fixed problem where the Replay Shot Template setting in the Replay Settings dialog was not being set correctly when saving and loading a document. (Mac OS X & Windows)
- Fixed issue where a playlist entered an inactive state after a shot was deleted from it. (Mac OS X & Windows)
- Fixed problem where Preview audio endlessly repeated one frame of sound when selecting a new shot that was not playing. (Mac OS X)
- Fixed problem where the playback controls would not display when pre-recorded content was sent to Preview using Live/Preview Swap. (Mac OS X & Windows)
- Fixed problem where audio sources would crackle intermittently due to buffering problems. (Mac OS X & Windows)
- Fixed aspect ratio errors for Remote Desktop Presenter shots loaded from a document opened via Windows Explorer. (Mac OS X & Windows)
- Fixed occasional hang on exit if the user was prompted to save their document when exiting. (Mac OS X)
- Increased bounding rectangles for controls that resize thumbnails in the Playlist window. (Mac OS X)
- Fixed issue where a click-drag on a shot in a Mater Layer would bring the shot into Live or Preview. (Mac OS X & Windows)
- Delete All in the Social Media dialog now also removes all text currently rendered into Social Shots. (Mac OS X & Windows)
- Now multiple documents can be accessed by right-clicking the Wirecast icon in the Dock. (Mac OS X)
- Fixed issue where SDP files got overwritten without promoting the user. (Mac OS X & Windows)
- Fixed issue where social message feed delete icon would get stuck in the mouse-down state under certain conditions. (Mac OS X)
- Fixed an issue that caused the audio preview not to work if a source was made live immediately after launching Wirecast. (Windows)
- Fixed a crash that occurred when selecting different sources in the Source Setting dialog rapidly. (Mac OS X & Windows)
- Eliminated flickering of the volume slider decibel tooltip by making it a fixed width. (Mac OS X & Windows)
- Now Wirecast will only throw one error dialog when the same problem occurs with multiple files. (Mac OS X & Windows)
- Fixed problem where users could not modify the IP address field after initially configuring Remote Desktop Presenter. (Mac OS X & Windows)
- Fixed problem where the Local Desktop Presenter monitor selection was not saved. (Mac OS X)

- Fixed memory leak that occurred when the network adaptor was disabled and the ONVIF IP camera discovery was on. (Windows)
- Fixed sync issues when recording to .mov files under high system load. (Mac OS X & Windows)
- Fixed issue where .mp4 files were appearing green and stretched after import into Wirecast. (Mac OS X & Windows)
- Fixed error that occurred when Social Media feed type was set to Search and the feed is accessed without data present in the Search String field. (Mac OS X & Windows)
- Fixed crash due to corrupted presets. (Mac OS X & Windows)
- Fixed possible crash after cancelling authentication of an ONVIF device. (Mac OS X & Windows)
- Added more visual feedback during drag and drop of shots within shot bin. (Mac OS X & Windows)
- Fixed possible hang when opening Wirecast 5 documents. (Mac OS X & Windows)
- Fixed issue where disconnecting a web cam could stop the preview icon for the iSight camera from updating in the shot bin. (Mac OS X)
- Corrected inaccurate bitrate estimation for .mov outputs in the Output Settings dialog. (Mac OS X & Windows)
- Fixed issue where switching the AVFoundation audio settings corrupted USB audio. (Mac OS X)
- Fixed issue where some mp3 files were not being played in the live output. (Mac OS X & Windows)
- Fixed issue where UI could lockup for up to 25 seconds when deleting a Wirecast Cam or Web Stream source. (Mac OS X & Windows)
- Fixed issue where activating Replay with an invalid output destination and then clicking "Edit" in the error dialog opened the Output Settings window instead of Replay Settings. (Mac OS X & Windows)
- Fixed a crash when opening a Wirecast document containing Replay assets that was created on another OS. (Mac OS X & Windows)
- Fixed a possible crash when the Web Stream was connecting to a MMS source. (Windows)
- Fixed an occasional crash that occurred when closing a document after removing Replay assets from the Asset Manager. (Mac OS X & Windows)
- Modified behavior in the shot bin so that double clicking on a shot opens the shot editor, but no longer puts the shot into Preview or Live. (Mac OS X)
- Added all system audio devices to the Change Audio right click menu regardless of if they already exist in the document. (Mac OS X & Windows)
- Fixed occasional crashed when clicking Apply for Intensity Shuttle USB 3.0 device in Source Settings. (Mac OS X & Windows)
- Fixed occasional crash that occurred when connected to an HDV device with 12bit audio. (Mac OS X & Windows)
- Fixed a problem where the shots in preview were sent live when assigning a Template to a Shot when AutoLive was enabled. (Mac OS X & Windows)
- Fixed a problem with the Local Desktop Presenter where the "Show Cursor" option did not function until it was toggled off then back on. (Mac OS X)
- Fixed a problem where Wirecast was forcing web cameras to the highest available resolution rather than using the saved resolution settings from a document. (Mac OS X)
- Fixed a problem where Wirecast was converting RTMP destinations from Wirecast 4 and 5 documents to Azure Media Services destinations. (Mac OS X & Windows)
- Fixed a misalignment of the Connection meter in the main Wirecast window. (Mac OS X)
- Fixed a crash when removing unused Replay segments during document close. (Windows)
- Sporadic crash when connected to Wirecast Cam when switching Wi-Fi networks or during other network interruption. (Mac OS X & Windows)
- Fixed excessive launch time that could occur after having connected to a Wirecast Cam app that was not longer present on the network. (Mac OS X)

- Fixed problem with audio delay not working unless set to 1 second. (Mac OS X)
- Included missing documentation for Playlist API calls. (Windows)
- Fixed intermittent problem where a Playlist shot would move when clicking on another Playlist in the shot bin. (Mac OS X & Windows)
- Fixed issue where shots in a Playlists rearrange themselves intermittently when a new shot in the Playlist is selected. (Windows)
- Fixed crash when a negative frame dimension was assigned to a .mov encoder preset. (Mac OS X & Windows)
- Fixed a crash that occurred if a user removes a Web Stream source form the Source Setting dialog before finishing the authentication process. (Mac OS X)
- “Match Canvas” is now the default resolution setting for Virtual Camera Out. (Mac OS X & Windows)
- Fixed crash that occurred when adjusting the volume in the Audio Inspector while a Playlist was transitioning to a new shot. (Mac OS X)
- Removed Accordion Fold transition. (Mac OS X)

Wirecast for YouTube 6.0.1

Fixes and Enhancements

- **New!** Use of the Wirecast Cam iOS App, a free app for iPad and iPhone, as a source. (Mac OS X & Windows)
- **New!** Added support for .WAV and .M4A file playback that was present in 5.0.3 but absent in 6.0. (Mac OS X & Windows)
- **New!** Instant Replay support. (Mac OS X & Windows)
- **New!** Playlist Support. (Mac OS X & Windows)
- **New!** Twitter integration. (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!** 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!** 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!** Wirecast no longer uses QuickTime components for video file playback and writing. QuickTime components, deprecated by Apple, have 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!** Ability to set the maximum number of reconnects to YouTube. This avoids the situation where a user would have to force quit Wirecast once a server becomes unresponsive. (Mac OS X & Windows)
- **New!** New Blue Pro Titler Plug-in support (Mac OS X & Windows)
- Fixed crash due to corrupted audio settings being read from the preferences. (Windows)
- AJA cards no longer function in Wirecast directly through via AVFoundation. Install the AJA Wirecast source plugin to access them from Wirecast.
- 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 became 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 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)

Features No Longer Supported

- 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

- If Wirecast is running when an iOS Screen Mirroring device is plugged into the computer for the first time, the device is not detected or listed as a source; Wirecast must be restarted after plugging in the device in order for the connection to be established. This problem will not manifest after the first time the device and computer have been connected and trust has been established.
- 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.