Release Notes

Switch™

Telestream® Switch™ is an award-winning, cross-platform media player, inspector, and correction tool for Mac and Windows that enables professionals to play, check, fix, and deliver media in a single application. Occupying the critical space between consumer players that mask underlying file flaws and heavy editing or automated quality control (QC) systems, Switch opens the actual delivery master—rather than a proxy—so operators can inspect essence and metadata, judge whether flagged issues matter, and repair defects in place before costly redeliveries occur. Switch 6 expands this unified workflow with end-to-end High Dynamic Range (HDR) playback and SDI output, camera RAW and AV1 decoding, audio waveforms, a built-in signal generator, and multi-track timecode authoring.

Switch is available in three licensed tiers tailored to distinct workflow needs, with the Switch Engine API included at every level for seamless pipeline automation. **Switch Player** delivers frame-accurate multi-format playback (including AV1 and Windows Media), deep container and property inspection, test signal configuration, and Windows Media-to-MP4 conversion. **Switch Plus** is designed for video editors and post-production professionals, adding HDR display rendering with SDR tone mapping, camera RAW playback (ARRIRAW, Blackmagic RAW, and ProRes RAW), embedded caption and subtitle verification, professional audio meters, and comprehensive transcode, rewrap, and editing tools. **Switch Pro** provides a complete solution for broadcast and media QC, adding video scopes, audio waveforms, BS.1770 loudness metering, visual side-by-side and difference comparisons, IMF and DCP package playback, timecode authoring, iTunes Store package export, and reference-grade SDI/HDMI hardware output.

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ATTENTION all previous version customers!

Customers with an active Access Plan (previously called Premium Support) on Switch 4 & Switch 5 Plus & Pro
Going forward, all Switch Plus and Pro upgrades will be included with an active Access Plan. Simply download Switch 6 and install. Contact Sales if you need assistance.

Customers without an active Access Plan (previously called Premium Support) on Switch 4 & Switch 5 Plus & Pro

For customers who are on Switch 4 or 5 Plus or Pro but do not have an active Access Plan, please use the link below to input your license key and see if you are eligible to enroll or renew an Access Plan:

Link to License Checker

Contact Sales if you need assistance.

Switch 1 through 3 and Switch Player

Unfortunately, there is no upgrade path for Switch versions 1 -3 or Switch Player. A new version of Switch will need to be purchased. Review the purchase options on our website.

System Requirements:

- Apple Silicon mac or Windows based PC
- Operating Systems
    - Windows 11
    - macOS 26 Tahoe or macOS 27 Golden Gate
- For a full list of system requirements, go to the Switch website.

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Switch 6.0

LICENSING

- Switch 6.0 is a paid upgrade. Switch 5 licenses do not unlock Switch 6.0, so they run Switch 6.0 in demo mode until upgraded. (SWITCHWIN-5172, SWITCHWIN-5260)
- Plus and Pro licenses now require an active Access Plan (previously called Premium Support) to run releases published after the plan expires. A release published while the plan was active keeps its license level. Switch warns customers whose plan has lapsed and links them to the web store to renew. (SWITCHWIN-5336)
- Switch now explains which license level unlocks a restricted feature and offers an upgrade when the user tries to use it. (SWITCHWIN-5132)
- Playing audio to an external AJA or Blackmagic device, including through headphones connected to the device, now requires a Switch Pro license, consistent with external video playout. (SWITCHWIN-5354)

NEW FEATURES

- **Customer Requests**
    - Added support for High Dynamic Range (HDR) displays on Mac and Windows. Switch displays Perceptual Quantizer (PQ) and Hybrid Log-Gamma (HLG) video in HDR on an HDR-capable display, and tone maps it to Standard Dynamic Range (SDR) on other displays. (SWITCHWIN-4803, SWITCHWIN-4981)
    - Added HDR output over SDI and HDMI for AJA and Blackmagic devices. Switch signals PQ or HLG and BT.2020 colorimetry to the device and sends the mastering display and content light level metadata. The new View > External Preview Dynamic Range menu chooses whether to send HDR, or tone map to SDR for an SDR reference monitor and takes effect during playback. (SWITCHWIN-2999, SWITCHWIN-5170)
    - Added the ability to edit timecode in exported files. The Time tab of the inspector now has a Timecode section that lists every timecode in the source file, and in edit mode lets the user choose which timecode to export, change their starting values, add new ones, or clear them all. (SWITCHWIN-1146)
    - Added an audio waveform display to the timeline. Choose Audio Waveforms from the timeline display popup to see the waveforms of every audio channel, in stereo or as originally arranged, showing peak levels, Root Mean Square (RMS) levels, or both. (SWITCHWIN-2278)
    - Added a Time window, which shows the current timecode, time, or frame count in large type that can be read from across the room or placed on an external display. Choose View > Show Timecode to open it and resize it to change the size of the text. (SWITCHWIN-4053, SWITCHWIN-4573)
    - Added playback of ARRIRAW and Blackmagic RAW camera files. The new Exposure Index inspector setting and View > Exposure menu control how camera RAW footage appears on screen, without changing the file. (SWITCHWIN-4799, SWITCHWIN-5154)

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  - Added AV1 playback and AV1 export. (SWITCHWIN-4480, SWITCHWIN-5261)
  - Added display of Digital Cinema Package (DCP) video in the DCI X'Y'Z' colorspace on Mac and Windows. Exports from DCI X'Y'Z' sources are converted to BT.709. (SWITCHWIN-1773)
  - Added support for the HAP video codec, including HAP, HAP Alpha, HAP Q, HAP Q Alpha, and HAP Alpha-Only. (SWITCHWIN-4288)
  - Added the Edit > Copy Current Timecode menu item, which copies the current timecode, time, or frame count of the front player window to the clipboard. Timecode fields now also support copy and paste of a whole timecode on Mac and Windows. (SWITCHWIN-2476)
- **General**
  - Added a test signal generator. Choose File > New Test Signal to build synthetic video and audio, including color bars, HDR patterns, and alpha patterns, at a chosen resolution, frame rate, pixel format, and colorspace. Switch saves the signal as a small definition file and opens it for playback, so it can be shared with support or other users. (SWITCHWIN-5241)
  - Added decoding of uncompressed 10-bit 4:2:2 video in the v210 format. (SWITCHWIN-4870)
  - Added Opus audio decoding. (SWITCHWIN-5304)
  - Added several commands to the Switch Engine API: "close window" closes a player window, "start server" starts a new server without another browser permission prompt, and "version" reports detailed version information. The API now also reports the license level, any restriction on it, and the Premium Support status, and includes HDR metadata in its inspection responses. Switch now stays in the background on Mac when responding to commands. See the Switch Engine API Customer Integration Guide for more details.

IMPROVEMENTS

- **Customer Requests**
  - Improved the video processing pipeline to support up to 16-bit video, preserving quality in display and exports, and preserving HDR in exports when the destination format supports it. (SWITCHWIN-118)
  - Improved the caption source menu by showing the caption types, in parentheses, present in each source. (SWITCHWIN-4735)
  - Improved the placement of OP-47 subtitles. (SWITCHWIN-4410)
- **General**
  - Added a Dynamic Range section to the Video tab of the inspector. It gathers the color space, transfer characteristics, mastering display, and content light level values in one place, and states plainly when a file lacks a value. (SWITCHWIN-5388)
  - The Switch Engine API now serves HDR images as gain-map JPEG files, which HDR-capable browsers display in HDR and other browsers display in SDR. (SWITCHWIN-5270)

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- Added audio track numbers, in addition to alphabetic labels, in the audio meters window. (SWITCHWIN-4969)
- The inspector now shows times in the current time display mode on every tab, not only the Flags tab. (SWITCHWIN-3849)
- The Audio inspector panel can now be resized vertically to show more audio channels at once. (SWITCHWIN-5045)
- The Export Progress window can now be widened. (SWITCHWIN-5368)
- Switch now bundles the required Microsoft Visual C++ Runtime libraries on Windows, preventing launch failures on fresh Windows installations where these libraries were not previously installed. (SWITCHWIN-4847, SWITCHWIN-5160, SWITCHWIN-5163)

FIXES

- **Customer Issues**
  - Fixed a bug that prevented secondary subtitle files added through the Switch Engine API from displaying. Added "captions on" and "captions source <path>" commands to the Switch Engine API. See the Switch Engine API Customer Integration Guide for more details. (SWITCHWIN-4997)
  - Fixed a bug that prevented QuickTime and MXF timecode from reaching SDI output through a Blackmagic UltraStudio. (SWITCHWIN-4335)
  - Fixed a bug that caused Switch to crash on Mac when Microsoft Teams attempted to share Switch audio. (SWITCHWIN-5040)
  - Fixed a bug that prevented audio from playing in IMX 50 NTSC MXF OP-1a files on Mac. (SWITCHWIN-5026)
  - Fixed a bug that prevented some DVCPRO 50 MOV files from opening. (SWITCHWIN-5046)
  - Added support for the AJA T-Tap Pro on Mac. (SWITCHWIN-4612)
- **General**
  - Fixed a bug that caused a color shift while closed captions were displayed. (SWITCHWIN-4901)
  - Fixed a bug that caused SDR video to display with incorrect colors on Mac, which appeared as false errors on an AJA Io 4K scope. (SWITCHWIN-4987)
  - Fixed a bug that caused SDI output to use full range, rather than studio range, when desktop playback was enabled. (SWITCHWIN-5276)
  - Fixed a bug that caused incorrect colors in external preview through a Blackmagic UltraStudio 4K Mini. (SWITCHWIN-5013)
  - Fixed a bug that caused noise on external audio output during fast forward when audio was locked to full volume. (SWITCHWIN-5037)
  - Fixed a bug that prevented locking external audio to full volume from restoring audio that had been muted. (SWITCHWIN-5346)

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- Fixed a bug where only ProRes 4:4:4 preserved the alpha channel during export. Apple Animation (RLE), CineForm, and Abekas .clip formats now retain alpha channels when exporting. (SWITCHWIN-5011)
- Fixed a bug that caused exports with 8-channel AAC audio to hang on Mac. (SWITCHWIN-5010)
- Fixed a bug that caused playback to stutter in MPEG files transcoded on ARM Macs. (SWITCHWIN-4947)
- Fixed a bug that prevented choosing a timecode for MOV export when the source already had MOV timecode. (SWITCHWIN-3739)
- Fixed a bug that caused garbled audio and closed captions in some XDCAM 50 MXF files. (SWITCHWIN-4986)
- Fixed a bug that caused duplicated letters in captions on the 608-caption track in MXF files. (SWITCHWIN-5041)
- Fixed a bug that prevented Teletext subtitles from displaying in some MPEG-2 Transport Stream files. (SWITCHWIN-4950)
- Fixed a bug that prevented some MXF files containing FFV1 video from opening. (SWITCHWIN-5047)
- Fixed a crash when displaying the audio meters for long periods. (SWITCHWIN-3938)
- Fixed a bug that made the divider in the split view of Compare Alternate Media hard to grab. (SWITCHWIN-4038)
- Fixed a bug that hid the last row of the metadata tables in the inspector on Mac and widened the label column so that long labels are no longer truncated. (SWITCHWIN-5392)
- Fixed a bug that caused the update check to report an incorrect latest version. (SWITCHWIN-4971)
- Fixed a bug that caused the update check to offer updates that the computer's operating system does not support. (SWITCHWIN-5029)
- Fixed a bug that showed no error when the user tried to activate a blank serial number. (SWITCHWIN-5100)
- Fixed a bug in the Switch Engine API sample application that required secondary file paths, such as subtitles, to be entered twice. (SWITCHWIN-5006)
- Fixed several untranslated strings, including the External Preview audio settings. (SWITCHWIN-4359, SWITCHWIN-4825)

- **Windows**
  - Fixed a bug that cut off the timecode source popup and hid the Go button in the Jump to Time interface. (SWITCHWIN-4938)

KNOWN ISSUES

- **General**

- Dolby AC-3 and E-AC-3 are not supported for playback on ARM Macs, because Dolby does not provide their Software Development Kit (SDK) for the ARM architecture. If this feature is important to you, please contact Dolby and ask them to support the Mac ARM (Apple Silicon) architecture. In the meantime, you can work around this by running Switch under Rosetta. Select the Switch application in the Finder, choose File > Get Info, and select the "Open using Rosetta" checkbox. Then launch Switch. This runs the Intel version of Switch, which supports Dolby AC-3 and E-AC-3. (SWITCHWIN-4976, SWITCHWIN-4979, SWITCHWIN-4980)
- The HAP R and HAP HDR variants of the HAP codec are not supported. (SWITCHWIN-4288)
- HAP Q Alpha files created by TouchDesigner display a black screen. (SWITCHWIN-5106)