

Vantage Flip64 2026.1 Release Notes

About This Release

This is a ComponentPac release for Vantage that includes new features, improvements, and bug fixes. The release build number is: 2026.1.5405.

These release notes are applicable to the Transcode and Transcode Pro option for Vantage. Refer to separate Version 8.1 / 8.2 /8.3 release notes for Vantage Platform and other components of Vantage for additional information.

Note: This release is intended for Vantage 8.1, Vantage 8.2, or Vantage 8.3.

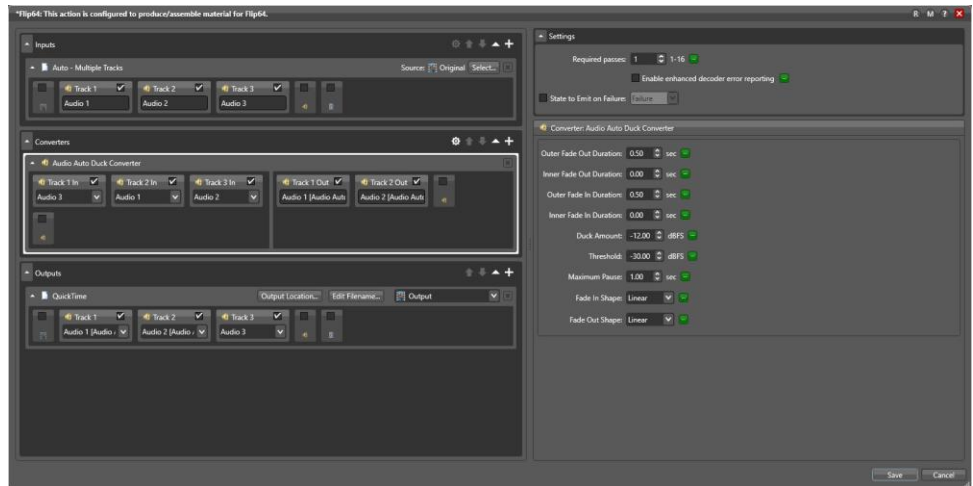
Note: Testing for this release was performed using Nvidia Driver version 573.73. **Nvidia Driver version 573.73 is only supported on Windows 2019 and higher.**

New Features in the Flip64 2026.1 Release

New Audio Ducking

TXMF-8945

Added the Audio Auto Duck Converter:



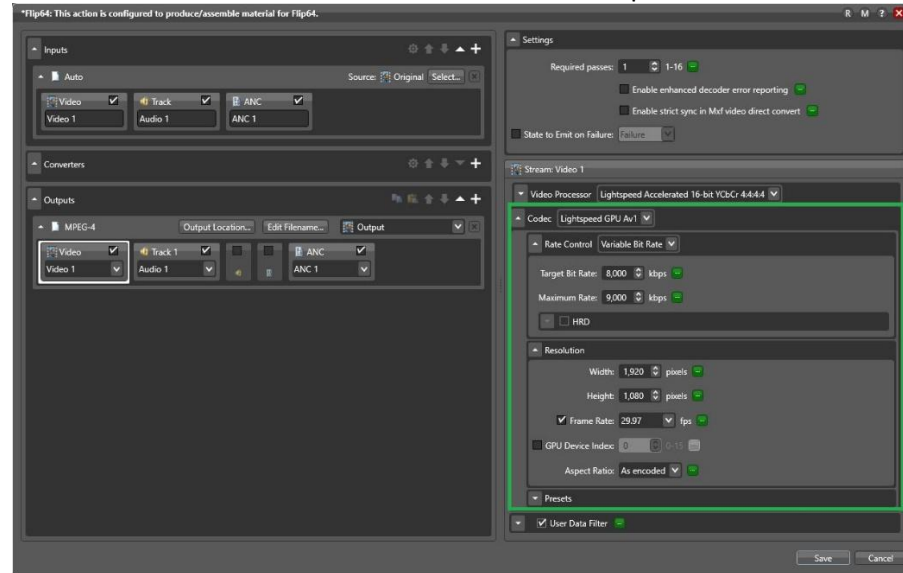
The Audio Auto Duck Converter uses a control track, typically a dialog track, to duck the audio (reduce the gain) in other audio tracks. The control track can then be mixed in the ducked audio tracks to create a voiceover.

Note – The Audio Auto Duck requires the Pro Audio License V-AUDIO-PRO-SW.

New NVENC AV1 Encoding

TXMF-9147

Added NVENC AV1 encoder to MPEG4 and MKV outputs:

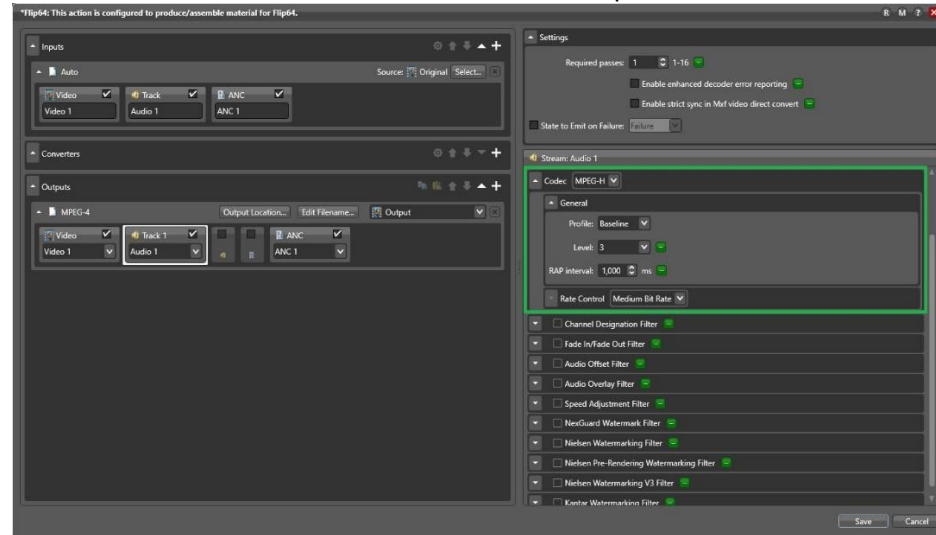


Note – NVENC AV1 encoder is only supported on Ada and higher GPU.

New MPEG-H Next Generation Audio Encoder

TXMF-9339

Added new MPEG-H Audio Encoder to MPEG4 Output:



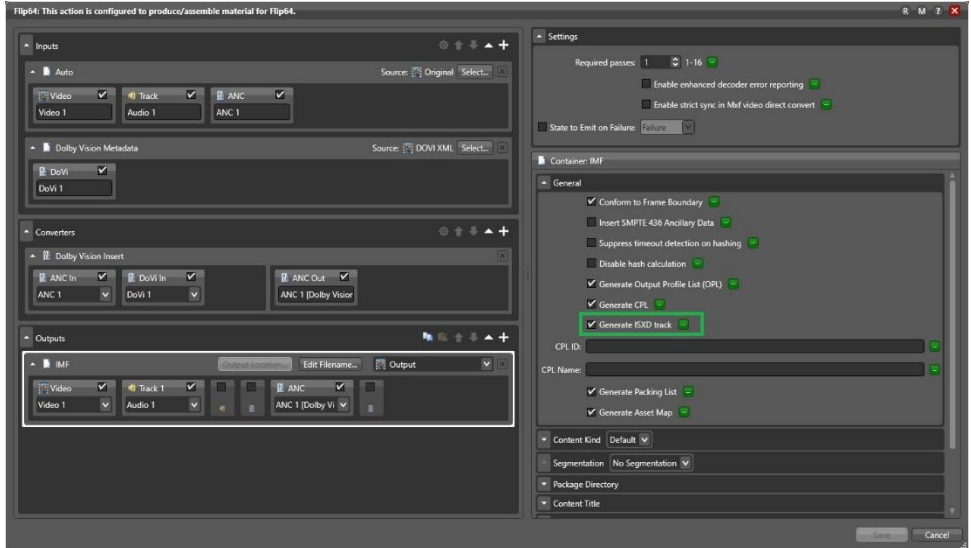
MPEG-H is a Next Generation Audio format primarily developed by Fraunhofer which is similar to Dolby Atmos. MPEG-H is part of ATSC 3.0 and TV 3.0 standards. The MPEG-H encoder allows encoding MPEG-H master files to a MPEG-H bitstream.

Note – MPEG-H requires the MPEG-H license V-MPEGH-ENC-SW.

New ISXD is now supported in IMF Output

TXMF-9601

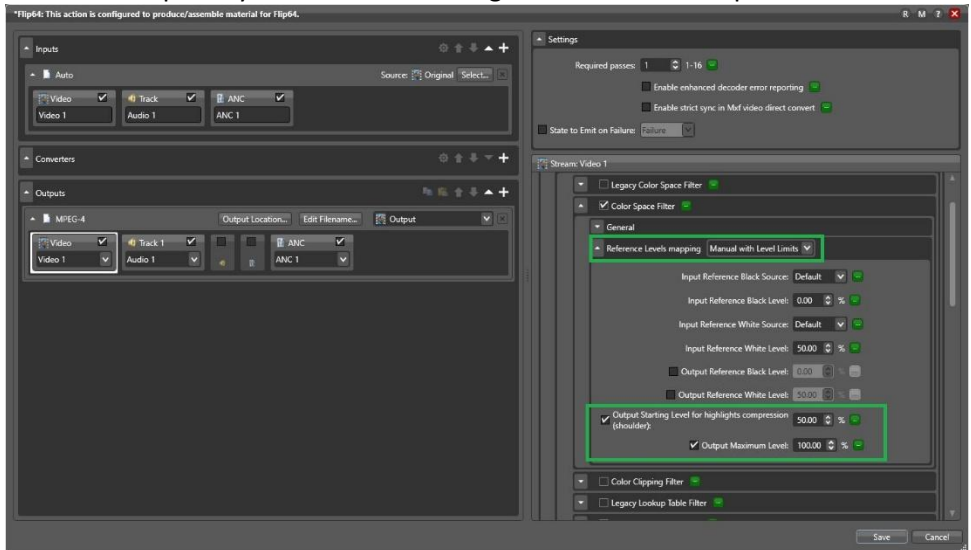
Added the ability to generate a Dolby Vision ISXD track in the IMF Output:



New Capability to limit maximum light level on HDR outputs

TXMF-9482

Added the capability to limit maximum light level on HDR output:



Improvements and Fixes in 2026.1 Release

| Improvements and Fixes | |
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| TXMF-9727 | Fixes – Issue with decoding B WAV (WAVEFORMATEX) source. |
| TXMF-9655 | Fixes – Issue with CML files pointing to media files with 'apac' audio. |
| TXMF-9627 | Fixes – Issue with performance with Open Transcode CML to subclip H.264 TIFO. |
| TXMF-9620 | Fixes – Issue with Pillarbox black levels. |
| TXMF-9615 | Fixes – Issue with MP3 output displaying duplicate filters. |
| TXMF-9612 | Fixes – Issue with audio sync on MPEG4 outputs. |
| TXMF-9605 | Fixes – Issue decoding HEVC files. |

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| TXMF-9597 | Improvement – Added 32 audio tracks to MP4 output. |
| TXMF-9594 | Fixes – Issue with upgraded Flip64 actions not retaining bit rate settings. |
| TXMF-9591 | Fixes – Issue with output color shifted when using Tachyon. |
| TXMF-9581 | Fixes – Issue with Transcode CML hanging. |
| TXMF-9575 | Fixes – Issue with Open mode sometimes generates truncated outputs. |
| TXMF-9558 | Fixes – Issue with Mpeg4/AVC files failing to encode. |
| TXMF-9554 | Fixes – Issue with IMF HTJ2K Photon warning. |
| TXMF-9550 | Fixes – Issue with Color Conversion Issue of SLOG3 to HLG. |
| TXMF-9542 | Fixes – Issue with CML source splice with MXF timecode. |
| TXMF-9529 | Fixes – Issue with GPU Color Space error. |
| TXMF-9489 | Improvement – Updated AV1 encoder. |
| TXMF-9476 | Fixes – Issue with IMF Segment Output failing Photon for Cloud Mode with track naming. |
| TXMF-9465 | Fixes – Issue with timeout when using multiple trim filters. |
| TXMF-9459 | Fixes – Issue with Keyframe TIFF files failing in the cloud. |
| TXMF-9456 | Improvement – Improved HAP encoding speed. |
| TXMF-9448 | Fixes – Issue with not decoding MOV source. |
| TXMF-9438 | Improvement – Added "Preserve Alpha" to DNxHD. |
| TXMF-9428 | Fixes – Issue with transcoding MP4 AVC source file to MXF AVCI 100 1080p50. |
| TXMF-9423 | Fixes – Issue reading MPEG-4 source. |
| TXMF-9402 | Fixes – Issue with Pixel Aspect Ratio does not contain 40:33. |
| TXMF-9399 | Improvement – IMF output can now have the CPL ID bound to a Unique ID generated by the Construct Action. |
| TXMF-9398 | Fixes – Issue decoding MXF Op 1b sources. |
| TXMF-9371 | Fixes – Issue decoding WAV file with GSM codec. |
| TXMF-9356 | Improvement – Add support to Cadence Filter for new Analyze Telecine Cadence 2025 Filter report. |
| TXMF-9344 | Improvement – Added DNxHR encoder to TIFO output. |
| TXMF-9337 | Improvement – Added Hash Algorithm to the CPL in the IMF output. |
| TXMF-9336 | Fixes – Issue with IMF audio output shows an unexpected TC of last frame. |
| TXMF-9330 | Fixes – Issue decoding source with 64 audio tracks. |
| TXMF-9317 | Fixes – Issue decoding HEVC MP4 sources. |
| TXMF-9311 | Improvement – Added ability to use Bindable Language "English (Middle)" or "enm" to PCM audio MXF-OP1a. |
| TXMF-9307 | Fixes – Issue with index entry references previous partition error. |
| TXMF-9251 | Improvement – Added GoPro Cineform encoder to MXF OP1a and QuickTime outputs. |
| TXMF-9243 | Fixes – Issue with MP4/AVC transcode shows success after stopping early. |
| TXMF-9242 | Fixes – Issue with output has black frames when processing Transport Stream files. |
| TXMF-9042 | Improvement – Added capability to create MXF XAVC Intra output compliant with RDD32 specs. |

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| TXMF-9021 | Improvement – Added support for Ogg (Vorbis & Opus) audio. |
| TXMF-7247 | Improvement – Implemented H266/VVC codec. Note – This was available as beta in the Flip64 2025.2 release. |
| TXMF-4980 | Fixes – Issue with Resizing Filter for SD PAL source. |
| TXMF-4164 | Improvement – Added “Fixed IDR-Frame Interval (GOP Length)” to x264. |

Known Issues in This Release

The following are known issues in this release, which may be fixed in a future version.

Numa utilization and job performance differences in machines that have 96+ virtual cores (48 without hyper-threading)

This can be resolved by using OpenCL version 18.1 or newer (TXMF-7444). When updating OpenCL versions, a machine restart is required.

Known NVIDIA Lightspeed GPU encoder issues:

Flip64 actions that use an older version of the Lightspeed GPU encoder are not upgradeable to the new version of the NVIDIA Lightspeed GPU encoder. If you wish to use the new encoder, you will have to remake those Flip64 actions.

There is also a change in the GOP length limitation in the new encoder. The old encoder had a GOP Length maximum value of 1024 (GOP Length option under Codec Configuration). The new encoder has a GOP Length maximum value of 1000 (Max IDR-frame Interval (GOP length) option under Frame Type).

Tachyon Deterministic Mode limitations

There are some known limitations of this feature:

$\text{abs}(\text{src framecount} * \text{framerate_conv_factor}) - \text{output frame count}$ must be less than 5 frames. We recommend that users only adjust the output frames by + or – 1.

Media Expansion Converter and Discontinuous Timecode

There may be cases where use of the Media Expansion Converter will produce discontinuous timecode due to inserted media. In the future there may be more options to control this behavior.

Using Multi-Pass Encoding with x265

Multi-pass encoding in x265 is currently limited to two passes. Attempting more passes will result in an error.

Two Pass Encoding and Open Workflows

When two pass encoding is enabled in Vantage, actions may not be used in ‘Open Mode’. An action in the Open Workflow mode which attempts a two-pass encoding will hang and does not provide an error that two pass encoding is not supported.

FFV1 Encoding may fail when Flip64 is in Cloud Mode

FFV1 encoding of long form content may fail when Flip64 is in Cloud Mode. With Flip64 8.0.8 and later, Cloud Mode will be unavailable if FFV1 encoding is configured.