



Release Notes

Svstem	Requirements

Languages Supported

	Minimum	Recommended			
Operating System	Windows 7, 8, 10, macOS Sierra, macOS High Sierra	Windows 10, macOS High Sierra			
Processor	i5 dual-core @ 2.3GHz ¹	i7 quad-core @ 2.8GHz+			
Memory	4GB RAM	16GB+ RAM			
Hard Drive	2GB ² , 7200 RPM for record to disk	500GB+, Solid State OS Drive			
Graphics Card	Intel HD ³ , DirectX 11 capable	Nvidia GeForce or AMD Radeon, 1GB+ video memory			
Internet Connectivity	Open HTTP/HTTPS port 80, RTMP port 1935, port 7272 for Remote Desktop Presenter	If behind a firewall, check with your CDN for any sites to whitelist			
¹ May be insufficient for 1080p+ or 60 fps workflows ² Additional hard disk space required for record to disk. ³ Insufficient for advanced Multi-Viewer workflows.					

Eunguuges Supporteu.						
 English 	٠	Brazilian Portuguese	٠	Korean	٠	French
• German	٠	Chinese (Simplified)	٠	Czech	٠	Spanish
• Italian	•	Japanese	٠	Dutch	•	Swedish

An internet connection is recommended for Wirecast 10 license activation. A Wirecast 10 license will automatically update at no cost after download for Wirecast 8 and 9 users if standard maintenance and support is current.

ATTN: Wirecast 8 dropped support of HDV licenses/cameras. ~ Please click here for additional information ~

NewBlueFX Titler Live Express & Present – *Includes over 60 title templates for lower-thirds and overlays (Mac & Windows).*

- Purchase of Wirecast 10 Studio includes a free copy of NewBlueFX Titler Live Express.
- Purchase of Wirecast 10 Pro includes a free copy of NewBlueFX Titler Live Present.

www.telestream.net/wirecast/newblue.htm

Remote Desktop Presenter - Please use the Remote Desktop Presenter version 2.0.8, available as a separate download from Telestream: <u>www.telestream.net/dtp</u>





Best Practices

Minimum Required Upload Speed:

- It is recommended that an upload speed rate of at least double the selected video bitrate be available, especially for a total target bit-rate of 10Mbps (Megabits per second) or less, or when there are multiple outgoing streams.
- Upload speed can be tested at a website such as <u>TestMy.net/upload</u>.
- Additional tasks that can consume upload bandwidth on the network should also be considered when determining how much of the available upload bandwidth can be allocated towards streaming.

<u>Rendezvous</u>

Wirecast Rendezvous uses WebRTC technology that can be very resource intensive. For the best experience, we suggest considering the following table when choosing hardware:

	Studio (2 guests + 1 host)	Pro (7 guests + 1 host)
Bandwidth⁴	Add 4 Mbps	Add 5+ Mbps⁵
Processor ⁴	i5 quad-core⁵	i7 quad-core ⁶

⁴Based on a single simultaneous stream of 720p30 x264 @ 4.0Mbps.

⁵Bandwidth per guest will scale downwards as more are added to maintain reliability.

⁶Minimum recommended processor with example stream⁴. More demanding workflows may require a more capable CPU.

ISO Recording:

- Solid State Drive or fast RAID array recommended for ISO Recording and Replay functionality.
- Actual data rates will vary depending on quality level selected for ProRes (Mac) or MJPEG recording (Windows), as well as the resolution and frame rate selected.
 - For Mac ProRes recording please refer to <u>Apple's ProRes data rate specifications</u>.
 - Windows MJPEG Best Quality Guidelines (Megabytes per second):
 - 1080i and 1080p 29.97 and 30 FPS, MJPEG Best Quality ~25MB/sec
 - 1080p 60 FPS, MJPEG Best Quality ~50 MB/sec
 - 720p 59.94 and 60 FPS, MJPEG Best Quality ~20 MB/sec
- Total expected data rate should be compared to available disk write speed to ensure adequate disk throughput.

Failure to ensure the available disk write speed is greater than the highest expected total data rate may result in frames being dropped from recordings (ISO, Replay, and Record-to-Disk).





<u>Best Practices (cont.)</u>

Hardware accelerated encoding requirements:

- Intel Quick Sync Video encoding requires an Intel CPU with an Intel[®] QuickSync Video core. <u>List of Intel CPUs supporting QuickSync</u>
- NVIDIA NVENC encoding requires an NVidia GPU with Kepler architecture or newer. NVIDIA only maintains a general list of supported GPUs
- Apple Hardware Accelerated H.264 encoding requires a Mac with an integrated Intel GPU*. *This may change in the future, as the Apple API decides what hardware acceleration method is to be used. At the time of this writing, only Quick Sync via an Intel GPU is supported.

<u>High frame-rate streaming (60fps):</u>

- High frame-rate streaming will result in increased CPU usage and require a higher bitrate (4Mbps or higher) for a quality encode.
- Simply switching to a higher frame-rate without ensuring the CPU and bitrate are sufficient may result in a lower quality encode.

<u>CPU Usage:</u>

- Consider lowering your canvas frame rate and/or streaming resolution to lower CPU usage.
- Maintained system CPU usage greater than 60% will increase the likelihood of dropped frames.

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<u> 10.1 – New Features</u>

NEW – Wirecast Restream & Wirecast Live Captions (paid services)

- Restream: cloud-based redistribution service. Send a single Wirecast stream to multiple destinations and save bandwidth and processing power on your local computer
- Live Captions: automatically embed CEA-608 closed captions in over 5 difference languages using speech-to-text recognition

<u> 10.1 – Fixes</u>

- Fixed Streaming with Telestream Cloud to destinations that require Adobe FMLE/publisher authentication (Akamai)
- Fixed Facebook Places broke with the new Facebook Live v3.0 API update
- Fixed Crash when opening Output Settings if all Telestream Cloud presets are hidden
- Fixed Disabling Twitter/Periscope output destination causes a crash
- Fixed Telestream Cloud sign up page is too small on HiDPI monitors on Windows
- Fixed Accented characters become "?" in the output caption data

<u> 10.0 – New Features</u>

NEW – Facebook Crossposting

- Ability to Crosspost to Pages with an approved relationship established through the Settings on your Facebook Page
- Crosspost options for Wirecast are found in the Output Settings

NEW – Facebook Live Streaming with New Facebook API

- Create and maintain functionality with Facebook Live API 3.0 for <u>deprecated</u> live streaming functionality for Pages, Profiles and Groups (Wirecast 9 will work only to Pages; Groups and Profiles will no longer be able to live stream to Facebook Live, this includes setting Place); custom RTMP output settings will continue to work.
- Events live stream posting has been <u>permanently deprecated</u> by Facebook

NEW – Microsoft Stream Live Destination

• Adding new Microsoft Stream Live destination in Output Settings





<u> 10.0 – Improvements</u>

- Improvement Always restore previously selected folder when adding media files
- Improvement Add Pro Badge to PTZ Preset Recall in Shot Layer Properties
- Improvement PTZ: add mechanism to prevent preset recall when selecting shots
- Improvement Indicate Streaming Status in the Taskbar Icon
- Improvement Add Recent, Frequent, Open Empty Document and Open Support Assistant to the Windows Taskbar right-click icon on Windows
- Improvement XKeys Controller: Color the Title bar of shots to match the color of XKeys Controller
- Improvement Add option to color the title bar of every shot on each master layer in the preferences
- Improvement Add System Output to audio output devices on macOS
- Improvement Update NDI SDK to v3.5
- Improvement Add menu access for OLE scripting API
- Improvement 48 KHZ audio option for RTP encoder
- Improvement Render audio internally at 48 khz
- Improvement Add support for playback of CineFormHD files, including Alpha support
- Improvement Move 'Favorites' and 'All' to the top of the add source UI
- Improvement Remove ISO button from UI when License level is not Pro

<u> 10.0 – Fixes</u>

- Fixed Crash when clicking on the context menu of a shot that contains a '[no media]' layer
- Fixed No audio input after closing and reopening document
- Fixed Wirecast shows up as "Wirecast Application" in the Windows system Volume Mixer control panel
- Fixed New text in languages localized as non-ascii does not appear correctly when creating new text shots
- Fixed Unable to send shots live after adding video files on macOS
- Fixed Open recent file structure is not maintained
- Fixed Distorted video with certain Direct Show devices (Logitech and Magewell) on Windows 7
- Fixed After upgrading Wirecast, Blackmagic capture cards no longer detect video
- Fixed Fatal error with clock or scoreboard shots
- Fixed Clock date not localized
- Fixed Starting an iOS device can hang Wirecast for up to a minute on macOS High Sierra
- Fixed Clicking on the context menu of a disconnected RDP source will hang the app for 4-8 seconds
- Fixed Replay+ISO menu names are cutoff in Czech and Dutch





- Fixed Unplugging an iOS device will disable video and audio rendering of existing A/V capture sources on macOS
- Fixed Cannot change selection from one layer to another in Preview Editing if it overlaps another layer
- Fixed Disable system beep when hitting 'Enter' in text entry fields
- Fixed PTZ preset recall does not work when there are multiple PTZ presets within the same shot
- Fixed Adding an existing Source SDK instance as a new shot/layer will create a new empty instance instead
- Fixed WASAPI capture does not work for mono sources (Logitech G930)
- Fixed Windows do not maximize with multiple monitors
- Fixed Text flickers when switching shots
- Fixed Enabling VoiceOver causes a crash when starting an NDI Output
- Fixed Solid color shot palette hides hex code
- Fixed Animated GIFs are causing performance issues on Windows
- Fixed Animated GIFs with transparency are stacking frames until looped
- Fixed Teradek StreamReader Plugin Properties Tab has broken UI
- Fixed Incorrect font and spacing for buttons on macOS
- Fixed Wirecast will use network bandwidth when there are ONVIF IP Cameras on the network even if not added to document
- Fixed Unable to publish to Facebook Groups
- Fixed Master layer visibility not applied correctly when loading documents
- Fixed Rendezvous dashboard window chrome looks out of place with document and other adjunct windows
- Fixed Remove "The Cube" destination
- Fixed New Text in languages localized as non-ascii does not appear correctly when creating new text shots
- Fixed Facebook: Not allowed to select a sponsor
- Fixed AJA capture devices are not being filtered from the System Device list on Mac
- Fixed Newly Added Sources Don't Always Scale to Fit Properly
- Fixed After 10 min an NDI thread starts using a lot of CPU when connected to a source
- Fixed Labels in the title selection window are unreadable unless highlighted
- Fixed Facebook: Maintain line breaks after restart
- Fixed Facebook: Remove support for events
- Fixed Convert encoding templates from 44.1 to 48 kHz audio (Default, Facebook Live and YouTube)
- Fixed Changing layer order for duplicated shots causes smooth transition to crossfade instead of interpolate
- Fixed Windows System Audio Capture should not be running all the time
- Fixed Several labels are truncated in PTZ controller menu in localized languages





- Fixed No sound when Blackmagic audio delay set to thousandths of a second
- Fixed Facebook: fix scheduled events by only showing the user's own events not those owned by accounts they can see (other groups or pages)
- Fixed PTZ preset controls should update in shot editor whenever PTZ prefs change
- Fixed Prevent the OS from turning off the display/sleeping if an ISO/Replay, Multi-Viewer or WebRTC Session is active
- Fixed Rendezvous: Clicking "Start Session" does nothing