Wirecast 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
- Compatible Flash streaming server, or account with a supported Flash streaming portal required for Flash H.264 streaming
- QuickTime Streaming Server or Darwin Streaming Server 4.1.3 or later required for QuickTime Unicast Streaming
- 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 5 does not support OS X 10.10 (Yosemite)

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 5 does not support Windows XP

Desktop Presenter
- Please use the remote version of Desktop Presenter 2.0.4 with Wirecast 5.0.3; it's available as a separate download at www.telestream.net.

Wirecast 5.0.3
Fixes and Enhancements

- New! Improved indicators for streaming, recording and out-of-bandwidth. (Mac OS X & Windows)
- New! Added Akamai and Zixi destinations. (Mac OS X & Windows)
- New! Support for keyframe alignment across multiple streams, this includes the use of absolute flash timestamps. (Mac OS X & Windows)
- 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 preferences via the Support Assistant. (Mac OS X & Windows)
- New! Provided a dedicated checkbox for enabling strict constant bitrate with the x264 encoder. (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! Added Ustream-specific Presets. (Mac OS X & Windows)
- New! Updated Sermon.net destination to work with their new platform. (Mac OS X & Windows)
- Updated documentation for AppleScript and COM APIs. (Mac OS X & Windows)
- Migrated from YouTube Live v2.0 API to v3.0. (Mac OS X & Windows)
- Fixed issue that caused the recording multiple files to freeze a live stream. (Mac OS X & Windows)
- Fixed issue that resulted in an Error -4018 when attempting simultaneous to Flash authentication of multiple streams. This affected various destinations including Wowza and Akamai. (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 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 issues where frames were being dropped when streaming to Akamai due to occasionally incorrect audio timestamps. (Mac OS X & Windows)
- 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 issue where the x264 –keyint parameter would be ignored in favor of the existing keyframe interval setting. (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)
- AVFoundation sources no longer default to resolutions higher than 1080p.   Using higher resolutions was causing severe frame drop. (Mac OS X)

- Fixed crash that users experienced if they had 4.x Carbon option selected. (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)
- Limited x264 encoder to maximum of 16 threads per encode regardless of the number of logical processors available. (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 problem that scrambled video output when streaming at multiple resolutions. (Mac OS X)
- Fixed problem where Ustream channels were not saved correctly and would switch upon reload. (Mac OS X)
- Fixed an issue where ONVIF authetication prompt would be displayed when quitting Wirecast. (Mac OS X & Windows)
- Fixed issue connecting to ONVIF cameras on startup. (Mac OS X & Windows)
- Fixed issue preventing authentication to Twitch TV when passwords contained special characters. (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)
- Improved error message when user attempts to output to the same Blackmagic card they are using for capture. (Mac OS X & Windows)
- Fixed crash when changing settings in the Encoder Presets dialog. (Mac OS X & Windows)
- Fixed problem with duplicate ONVIF sources being displayed. (Mac OS X & Windows)
- Fixed issue where Wirecast did not allow key frame intervals longer than 8 seconds. (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 problem selecting the Location URL in the Output Settings window. (Mac OS X)

Known issues
- The Matrox MPEG-2 I-frame and 3ivx MPEG-4 QuickTime Components (codecs) may have older, incompatible versions that prevent Wirecast 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 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 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 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)

- x264 on average uses twice as much memory for encoding than Mainconcept, which could result in running against Wirecast 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 --threads 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 preference dialog.

Wirecast 5.0.1
Fixes and Enhancements

- OSX 10.9 (Mavericks) support (Mac OS X)
    - o Fixed: shot goes black after a few minutes when other application is active
    - o Fixed: Audio dropped from shot after a few minutes
    - o Fixed: glitchy/frozen video and dropping of audio
    - o Fixed: virtual microphone audio distorted
- Fixed crash that occurred when selecting Blur Fade in the Edit Transitions Window. (Mac OS X)
- Fixed crash that occurred when bringing up Remote Desktop Presenter configuration submenu in the shot context (gear) menu. (Mac OS X & Windows)
- Fixed crash that occurred on startup due when polling for ONVIF devices on local area network. (Mac OS X & Windows)
- Fixed a problem prevented Local Desktop Presenter shots set to Monitor from being resored properly when loading from a save documents. (Mac OS X & Windows)

Wirecast 5.0
Fixes and Enhancements

- New! Easier-to-use, 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! H264 presets which use x264 encoder by default, including 1080p preset. Previous presets which began with 'Flash' continue to use Mainconcept encoder. (Mac OS X & Windows).
- New! Now support SundayStreams.com as an integrated destination. (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!** Redesigned Broadcast Settings dialog, now called Output Settings. (Mac OS X & Windows)
- **New!** Improved playback of H.264 video files. (Mac OS X & Windows)
- **New!** Support output to Backmagic DeckLink and Intensity cards. (Mac OS X & Windows, Pro Feature)
- **New!** Live/Preview Swap feature. (Mac OS X & Windows)
- **New!** Windows 8 support. (Windows)
- The built-in integration with the Teradek Cube has been officially deprecated. It's now recommeneded 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)
- Wirecast Virtual Camera Output has been optimized for cases when GPU YUV is turned off. It no longer drops frames at higher resolutions, and latency is lower. (Mac OS X & Windows)
- 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)
- Fixed a crash when removing a Destination after interacting with the Edit Visible Destinations list. (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 drops frames when recording at 1080p (Mac OS X and Windows)
- Fixed crash when pressing '+' button in Broadcast Settings. (Mac OS X)
- Fixed crash when configuring Brightcove and YouTube destinations. (Mac OS X)
- 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, and FLV when recording to VP6. (Mac OS X and Windows)
- Fixed issue selecting Sermon.net destination. (Windows)
- Fixed issue that allowed Wirecast to broadcast two separate streams to the same destination. (Mac OS X)
- Fixed issue that caused crash when starting RTMP broadcast when URL does not have the application specified. (Mac OS X & Windows)
- Fixed a crash that would occur when starting a WM9 recording while streaming to YouTube. (Windows)
- Fixed a crash that would occur after two to three successive changes to default destinations. (Mac OS X)
- Fixed a crash that would occur when editing an Encoder with no existing destinations. (Mac OS X)
- Fixed an occasional crash when filtering Encoder Presets. (Mac OS X)
- Fixed an issue where changing the visibility of an existing destination could cause a crash. (Mac OS X)
- Fixed an issue that caused "Destination Not Configured" message to be visible when broadcasting live. (Mac OS X & 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 issue that caused Ustream authentication info not to be retained when re-opening the Broadcast Settings dialog. (Mac OS X)
- Fixed problem that prevented saving of frame rate modification for Flash streams. (Mac OS X)
- Fixed issue in Spanish language version where the data rate display overlapped the Flash queue display. (Windows)
- 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 in Wirecast 4.3. (Mac OS X)
- Fixed issue where time codes were not added for Flash streams at 25fps. (Mac OS X)
- Output statistics on the main screen are now cleared after a broadcast or recording is stopped. (Mac OS X & Windows)
- Fixed a crash when streaming for seven or more hours. (Mac OS X & Windows)
- Fixed a problem resulting in on-screen artifacts when changing canvas size with Preview Mode disabled. (Windows)
- Fixed a very infrequent crash while broadcasting using a Remote Desktop Presenter shot. (Windows)

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