

Release Notes

System Requirements

	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.*

Languages Supported:

- | | | | |
|-----------|------------------------|----------|-----------|
| • English | • Brazilian Portuguese | • Korean | • French |
| • German | • Chinese (Simplified) | • Czech | • Spanish |
| • Italian | • Japanese | • Dutch | • Swedish |

An internet connection is required for Gameshow.

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 TestMy.net/upload.
- 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.

Hardware accelerated encoding requirements:

- Intel Quick Sync Video encoding requires an Intel CPU with an Intel® QuickSync Video core.
[List of Intel CPUs supporting QuickSync](#)
- 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.*

High frame-rate streaming (60fps):

- High frame-rate streaming will result in increased CPU usage and require a higher bit rate (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.

CPU Usage:

- 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.

4.5.1 – Fixes

- Fixed – Crash when starting a stream on macOS Mojave
- Fixed – Cannot create a support ticket when activated on Mac

4.5 – New Features

NEW – XKeys 128 Support

- Full control of layers, sources and transitions
- Audio Mixer and Audio Preview controls
- Start and Stop Gameshow outputs
- Replay Controls

NEW – Add Source Menu Redesign

- New dark theme
- New Search Field to easily find sources
- New Categories for sources
- Favorite Category allows easy access to frequently used sources

4.5 – Improvements

- Improvement – Update Twitch API to v5
- Improvement – Add preview/live status indicators to clear layers
- Improvement – Add ability to drag shot layers in the shot layers table
- Improvement – Disable preview throttling for front most document when app is front most
- Improvement – Add drag image to shot bin on Windows
- Improvement - Added option to run in "Safe Mode" – Hold down the CTRL+SHIFT keys during launch - allows user to determine if clearing preferences fixes a launch problem without clearing preferences yet.
- Improvement - Allow 'Enter' key to add shot in add source UI
- Improvement - Drag and Drop of File assets for Edit Panels Shot Layer Table
- Improvement - If "Open last document on startup" is used and a document fails to load, a dialog appears on next launch to contact support. This eliminates the need to clear preferences to exit the endless loop.
- Improvement - Rendering performance increased by improving lock usage. This change improves responsiveness in the UI when modifying complex shots in preview.
- Improvement - Warn user if classic mode (theme) is enabled
- Improvement – Always restore previously selected folder when adding media files
- 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

4.5 – Fixes

- Fixed – Twitch Streaming Service Unreachable
- Fixed – Replaced Twitch chat widget (deprecated) with Streamlabs chat widget in all templates
- Fixed – Remove catmull-rom spline interpolator
- Fixed – Indefinite Hang when sending two shots live then opening a playlist
- Fixed – External Display Output Menu visible when no document is open
- Fixed – Opening a document with many titles can hang the application for minutes
- Fixed – Paste Text and Title Sources take a very long time to render
- Fixed – Keyboard Shortcuts: Name field does not highlight automatically with focus
- Fixed – Rapid selection of shots can result in improper tally state
- Fixed - Screen Capture sources enumerating twice in the source selection window
- Fixed - After 20 encodes all outputs would fail to encode on macOS
- Fixed - Adding sources should create copies of existing sources rather than references
- Fixed - Cannot add Twitter shot inside of playlist
- Fixed - Changing playback speed for media does not change 'already live' state
- Fixed - Chroma Key changes as different overlay shots are taken in and out of live
- Fixed - Colors in macOS encoded outputs look washed out
- Fixed - Deleting a shot always selects the "Clear Layer"
- Fixed - Hang when manipulating source while master layer visibility is off
- Fixed - Hang when right-clicking and left-clicking assets in the Preview Canvas
- Fixed - Inconsistent deletion behavior when removing Playlists from the Shot Bin
- Fixed - macOS encoded outputs look significantly worse than Windows
- Fixed - Multi-Viewer can drop frames with capture card sources at 29.97 FPS
- Fixed - Sleeping computer and waking it while having media files loaded will make all loaded media files show black
- Fixed - Solid color widget is transparent
- Fixed - Stream will not automatically start YouTube event when checking "Automatically Go Live"
- Fixed - Syphon server does not reconnect when opening a saved document
- Fixed - The mouse scroll wheel in the "Twitter" "Message Feed" window does not work
- Fixed - Triggering a Live preview swap mid transition will not queue shot to preview

- Fixed - Unable to change the video adapter
- Fixed - Windows Cuing live/preview swap while transforming source in preview causes crash
- Fixed – Gameshow should not allow the computer to sleep while streaming or recording to disc
- 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 – 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, Blackmagic capture cards no longer detect video
- Fixed – Fatal error with clock shots
- Fixed – Clock date not localized
- Fixed – Starting an iOS device can hang Gameshow for up to a minute on macOS High Sierra
- 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 – 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 – 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 – Incorrect font and spacing for buttons on macOS
- Fixed – Master layer visibility not applied correctly when loading documents
- 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 – Convert encoding templates from 44.1 to 48 kHz audio (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 – No sound when Blackmagic audio delay set to thousandths of a second
- Fixed – Prevent the OS from turning off the display/sleeping if a Multi-Viewer Session is active