

Skylark SL NEO 2.10.x

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Additional Information

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Features



Older systems may require installing [Microsoft Edge WebView2 Runtime](#) for the NeoVid web-interface, [Alternate Editor](#) and [Marker Display Web Page](#) functions to work.



Starting from version 2.10.17, [Matrox DSX Topology Utils 10.3sp1 \(10.3.102.783\) drivers](#) are used. These drivers no longer support the following boards: Matrox DSX.sd and Matrox DSX LE3, Windows 7 and Windows Server 2012 R2

Current Version:

2.10.171 (20.11.2024)

- Fixed: distortion when using the trapezoidal distortion function for PIP elements in the graphical editor.
- Updated: NewTek SDK 6.0 is used since this version

2.10.169 (12.11.2024)

- Added: a new triggering type for playlist events: "Trigger On Abrupt Stop". In this way you can set closing events in case of emergency stop of an item (for example, when synchronising a backup server).

2.10.159 (21.10.2024)

A summary of updates for several previous builds.

- Improved: in Neovid settings it is now possible to disable Capture and Playout services without having them to be removed from the configuration
- Updated: in the RSS data source value replacement algorithm it is now possible to replace empty strings using RegEx “^” or “\$”
- Added: “INSERT” mode for the “Play clip” command in the programme channel, which adds a new item immediately after the current one and not at the end of the playlist.
- Updated: for “Insert Marker For Media” command of “Storage” service it is now possible to use empty value for “time” parameter to add marker in the position corresponding to the current time.
- Improved: in EazyMuxer for Aggregate Source it is now possible to set a “preferred” source.
- Fixed: network interface selection for SRT protocol including “bonding” mode.
- Fixed: Segment Edit and KeyFrame Editor windows in NewsCut
- Fixed: an error in triggers operation in the “source” deletion mode in media storage.
- Fixed: appearance of green colour in “blur” algorithm for Profanity Delay
- Fixed: applying parameters for PIP items in AirMgr in the graphic compositions parameters editor for playlist items.
- Fixed: Lagarith codec decoding
- Added: multi-bitrate streams option in Playout service when outputting RTMP
- Improved: MPEG2 encoding quality in modes with VBV for IPTS outputs
- Updated: in the Capture module, when receiving MPEG2TS, now there is no reinitialising of the reception when the source stops sending some of the audio pids
- Improved: in the media storage configurator, web files are now created with Auto-Create enabled by default.
- Added: for segment and keyframe fields it is now possible to set the dictionary type - open or closed - through the metadata scheme.
- Improved: stability of the synchronisation algorithm of the main and backup program channel
- Fixed: media storage operation with disc arrays larger than 64TB.
- Fixed: triggers in media storage in external application call mode
- Fixed: initial timecode recording in some cases when recording MXF files
- Fixed: in Eazymuxer, incorrect processing of transition through 33 bits of PCR values
- Added: in MediaBrowser, manual editing of the QC column.
- Improved: optimised operation of the web interface to media storage when working with folders with a large number of files
- Improved: in the program channel, the item search distance for Countdown to Condition display is now limited to 6 hours, as unlimited search could cause performance degradation on very long playlists.
- Added: the ability to skip SCTE-104 packets from all layers, in addition to the main layer, in the program channel
- Improved: maximum media storage number in client application configuration dialogs increased to 16
- Fixed: in AirMgr, incorrect display of playlists in some cases
- Fixed: work with some switches using Quartz protocol
- Added: information about available disc space of media storage to SNMP tree
- Improved: in RTClient, readability when selecting input and output numbers for large switching fields
- Added: in Profanity Delay module, it is now possible to set initial delay at module startup

- Updated: libSRT library, which significantly improves stability of MPEG2TS reception and transmission via SRT protocol
- Fixed: PIP display in blur mode in graphic compositions
- Fixed: Clip Block Override in MediaBrowser when renaming clips.
- Improved: minimum delay time when manually starting clips in a playlist in transition mode from an already playing clip.
- Fixed: synchronisation of main and backup playlists when using HOLD in the program channel
- Improved: in AirMgr, the sizes and positions of columns of playlist and record list editors are now saved
- Added: JKL hotkeys to FileMonitor
- Improved: in MediaBworser/ShowInfo you can now edit the duration for PLACEHOLDER materials
- Updated: in AirMgr, Leave Above toolbar setting no longer applies to Graphics windows.
- Fixed: TransferManager in some cases
- Added: in MaConnect, ability to change font sizes for MediaBrowser, Segment Editor and KeyFrame Editor
- Updated: default SAR value is no longer applied when importing graphic files

2.10.158 (16.10.2024)

- Updated: now in cases where the original aspect ratio is not specified in the file, the algorithm for aspect ratio conversion to 16×9 for 1080 files is no longer applied when encoding codecs with transparency.

2.10.157 (14.10.2024)

- Fixed: regression in support of Cyrillic characters in WebAccess.
- Fixed: WebAccess operation.

2.10.152 (03.10.2024)

- Added: support for [hotkeys](#): JKL

2.10.150 (29.09.2024)

- Updated: modes of working with [External Audio in Capture](#) and [Playout](#) (Dante Virtual Soundcard).

2.10.148 (26.09.2024)

- Fixed: column position saving in Broadcast List Editor.

2.10.134 (04.08.2024)

- Added: in the scte104 pass-through settings, the “pass-through all layers” setting enables you to activate the generations of SCTE packets from layers when the background layer is activated

2.10.127 (11.07.2024)

- Added: an edit lock option for custom metadata fields in segments and keyframes. The Editable option in the metadata scheme.

2.10.124 (27.06.2024)

- Updated: when encoding audio to AAC, the number of channels up to 6 is now clipped, as ACC supports no more than 6 channels. That is, the number of channels 6 and less will remain the same as in the source (when Codec=AAC is hardcoded), while 7 and more will be cut off.

2.10.123 (23.06.2024)

- Updated: the IP Capture module now does not auto-restart the component in situations of complete loss of audio PIDs.

2.10.122 (21.06.2024)

- Updated: when creating an empty asset, if the name is the same as an existing MediaID in the database, you will now get a warning and be prompted to change the name.

2.10.121 (20.06.2024)

- Updated: optimised the EzMuxer performance

2.10.118 (10.06.2024)

- Updated: EzMuxer run time in demo mode reduced to 2 hours.

2.10.115 (02.06.2024)

- Updated: When renaming folders and assets, MediaBrowser blocks such operations if prohibited characters (such as line breaks) are present.

2.10.110 (24.05.2024)

- Fixed: media storage crash when triggered by moving an asset from folder to folder.
- Fixed: applying Mute flag to PIP when parameterising from a playlist.
- Fixed: display of values in the parameter editor for 2 and 3 URI PIP objects.
- Fixed: colour reproduction in Godot player material shader.

2.10.98 (22.04.2024)

- Added: "Service Enabled" ticks for Capture and Playout services. If these ticks are unchecked, then despite the presence of the service in the configuration, it is not updated and does not participate in calculating the number of channels for licensing.

2.10.97 (18.04.2024)

- Fixed: license status display for TransferMgr when the "server" module is unlicensed
- Added: "Active Item Color Override" setting to AirMgr for cast lists, which overrides the user-assigned colour for a line when the line is in playback state.
- Added: the ability to set a configurable timeout for Aggregate Source switching in Eazymuxer.
- Fixed: recording DNXHD files to MXF-OP1a for drop-frame rates
- Added: in client application settings, option to output file monitor to SDI output with frame rates 24/24m fps
- Fixed: in TransferMgr, file format transcoding setting for video with translucency
- Added: in Program Channel, Action "Media Counter Add" allowing to organise a "usage" counter in one of the "User" fields of an asset, e.g. by calling this command when the corresponding asset is played in the playlist.
- Added: in TransferMgr, possibility to set assets in "Rotate" only if "Usage" counter of the asset has some value.
- Fixed: in AirMgr, size of horizontal scroll bar when scaling playlist columns
- Added: the Export Audio/Export Still commands to FileMonitor
- Added: ability to select container and codec for proxies created for Volume media storage

- Improved: Main/Backup programme channel pairs playback synchronisation
- Added: support for recording SCTE104 to MXF S436M track
- Added: in TransferMgr for Copy For Playlist mode, the playback timing for assets referenced by NewsCut montage sheets and graphic compositions for main and secondary events.
- Added: RIST protocol support to EasyMuxer
- Added: in EazyMuxer, Playout and Capture, logging of SRT and RIST statistics on condition of packet loss in the communication channel.
- Updated: on Dektec boards V-Bit is now ignored when capturing audio
- Fixed: in the program channel, "Audio opacity" setting for "audio-only" secondary events when "Transparent Invalid Media" setting is enabled
- Updated: the Recoder module no longer replaces spaces in filenames with underscores
- Fixed: in Playout and EazyMuxer modules, use of multicast interface setting
- Fixed: in Programme Channel, an error when using teletext.
- Added: in EazyMuxer, support for publishing status of inputs and outputs via SNMP
- Added: in BMPlayer, command line parameters allowing to set in/out marker positions, which allows to use it as an external application for viewing fragments.

2.10.94 (12.04.2024)

- Fixed: restoration of graphics layer synchronisation state after a backup server restart when main layer synchronisation is enabled.

2.10.86 (31.03.2024)

- Fixed: the scaling of the last column of playlists.
- Updated: in FileMonitor, the "Export" key now brings up a menu that allows you to select ExportMedia/ExportAudio/ExportStill.
- Updated: in Volume settings of media storage you can now select container (avi/mp4) and codec (mpeg2/h264) for created Proxy.
- Improved: Sync Continuous/Sync Once synchronisation accuracy for program channels.

2.10.83 (21.03.2024)

- Added: support for PNG SEQ in Transfer Manager export. Important! Export to PNG SEQ results in a large number of assets with names different from the original, so it can be used only in Move and CopyOnce copy modes. It is also necessary to enable "Show Partial", otherwise the folder with PNG will get a name starting with a dot and a random value.

2.10.77 (04.04.2024)

- Updated: in Eazymuxer, hysteresis with delayed switching of backup sources for Aggregate

Source, which allows to avoid redundant switching of sources at simultaneous change of signal in sources

- Added: in media storage, logging of “rm_content” calls
- Fixed: a bug in EazyMuxer and Capture when receiving some (incorrect) h264 streams
- Fixed: a bug when opening some Newscut projects
- Updated: “Strip Storage” operation is no longer performed in the programme channel for EMERGENCY clips
- Fixed: in MediaBrowser, export of SLC/SLS/SLG clips in some situations.
- Fixed: in Graphic Composition Editor, key point scaling
- Added: in Graphic Composition Editor, possibility to mute separate parts of PIP objects using playlist.
- Fixed: display of some TTML files
- Updated: in FileMonitor, it is now possible to remove some of the control buttons via the right-click menu on the name of an open clip.
- Updated: in the media storage metadata scheme, it is now possible to use the “dictionary” type in open and closed modes
- Added: in the programme channel, axes to position the playback point.
- Updated: in Playout, the “Play subtitle” command now allows the playback point offset to be transmitted using the “+” operation in text form directly in the offset parameter.
- Updated: on Dektec boards, the customised genlock configuration is now applied each time the genlock signal is lost or reappeared.
- Updated: AAC encoder now works in CBR mode
- Updated: in AirMgr, the graphical composition parameter editor now allows you to set all 3 clips for pip objects
- Fixed: in the media storage web interfacem, some asset operations .
- Added: support for DNxHD 115/175 encoding for 24/23.98 fps modes
- Added: support for Oxtel protocol management of keyers
- Added: for Playout service, possibility to set stop frame output with specified offset
- Added: tally control via tsl umd protocol
- Updated: Media storage Metadata Connector now supports extraction of fields from XML using XPath
- Added: support for HDR metadata output on Decklink boards
- Added: support for Decklink IP HD and Decklink IP/SDI HD boards in SMPTE 2110 modes.

2.10.75 (29.02.2024)

- Updated: [Godot](#) to Godot 4.2.1.

2.10.53 (2023-12-22)

- Added: two seconds latency for source switching in Aggregate Source. As a result, if alarms or anything else (errors) change on both sources simultaneously, no switching will occur.

2.10.50 (2023-12-20)

- Improved: when parametrizing text fields in graphic compositions, carriage return characters are deleted.
- Improved: media database triggers using the current time as a condition, are now intermittently checked and no longer remain in the “Condition” state.
- Added: setting a working group of processor cores in eazymuxer.
- Fixed: in AirMgr, the poorly readable “dark mode” text color in record lists.
- Fixed: in the graphic composition editor, the Key Point Origin parameter is now correctly recognized upon processing key frames.
- Improved: in FileMonitor/Keyframe Editor/Segment Editor, the asset is now unloaded from the editors, if it's deleted from the folder it's opened from.
- Improved: in Multiviewer, you can now create groups of channels for sound alarms and set multiple alarms for different groups.
- Fixed: media database error upon recording AVI over 2TB.
- Fixed: in the Fill+Key program channel output mode, transparency flickering at the clip junctions with manual transitions.

2.10.48 (2023-12-09)

- Improved: Filemonitor/Segment Editor/Keyframe Editor windows now reset the selected file if it is deleted from the folder used to open it.

2.10.47 (2023-12-07)

- Improved: Segment Editor now asks for confirmation when attempting to set the segment length to zero.

2.10.42 (2023-11-27)

- Improved: in the program channel, the Stop If command purpose is to stop a secondary event in graphic layers, at the end of the main event, provided that the secondary event was started by the main event. In versions before 2.10.42, manually launched events in graphic playlists are also stopped. In 2.10.42, manually launched events are not stopped by Stop If. More details on the work of [Stop If using \\$\(clip_anchor\)](#).
- Improved: in the playlist loader from Excel and text formats, the operation of calculating the Media column value for full file names now extracts file names.

2.10.41 (2023-11-24)

- Fixed: in Eazymuxer, performance degradation when using a large number of services in output MPTS.

2.10.40 (2023-11-23)

- Improved: in Multiviewer alarm configuration, you can specify text for each window in the email body.
- Fixed: in AirMgr, when parameterizing graphic compositions from playlist, setting duration for PIP objects with unset IN/OUT.
- Added: in Eazymuxer, setting a GPU number to be used for video decoding upon black/still watches operation.
- Added: in TransferMgr, the OnExists=Fail mode.

2.10.35 (2023-10-12)

- Fixed: in the program channel, AsRun log generation when deleting the current element from the playlist.
- Fixed: the option of HLS playout from web-proxy profiles using urls like:
`http://<IP_ADDR>:7901/storage/<NAME>@<TITLE|NS:ID>/WP1`
- Added: in [MediaBrowser](#), the right-click menu command Copy Metadata..., allowing for copying metadata, key frames, segments and statuses.
- Improved: in Keyframe and Segment Editors, user field is now filled automatically.
- Added: in Keyframe Editor, a prompt to confirm the operation of adding a new key frame to the timecode, for which a key frame already exists.
- Fixed: the error leading to the application closing when working with segment and key frame editors.

2.10.34 (2023-10-09)

- Added: command to neovid REST interface for retrieving the ON/OFF status of IP Playouts.
- Improved: when importing into a media database in Attach mode, the import continues working if unfinished profiles already exist.
- Improved: TransferMgr now considers shortcuts in the destination folder when importing in Move for Attach mode
- Improved: TransferMgr now moves all Outdated assets to WaitList for deletion, even if their Copy Count equals 0.
- Fixed: incorrect text encoding in graphic compositions when using styles.
- Fixed: Del By Time function in the media database no longer deletes the Trash folder when it's empty.
- Added: support of 144×144 and 288×288 switchers for sw-p-02 and sw-p-08 protocols.

- Improved: media database no longer requires [FILE_CHANGE_FIELDS](#) permissions to rename assets.
- Fixed: XMP fields configuration in MediaBrowser.
- Added: CORS titles in the neovid REST interface.
- Improved: in MediaBrowser, contents of XMP columns are now loaded simultaneously into the list of assets, allowing for saving the state of sorting by such columns.
- Improved: in the program channel, the top playlists in the Done status are now deleted, when there are over 10000 Done items, even with Loop mode enabled.
- Added: in EazyMuxer, the possibility to detect and report freeze frames, black bursts and audio losses in input streams.
- Added: in RecorderManager, support for recording tasks with undefined duration.
- Improved: in MediaBrowser, the caption track editing dialogue now does not delete the caption list when new track recording errors occur.
- Added: in EazyMuxer, the option to switch AggregateSource based on detecting freeze frames, black bursts and audio losses.
- Added: in neovid REST, the command to upload caption tracks and add them to media files.
- Added: in EazyMuxer, the command for manual switching AggregateSource.
- Improved: quality of mpeg2 encoding in VBV mode when changing plans.
- Fixed: in the program channel, short-term appearance of black bursts at the end of inserts, with Transparent for NoMedia enabled.
- Fixed: checking folder read permissions when using the Quick Asset Search function in the media database.
- Added: in the Playout module, setting up to 8 destination points for RTMP.
- Fixed: regression when recording HLS.
- Improved: in the program channel, when using PlayList Export and having playlist items with undefined duration or in HOLD mode, start time for the next items is calculated in the same way as when in AirMgr playlist visualization.

2.10.26 (2023-10-20)

- Added: in EazyMuxer, the option to set a list of alarms (watches) for every input stream that can be triggered by video or audio loss. These alarms are displayed in the interface, make corresponding log entries and are considered when switching sources for AggregateSource. At the moment, AggregateSource selects the source by the following algorithm. Of the two sources, it selects the one that:
 - Received any data in the last 2 seconds
 - Has fewer active alarms at the moment
 - Fewer CC errors per unit of time

2.10.18 (2023-10-07)

- Fixed: in AirMgr, NoRef indication for graphic compositions in broadcast lists using RSS parameterization.
- Fixed: in TransferMgr, when using Attach mode, the destination asset is no longer deleted in case if profile copying was interrupted.
- Added: in TransferMgr, Set Copy Count menu command for setting the Copy Count value to 1.

2.10.17 (2023-10-06)

- Updated: Matrox DSX board driver to version 10.3.SP1.
- Added: in media database triggers, the operation of removing shortcuts from the folder specified in the trigger parameters.
- Improved: TransferMgr no longer changes the destination folder for an existing asset when using MoveAttach mode.

2.10.16 (2023-10-05)

- Added: in XMP connector of the media database, the setting allowing XMP metadata to be applied only to existing assets without automatically creating new ones.
- Added: in Broadcast and Record lists of AirMgr, a setting enabling confirmations for Drag&Drop operations.
- Added: in MediaBrowser, the command to restore assets from Trash.
- Added: in FileMonitor, displaying the full duration of the uploaded file.
- Added: in program channel, the possibility of recording to AsRun the event log from layers of the external program channel used as an external graphic station.
- Added: for DNxHD, 1080 p25/p30m/p50/p60m video modes.
- Added: support for export of animation files with transparency to MOV/QTRLE.
- Fixed: web-proxy generation for animation files with transparency.
- Added: in MediaBrowser, Note (XML/CLF/ASSET) subtype for Note objects.

2.10.7 (2023-09-14)

- Improved: in Program module, Param 10 of the [“Play clip”](#) command can now pass parameters for graphic compositions in the `;;;name1=some text1;;;name2=some text2;;;name3=...` format.
- Added: in Recorder Manager, the possibility of pre-configuring named signal sources.
- Added: in Recorder module, setting an output pin for every layer of matrix switcher control.
- Added: in Recorder module, setting a named source for SDI matrix switchers.
- Added: the option of [recording and playback of camera tracking \(Free-D\)](#) simultaneously to the video signal.
- Fixed: on neovid startup, the setup wizard for configurations with only TransferMgr no longer launches.
- Improved: in Program module, [logging commands for control of graphic compositions](#) and receiving data via RSS.
- Added: in the web-console, the Status page now has the option of [calling module Actions](#) without closing the dialogue.
- Improved: the quality of the ColorKey effect.

2.10.5 (2023-09-04)

- Added: in Program module, “[Emit CurlItemAction](#)”, allowing for generating the “Item Action” event in the context of the current playlist item (parameter calculations will be performed relative to the current item).
- Added: in Capture service, the IPTS receiving mode now has a setting allowing for changing the size of elementary streams synchronization buffer (Administrator Control Panel→Manage→Video IO Boards→Ethernet Adaptor→Capture_N→MPEG2 TS Parameters→Reconstruct buffer). Tweaking is required to receive some streams.
- Added: in Recorder Manager, the possibility of pre-configuring named sources.

2.10.3 (2023-08-25)

- Fixed: selecting the displayed track of open captions.
- Added: in neovid REST interface, support for the “orig_in_point” field in the SETFIELD command.
- Improved: in Playout service, “Play Subtitle” command now accepts the IN_POINT parameter in hh:mm:ss.ss format.
- Fixed: capture from Youtube.
- Fixed: neovid/eazymuxer configuration interface work on hdpi screens.

2.10.0 (2023-08-12)

Announcement of new software line. Some of the new features include:

1. New 3D Graphics Engine Integration

The 3D graphics module is based on the Godot game engine and allows you to create advanced visual effects for broadcast graphics such as 3D transitions, scripted 3D and 2D visual elements. It also allows creating custom 3D applications like virtual studios, complex infographics, sports, and other 3D graphics applications that can be programmed on a modern game engine. The integration module includes the following features:

- Windowed or windowless mode of game engine operation, allowing for using both interactive 3D application and fully programmable application.
- 3D engine output data is available on the media server as a live stream and can be used in all standard workflows such as playback in a program channel layer, fill+key output, recording, etc.
- Integration of all direct streams circulating in the media server as live video textures into the game engine, allowing the use of real-time capture, program channel output, and other modules.
- Playout of all supported formats of media-files from the file system and media database as video textures in the game engine.
- Playout of standard media-server 3D graphics compositions as video textures in the game engine, allowing the use of all available PIP, text and counter objects, including RSS and data

integration.

- Transmitting events and commands between the game engine scripting system and the media-server action/event system, allowing for playlist and gpi events to be integrated with the game engine, as well as sending commands to other server modules from the 3D application functionality.
- Support for Free-D protocol that allows real-time data from cameras that support data positioning to be used for integration with the visual studio.

2. Recording Media Data

Recorder and Recorder Manager components have gotten the following tweaks:

- Integration with IN2IT for media data transfer during and after recording.
- New web-interface for the Recorder Manager scheduler and Recorder manager, including the timeline, job list and “studio” management style.
- Back-to-back recording scheduling for the recorder manager.
- Chunk-based continuous recording mode.
- Managing the record profile and source directly from the rec-list.

3. External Audio Support

Playback and capture modules are now capable of output and reception of additional audio channels to and from system audio devices. Specifically, it allows audio output to AES67/Dante devices simultaneously with SDI output, as well as capturing audio from AES67/Dante devices and adding it as additional audio channels to SDI captures. Playback and capture modules allow adding a configurable delay for audio/video synchronization.

4. AJA Playout and Capture Cards

Capture and Playout modules now support [AJA Video Systems](#) cards. Supported cards include:

- Corvid (Developer) cards
- KONA (Desktop IO) cards
- T-Tap pro, IO X3 and IO 4K (Thunderbolt) devices.

5. Integration with External MAM and Archiving Systems

This release adds a new CMSSync application that allows automatic transfer of media files from an external MAM and archive system based on currently loaded playlists of program channels. The CMSSync application monitors configured playlists and media database playback content and requests missing media assets from an external MAM/archive system.

6. Incremental Changes in Various Components

- Added: in MaConnect, a new “Media Status” [toolbar](#) for quick work with media statuses.
- Improved: AirMgr Broadcast window now allows highlighting multiple rows and selecting

[command "Preview Selection"](#) from the right-click menu. This allows you to load multiple rows into File Monitor and view the splicing of playlist items.

- Improved: [Segment Editor](#) in AirMgr and Media Connect applications, when performing a "Cut" operation, now prompts for parameters of both segments in the same dialog box.
- Implemented: Nielsen watermark improvements and fixes.
- Added: support for Fingertext devices in external caption module.
- Improved: [Capture Module](#) allows adding separate delays for video (Delay video (ms)) and audio (Delay audio (ms)) to customize audio/video synchronization.
- Improved: media database now allows detailed tracking of open files for more accurate troubleshooting of workflow issues (information is logged by "[Dump Open File](#)").
- Improved: program module can now be configured to suppress generation of some playlist events and secondary events when Main-Backup Sync is active ([Trigger When Synced option](#)).
- Improved: in Air Manager, [Marker Displays](#), Countdown to Line, and Countdown to Condition now support audible alerts.
- Added: AirMgr OutputStream token display showing the current output url for IP outputs.
- Improved: all UI elements displaying web pages now use WebView2 (Edge) component.
- Improved: [WebPreview profiles](#) in the media database can now be configured to create a profile automatically.
- Improved: statistical multiplexing algorithm in [Eazy Muxer](#).
- Added: in program module, the option of random selection/rotation of clips from a specified folder for automatic generation of advertising/announcement blocks.
- Improved: Transfermgr can now be configured to delete source media on failed transfers
- Improved: [Program module](#) can now dump the current playlist in real time, [using custom templates](#).
- Improved: TransferMgr can now be used to transfer standalone XML files
- Improved: TransferMgr can now use HouseNumber media attribute as a target media identifier
- Added: Move For Attach transfer mode support to TransferMgr.
- Added: support of transfer with segment extraction (Extract Segments) to TransferMgr.
- Added: support of generation of media asset segments based on BXF metadata.
- Improved: Capture Module now exports the "Signal Present" flag via SNMP.
- Improved: EazyMuxer now supports manual source pause/resume operations.
- Improved: Neovid service log now allows creating custom windows/log files using configurable log filters and extracting messages from other services' logs.
- Improved: MultiViewer module now allows customizing the output window position for the "Soft" output driver.
- Added: LSM support for multi-camera output module.
- Added: Capture module support for embedded ColorKey, and Fill+Key generation.

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Last update: **2025/01/16 09:45**

