

Livestream StudioTM

Release Notes & New Features

For use with Livestream Studio™ version 3.1.0

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Release notes



3.1.0 Release Notes

NEW → Projects - ability to save, load, export, and import projects in Livestream Studio format. This includes an auto-save functionality which automatically saves current project while its parameters are being modified

NEW → Redesigned and simplified streaming module

Improvements:

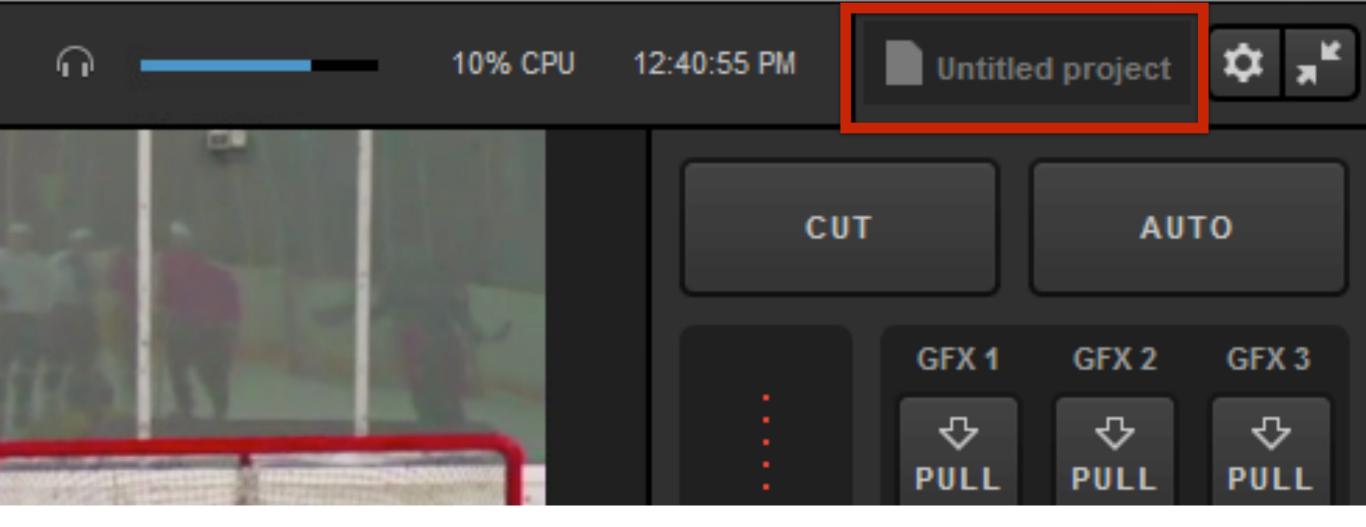
- → Added support for large .lsgfx files (up to 64Gb)
- → H.264 encoder library update
- → Various minor UI and UX improvements

Bug fixes:

- → Fixed bug that caused incorrect closed caption rendering on Apple phones and tablets
- → Fixed bug that caused video freezing when delay functionality is enabled while using webcam to capture video
- → Fixed bug that rarely caused Livestream Studio to crash when Live Interview feature is in use
- → Fixed bug that caused Livestream Studio to crash when combination of specific Wi-Fi USB sticks were in use
- → Fixed bug that caused Livestream Studio to crash when chroma key was in use on computer that does not support SSSE3 instructions
- → Fixed bug that caused Remote Camera for Windows to crash when used with specific webcams
- → Added functionality to disable media playback of recorded video for three seconds to prevent unexpected behaviors
- → Fixed bug that caused basic replay malfunction
- → Fixed bug that caused timer shortcut malfunction in GFX module when layer is copied or moved
- → Fixed bug that caused Encoding Profile for streaming not to save after Studio was restarted
- → Fixed bug that caused Livestream Studio to crash when using Logitech web cameras
- → Various small bug fixes and stability improvements

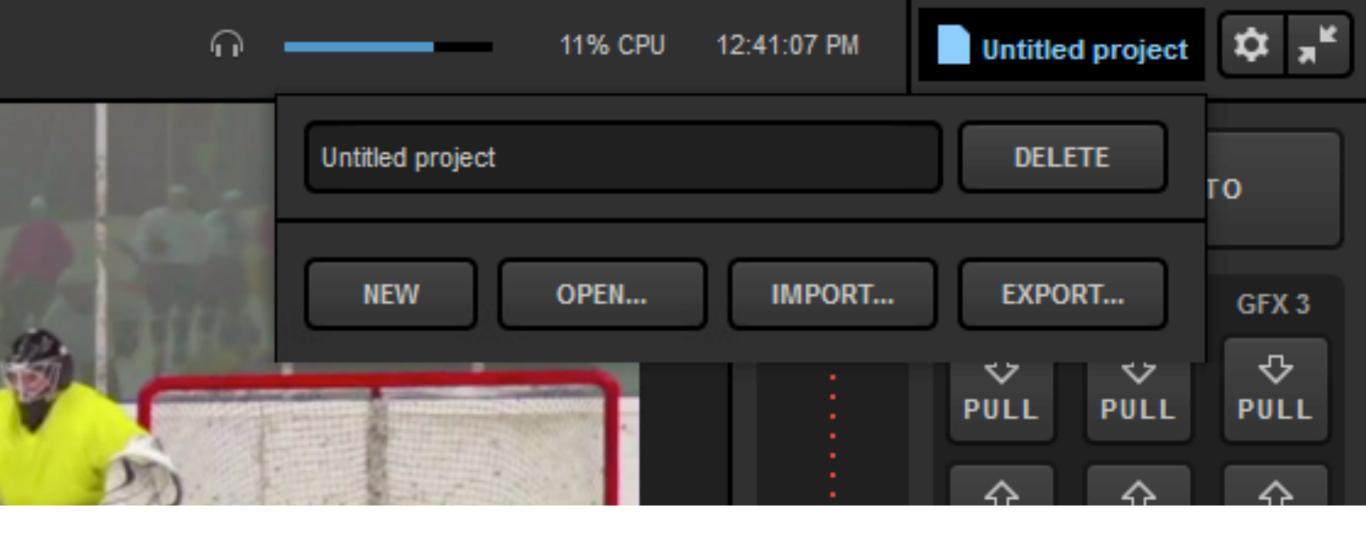


Project saving and loading



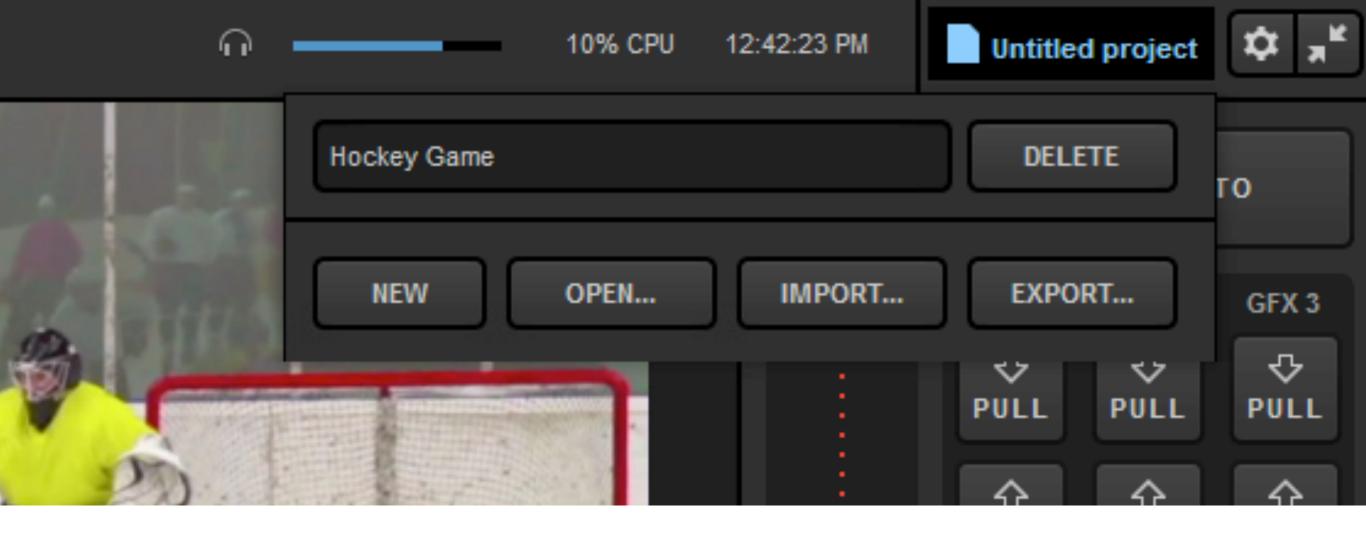
Livestream Studio now has the ability to save, load, import, and export Livestream Project files, allowing you to keep configurations saved on your system so you can use them whenever you need to, without starting from scratch.





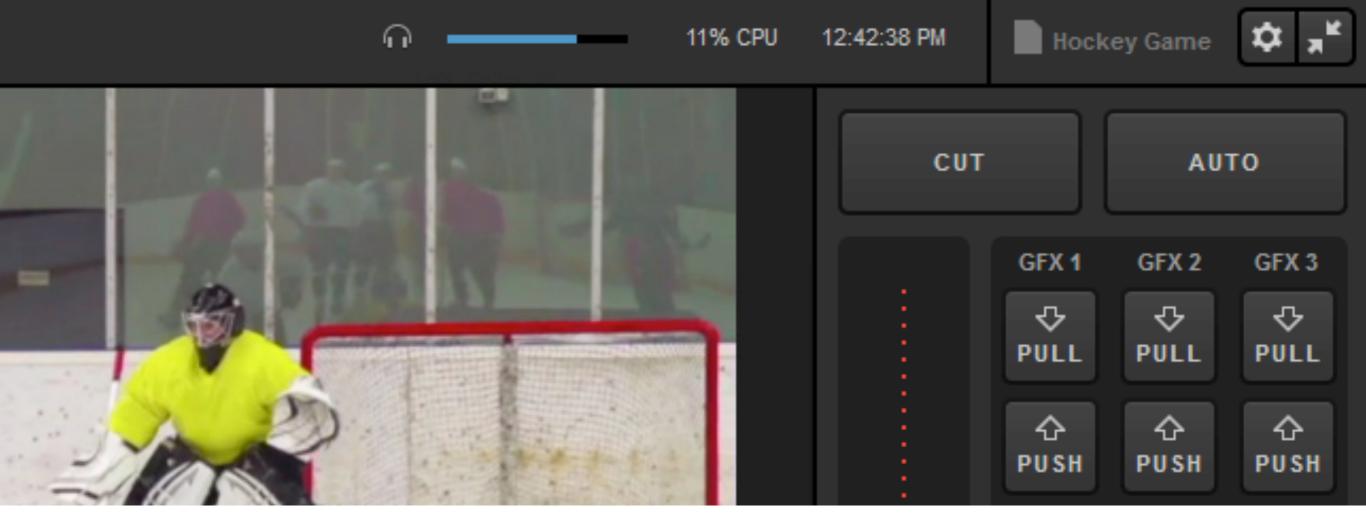
When you open Livestream Studio, by default you will be working on your previous project (or 'Untitled Project' if it is your first time opening Studio). Click on the title in the upper right corner to see more options.





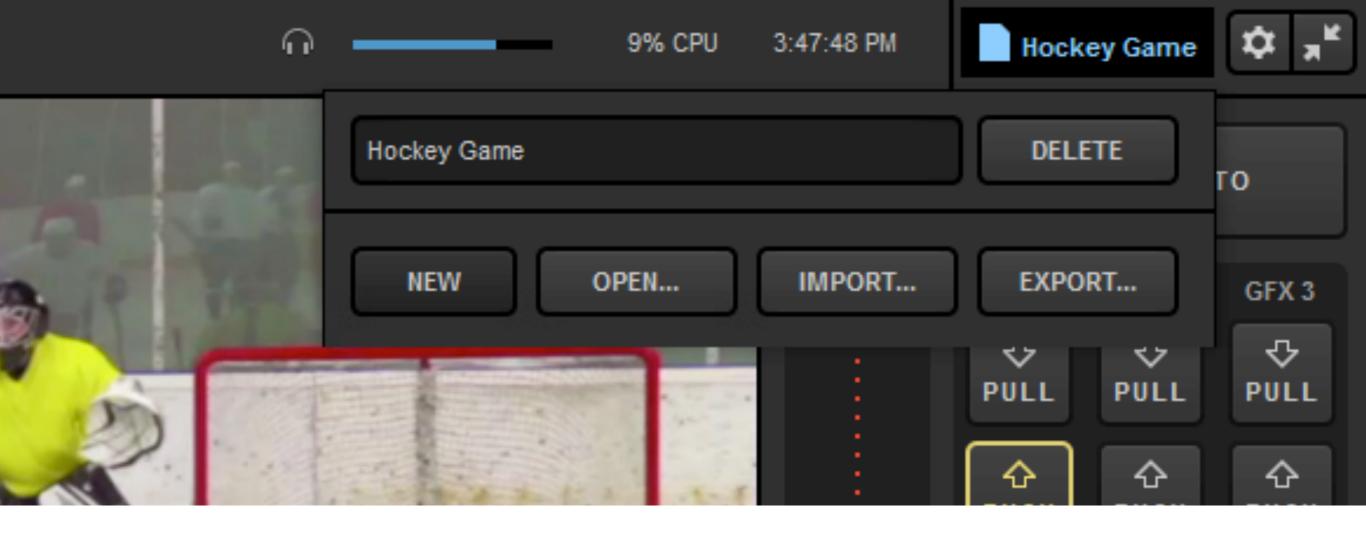
To rename your project, simply type the name into the text box. When you click out of the window, the project will automatically be renamed.





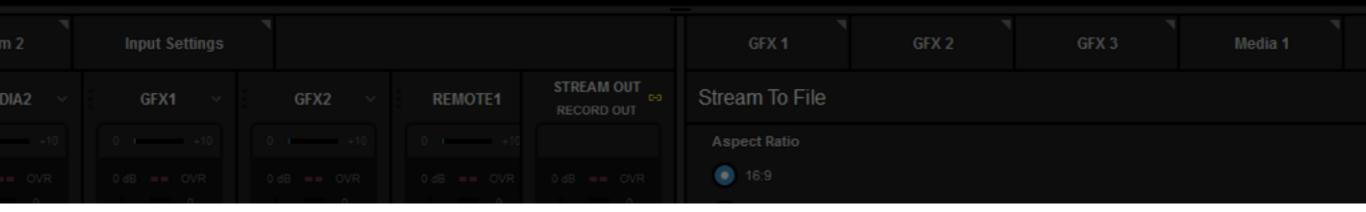
Now your project is renamed. As you configure it (e.g. add graphics templates, import media clips, arrange inputs, etc.), it will save automatically. This occurs regardless of the project being renamed, but now you can identify it.





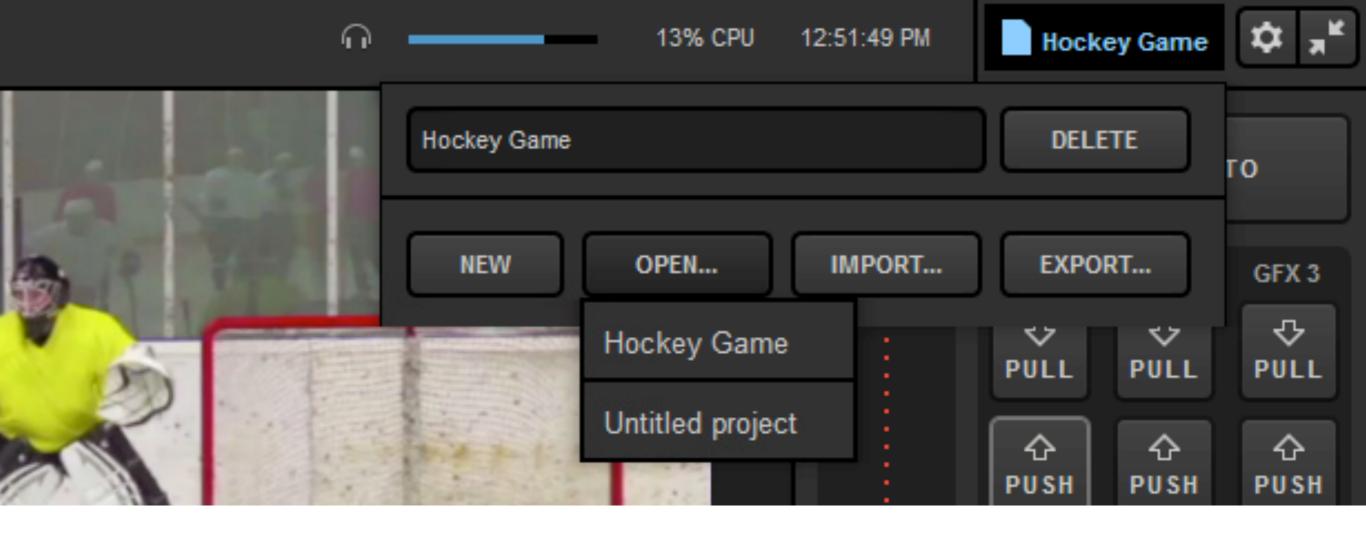
You can create a new project at any time by clicking on your project title and selecting 'New.'

Loading...



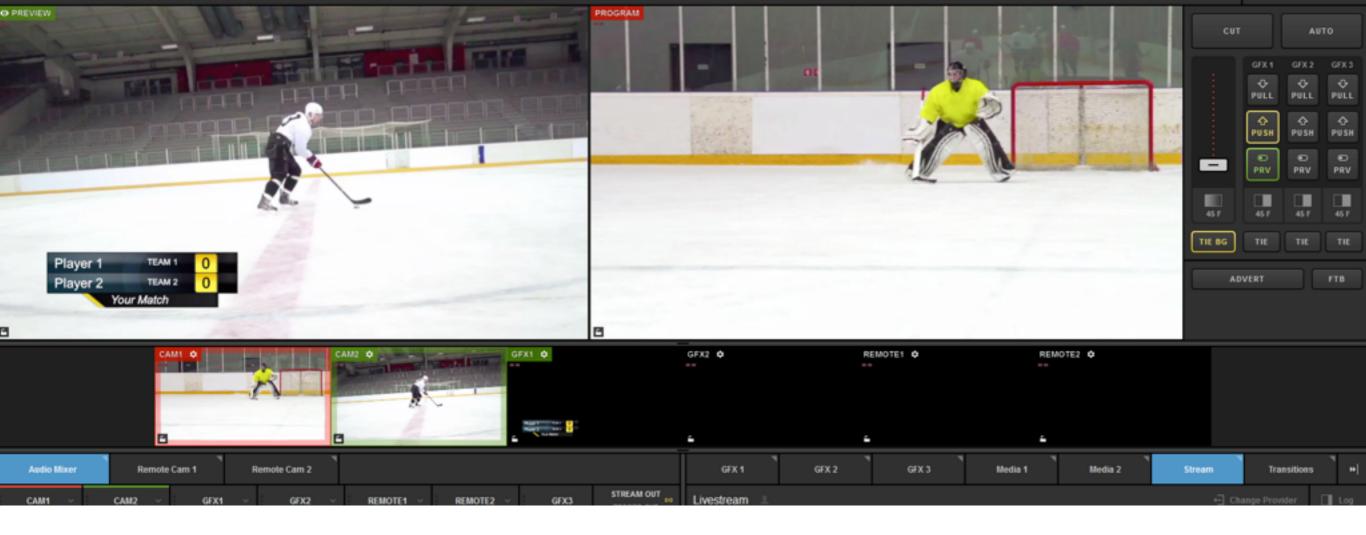
A new untitled project will open with default configurations. As mentioned above, you can rename the new project by clicking on the title.





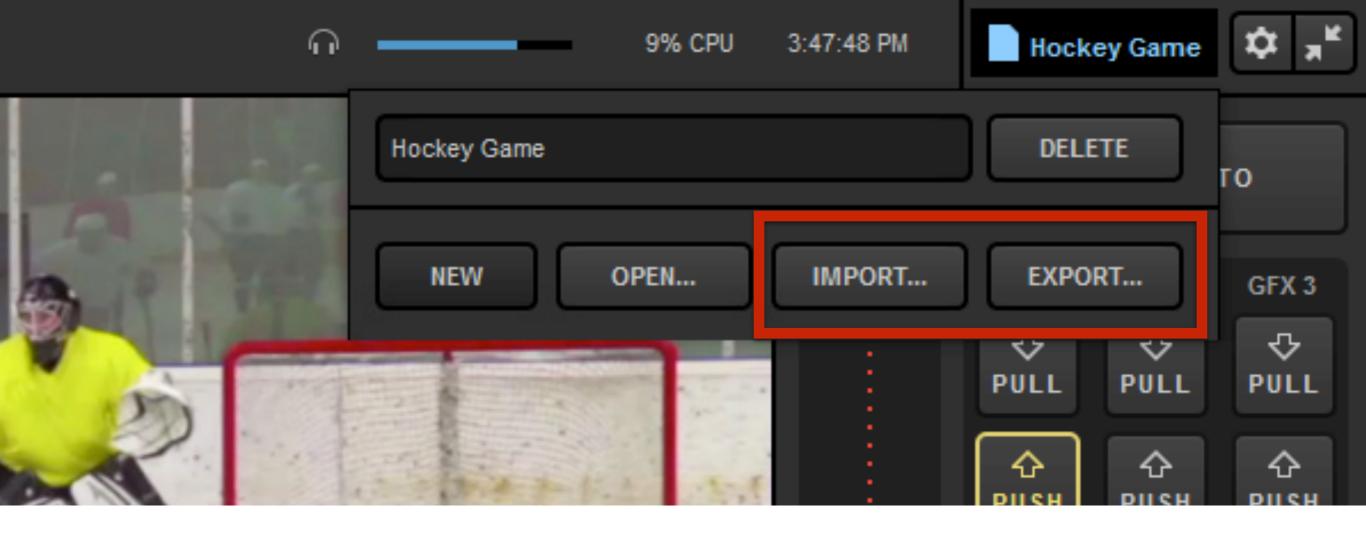
To go back to working on a previously saved project, click on the project title and click 'Open.' A dropdown list of your projects will appear. Click the project that you want to work on.



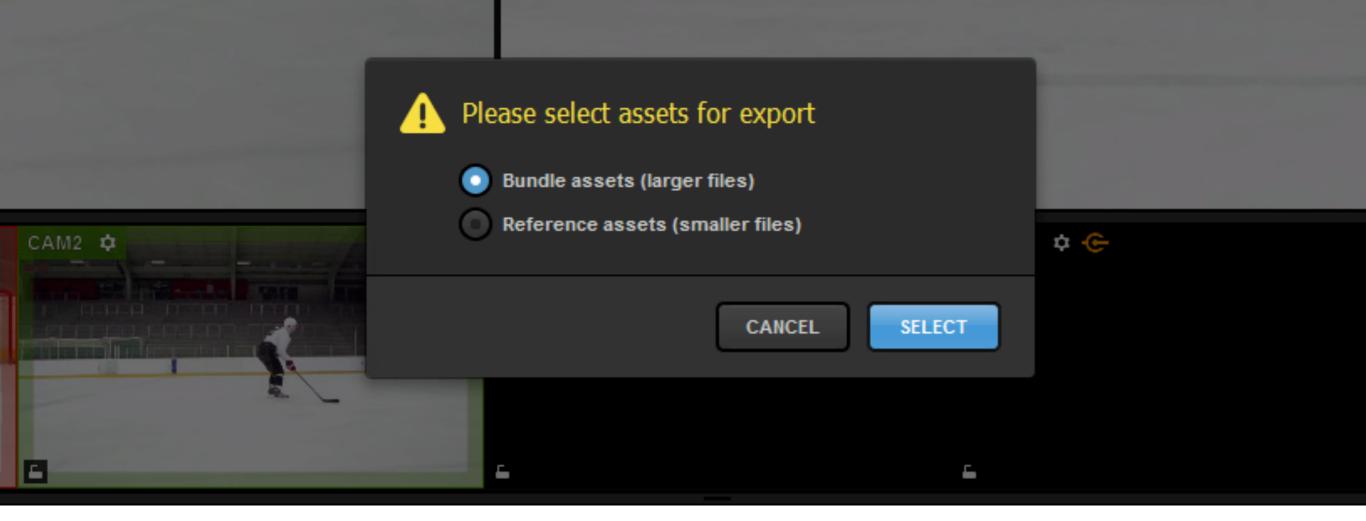


The selected project will then open as it last appeared in Livestream Studio.

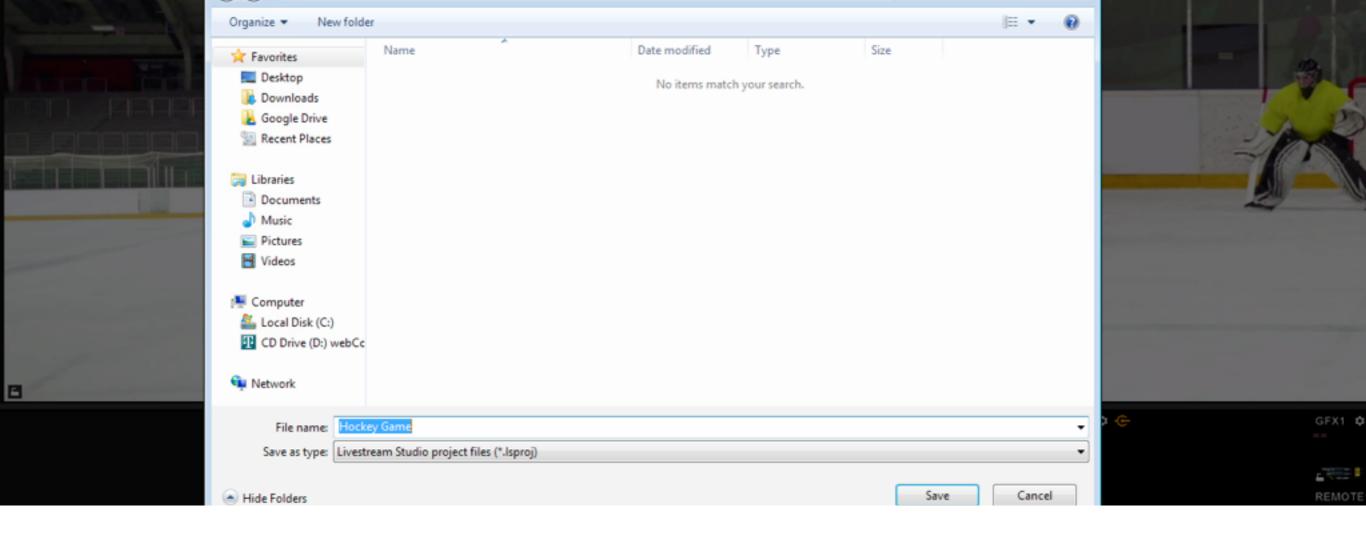




You may want to keep a Studio project configuration saved on your hard drive if you intend to use it often or move it to another Studio system. For this case, we created the Import/Export feature. When your Studio project is configured the way you like it, click the project title, then 'Export.'

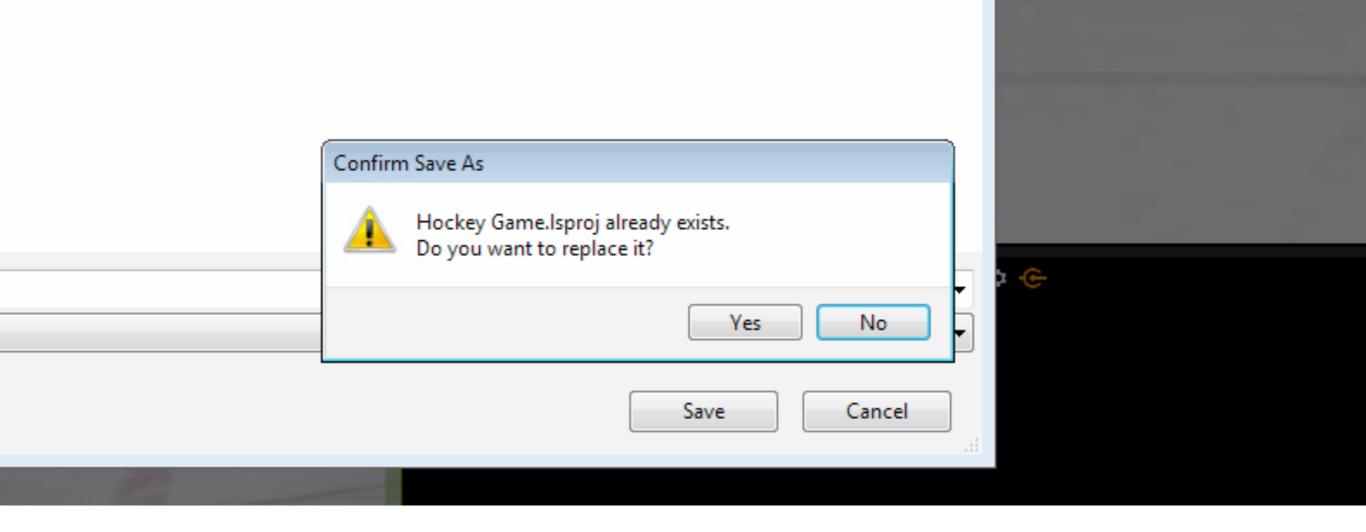


You will have the option to bundle or reference assets. Bundle is ideal if you need to move the file to a different hard drive or system, but creates a larger file. Reference is a smaller file, but will not move any associated assets (media clips, etc.) After selecting your preferred option, click 'Select.'



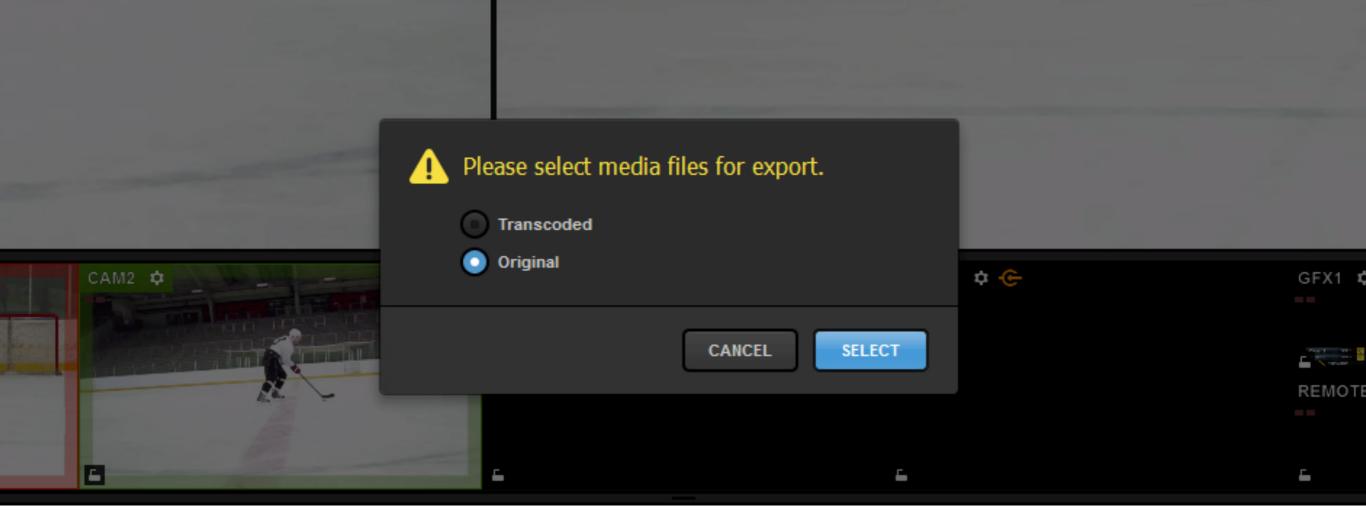
Choose where on your system you want to save the Livestream Project file (.lsproj). By default, Windows will open a newly created 'Livestream Studio Export Projects' folder under 'My Documents,' but you can save the file anywhere you want. Then, click 'Save.'





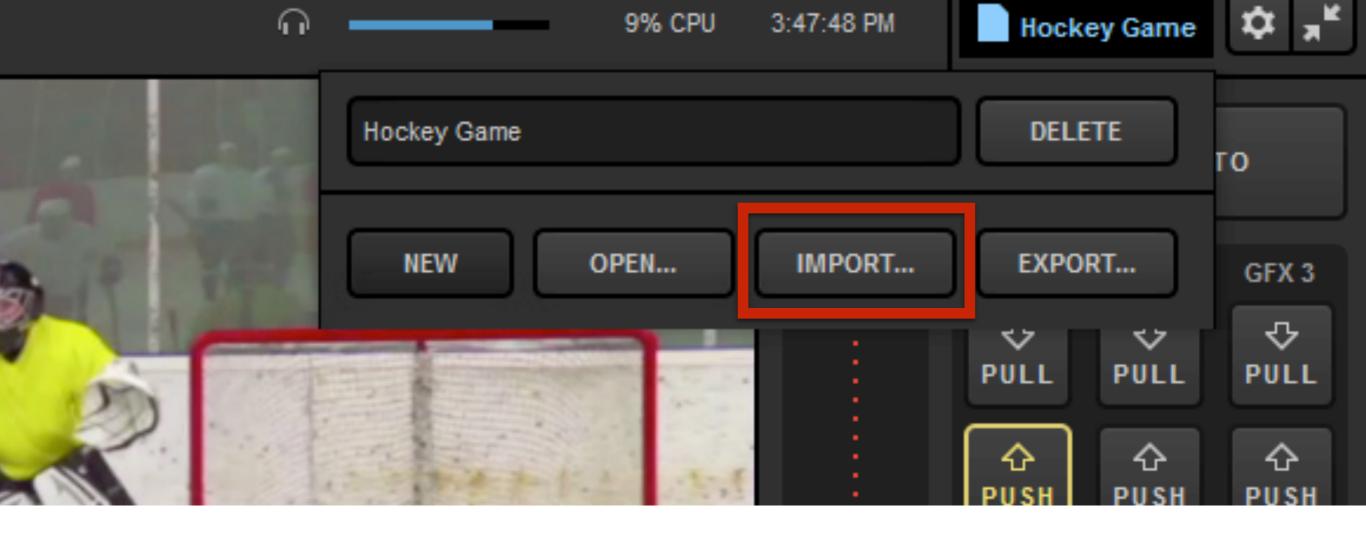
Windows will warn if you already have an .lsproj of the same name and give you the option of replacing it. If you click 'No,' you will have the option to rename it in Windows.



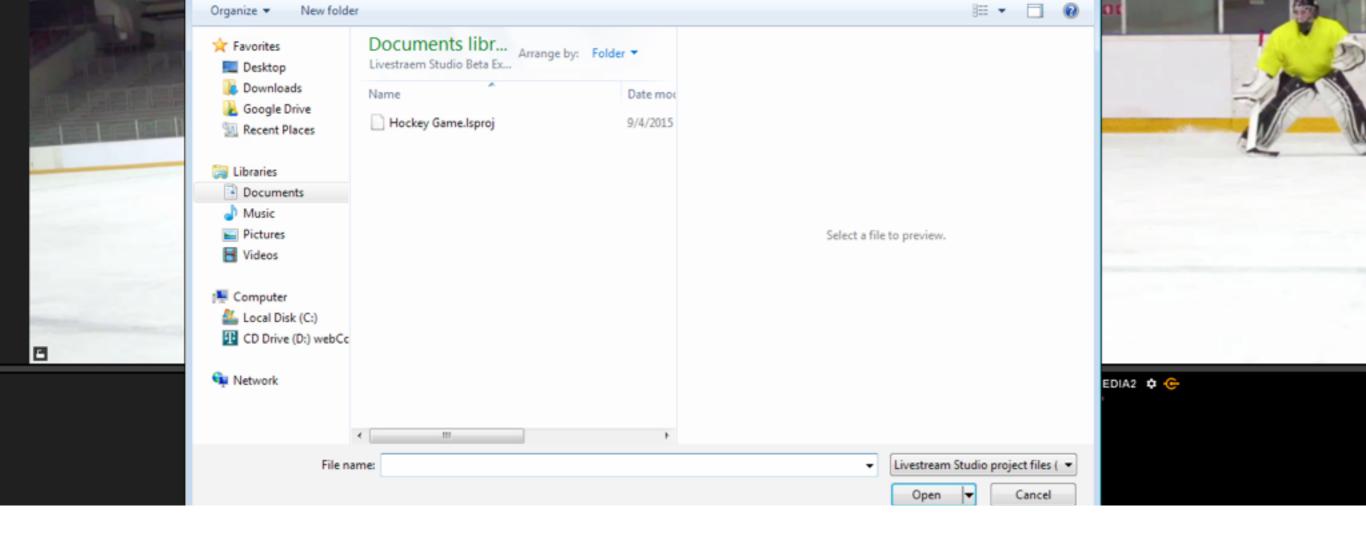


If you imported media files into your media bin, you will be asked whether to save the original video files or their transcoded versions (i.e., the files created after they were brought into Studio).



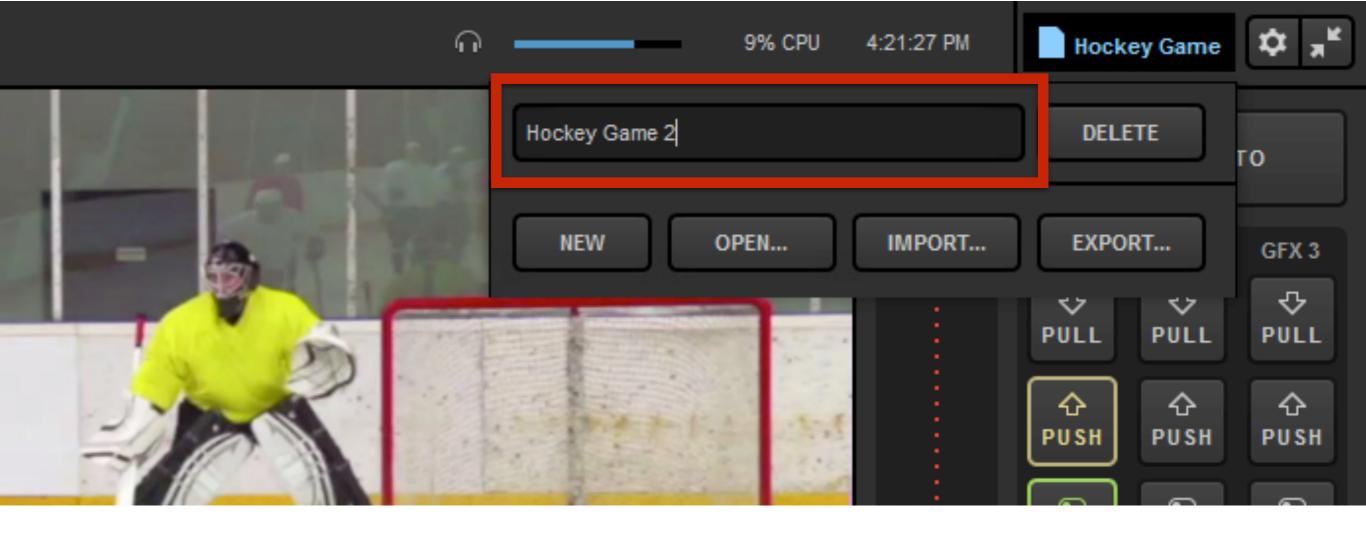


When you are ready to use that particular project file, you can click on the project title and then on 'Import.'



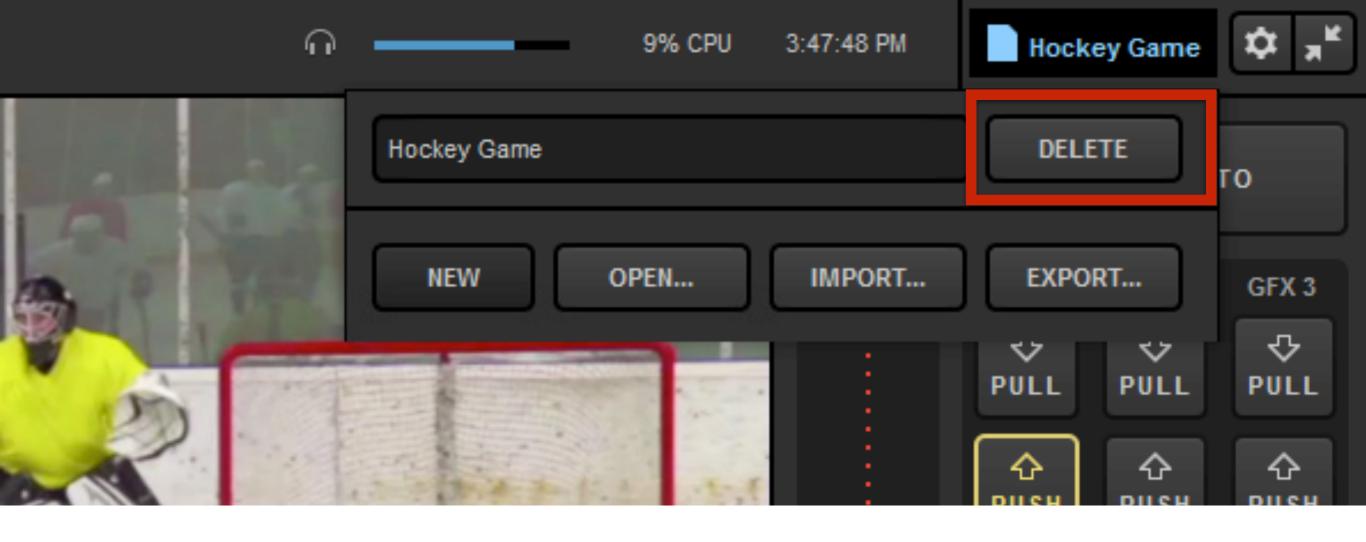
Find your .lsproj file in Windows, select it, and click 'Open.'





This will create a new project in Livestream Studio with the proper configurations set. You can rename this by clicking the project title if desired.

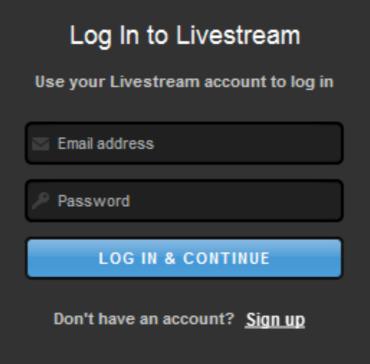




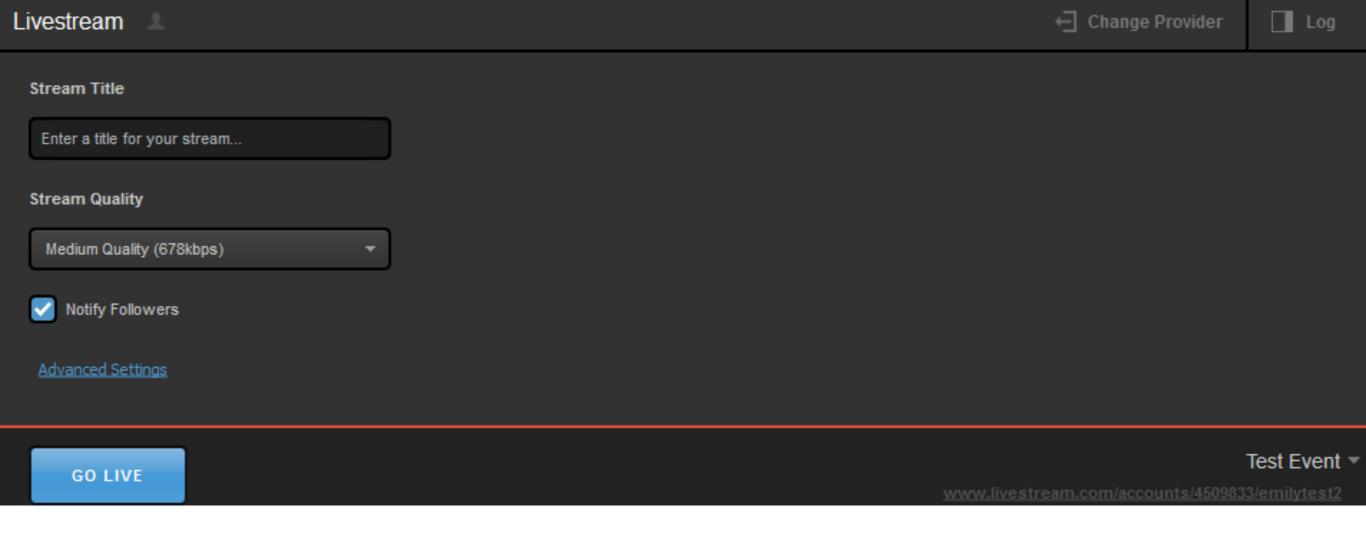
If you no longer intend to use the project you are working on, you can click the project title and then 'Delete.' This will not delete an exported file, but you will no longer be able to select it from the 'Open' menu.



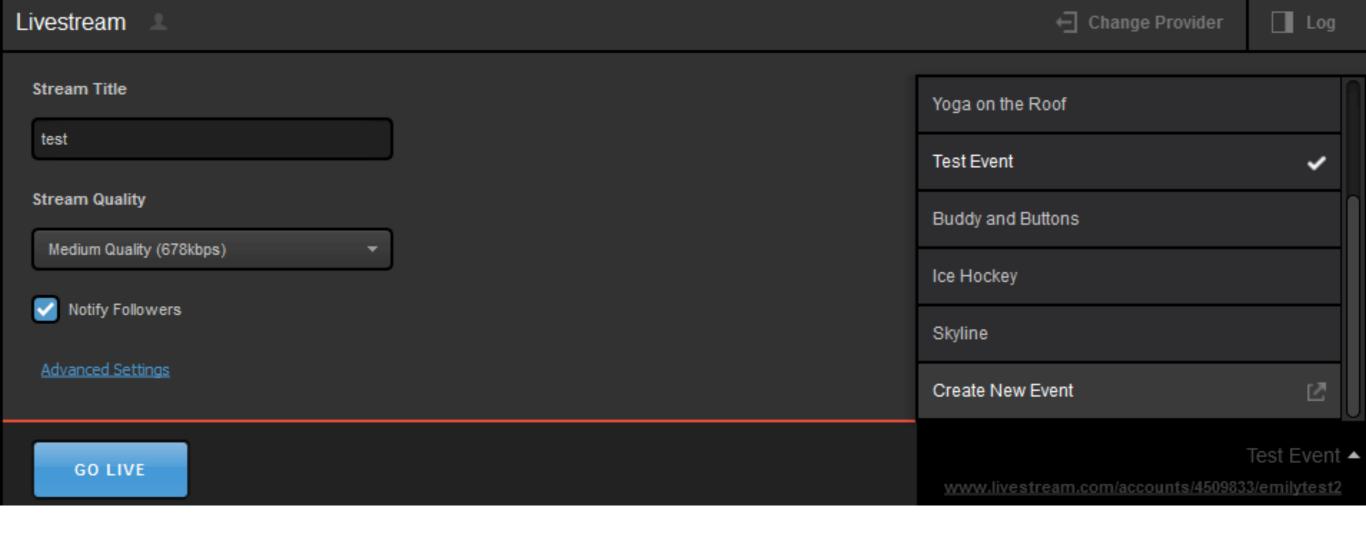
Redesigned streaming module



The Stream module has been redesigned to allow for simpler navigation. By default, the first streaming provider shown will be Livestream. Log in using the email and password associated with your account.

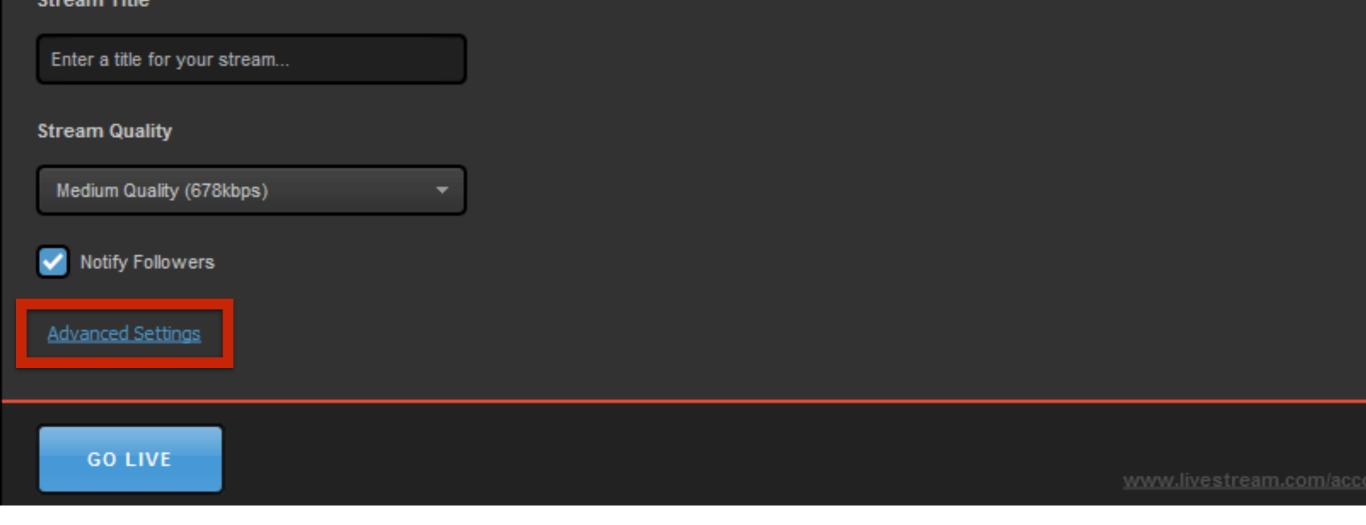


Once logged in, you will see the option to give your stream a title, select a quality, and notify your followers.



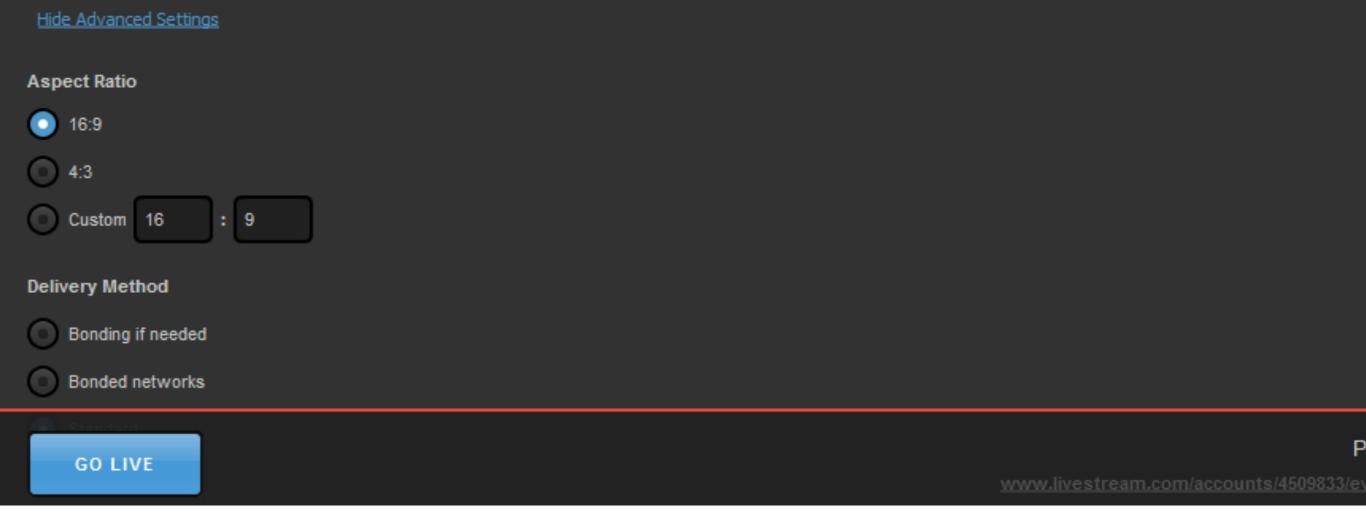
On the bottom right corner of the module, you can see which event you are set to stream to. Click on the title to select a different event or create a new one.



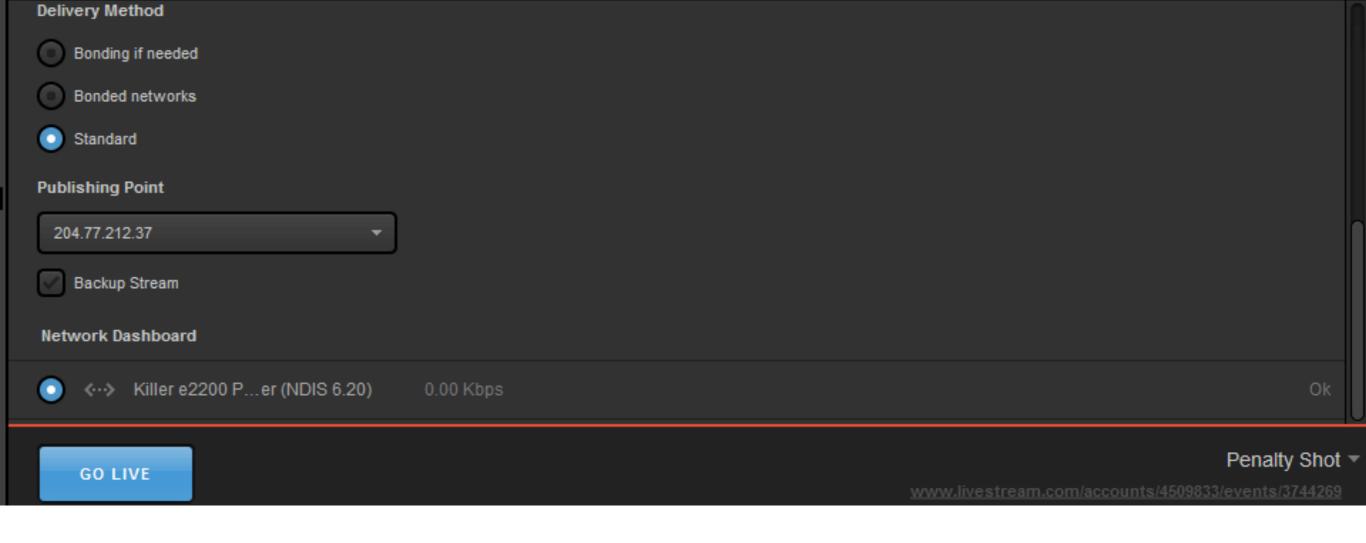


For more options, click on 'Advanced Settings' underneath the 'Notify Followers' checkbox.



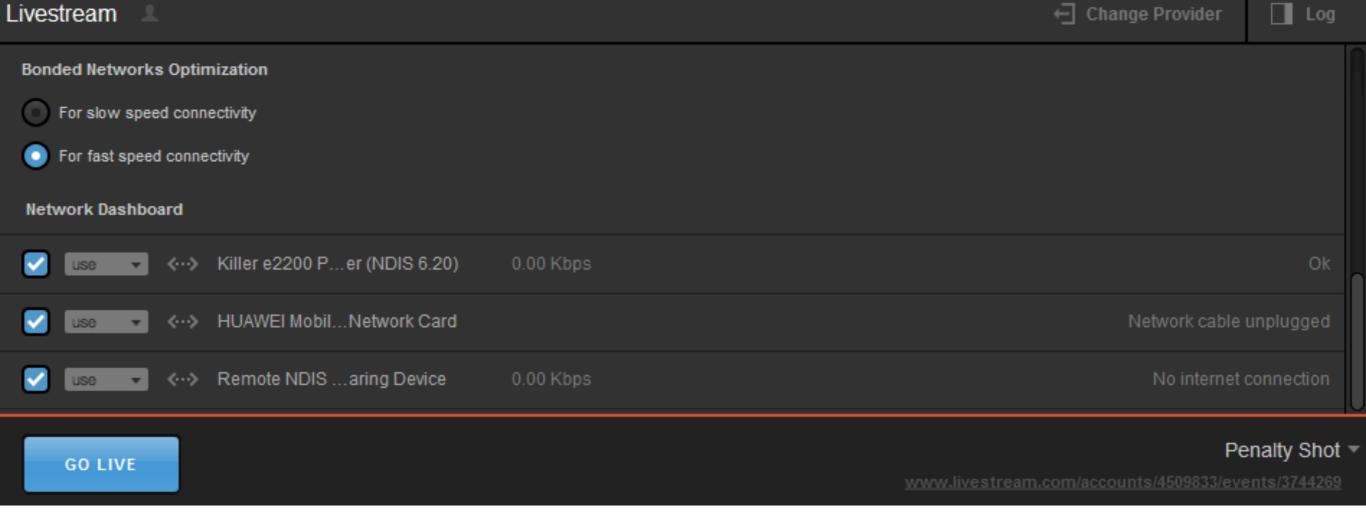


You can adjust your aspect ratio if needed and choose your delivery method (either standard or bonded connections).



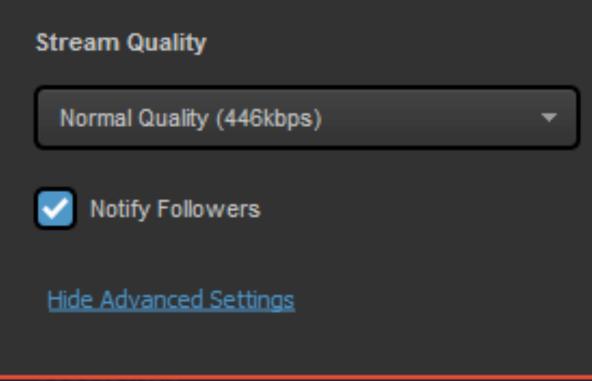
You can also see your publishing point, choose if this is a backup to another Studio stream, and see your network dashboard.





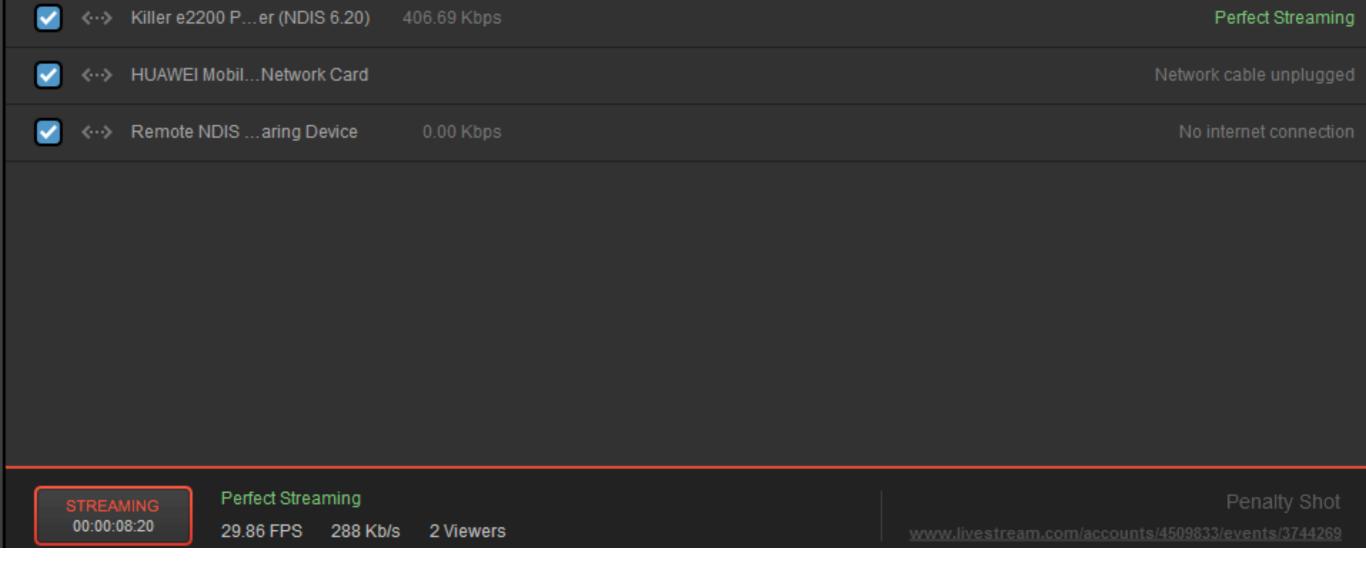
In your network dashboard, you can select multiple connections types and choose which one will be used. This is especially useful when using a bonded network connection.





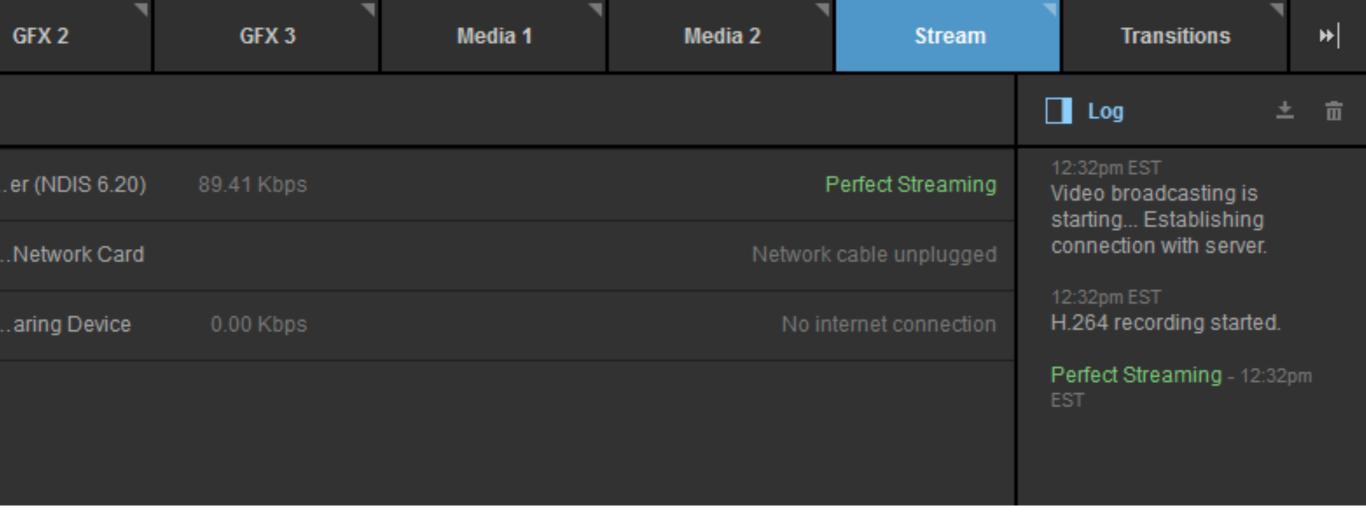
GO LIVE

When your stream settings are ready, you can click 'Go Live' at the bottom of the module to start your broadcast.



Once live, the Stream module will show your network status at the top with your streaming status (time, framerate, bitrate, and viewer count) at the bottom.





Click 'Log' on the upper right corner of the module to see a more detailed log of what actions or issues are occurring during your broadcast and when they occur. You can click 'Log' again to hide it.



STREAMING 00:00:25:04 Perfect Streaming

29.97 FPS 215 Kb/s 2 Viewers

When you are ready to end your broadcast, click the red 'Streaming' button on the bottom left.



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Save Recording?

Do you want to post the recording of your broadcast to your event page? This will allow visitors on your event page to watch the broadcast at a later date.

SAVE & POST

SAVE DRAFT

DELETE

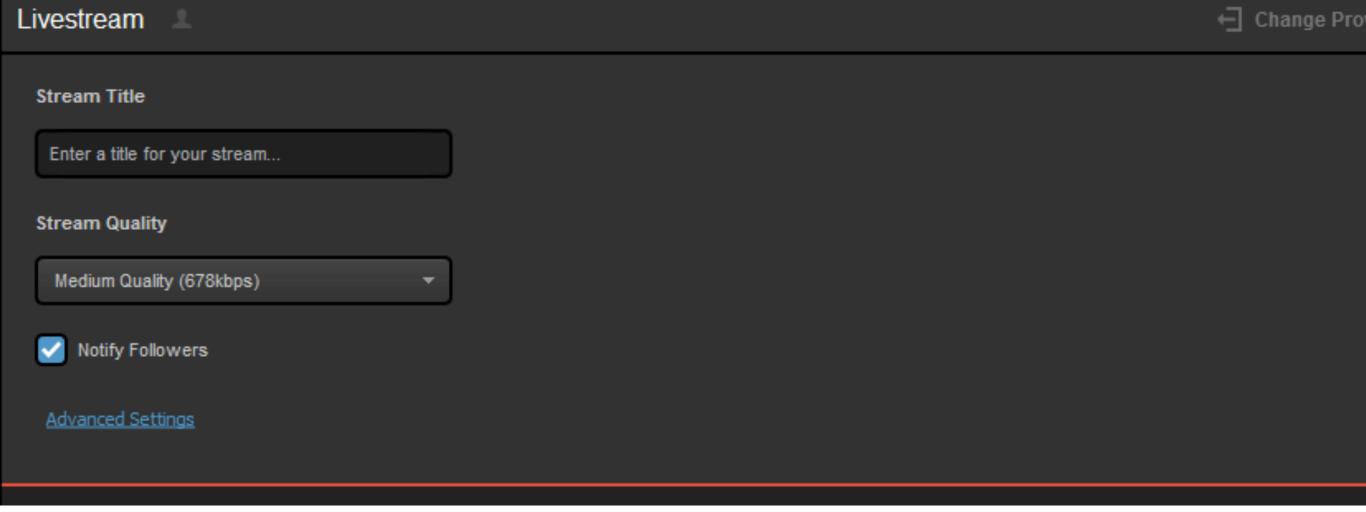
You now have three options:

Save & Post: Saves video on demand for playback on event page

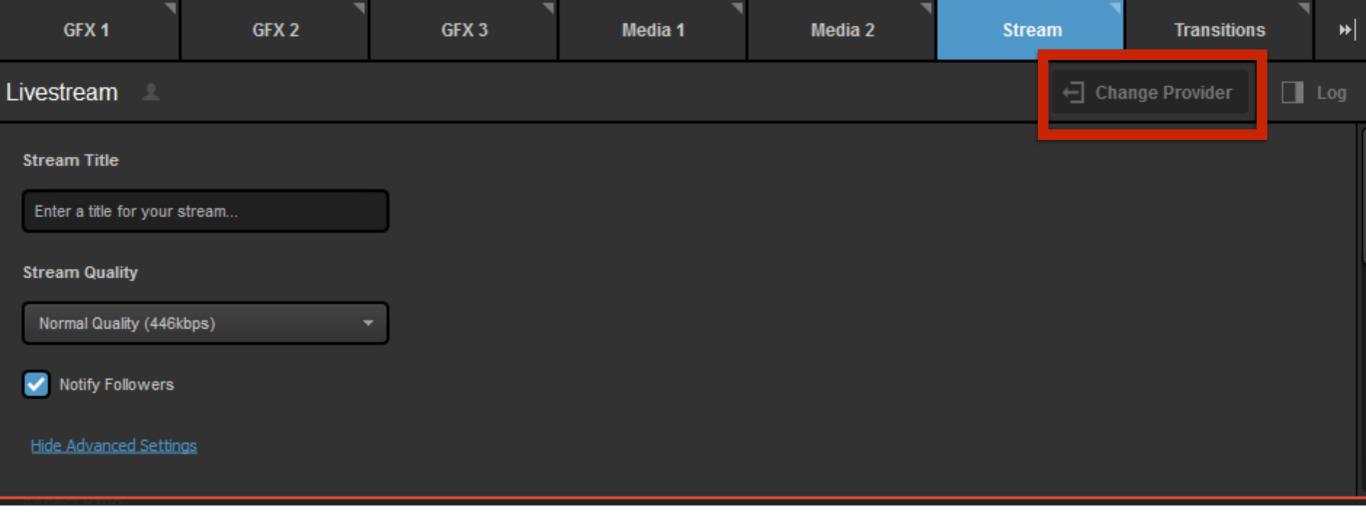
Save Draft: Saves video on Livestream event, but only the account owner can see it.

Delete: Video on demand is not retained on Livestream event, but local recordings are still saved on your hard drive.

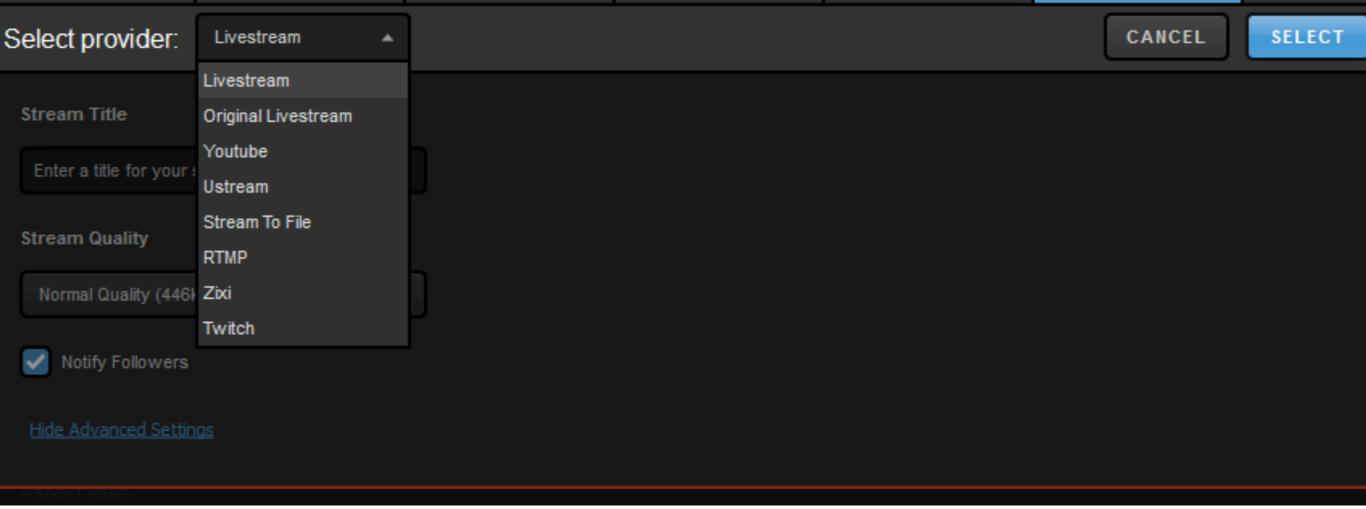




The Stream module will return to the Livestream settings window.



If you use a different streaming provider, click 'Change Provider' in the upper right corner of the module.

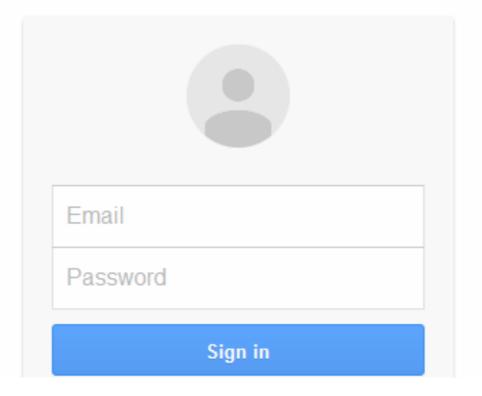


On the upper left of the module, a dropdown menu will appear with all your options. Highlight your provider, then click 'Select.'

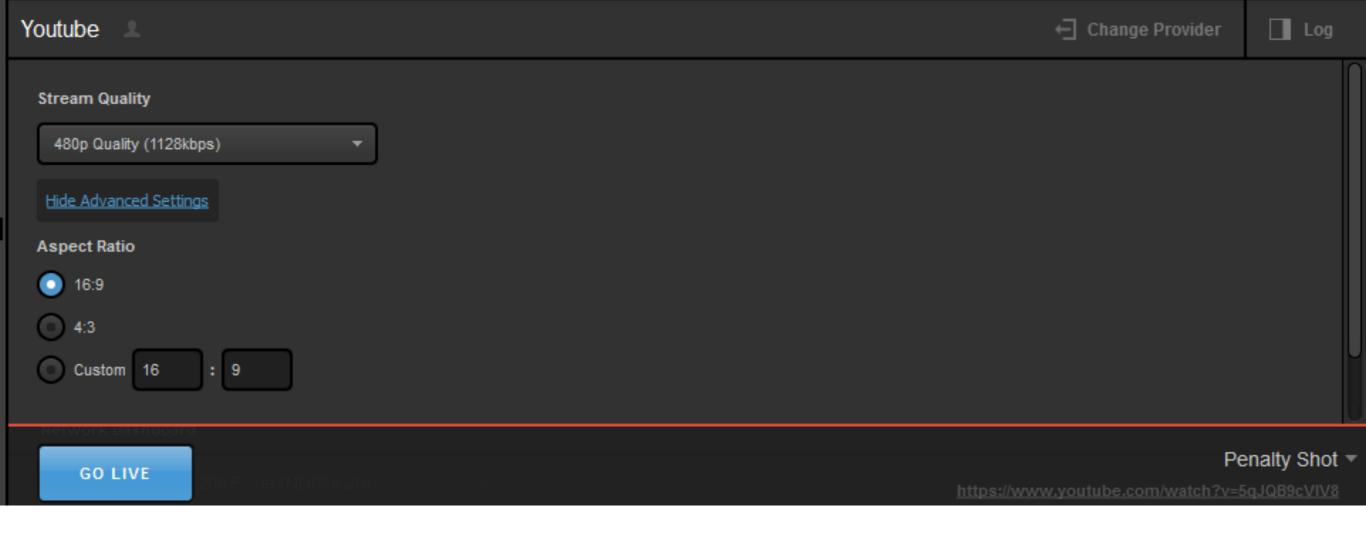




Sign in with your Google Account

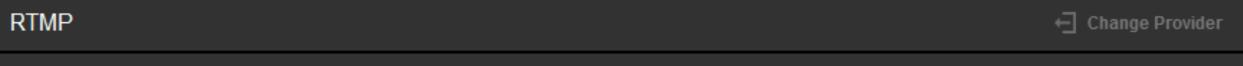


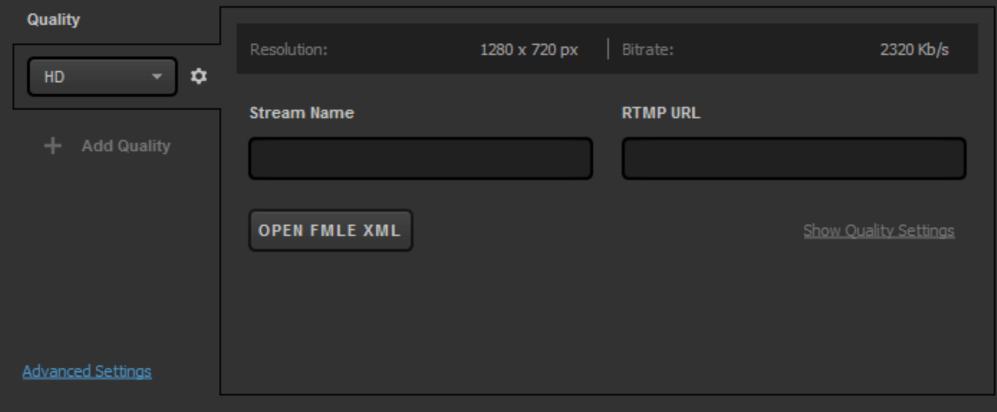
The login or module for your selected provider will then appear. Log in if necessary.



The module for these providers is very similar, with the precise settings varying depending on your provider's offerings..

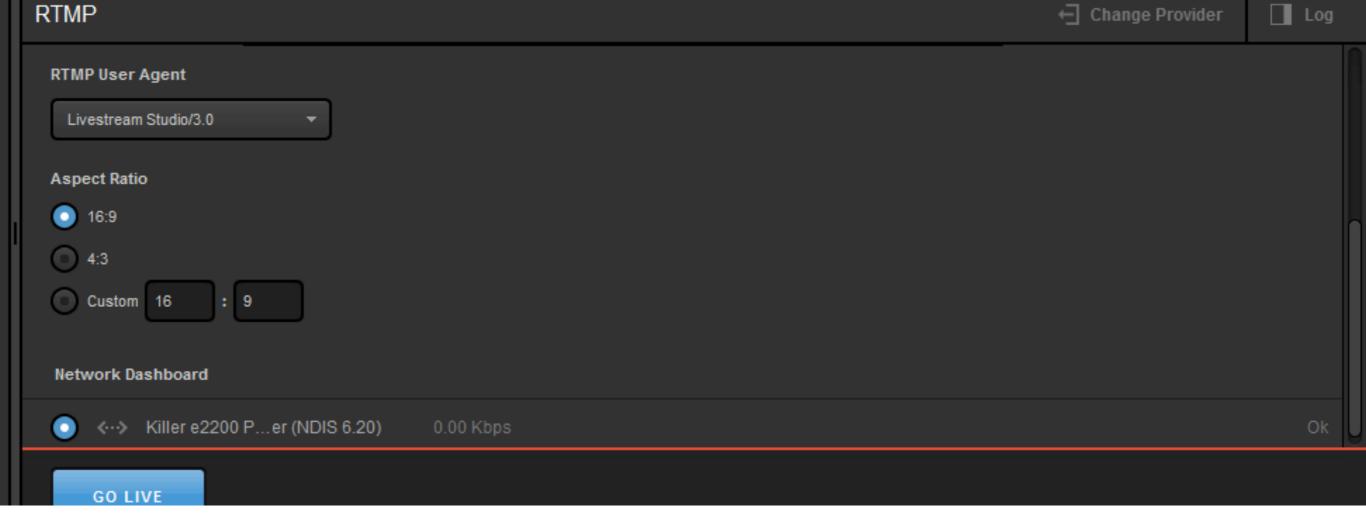






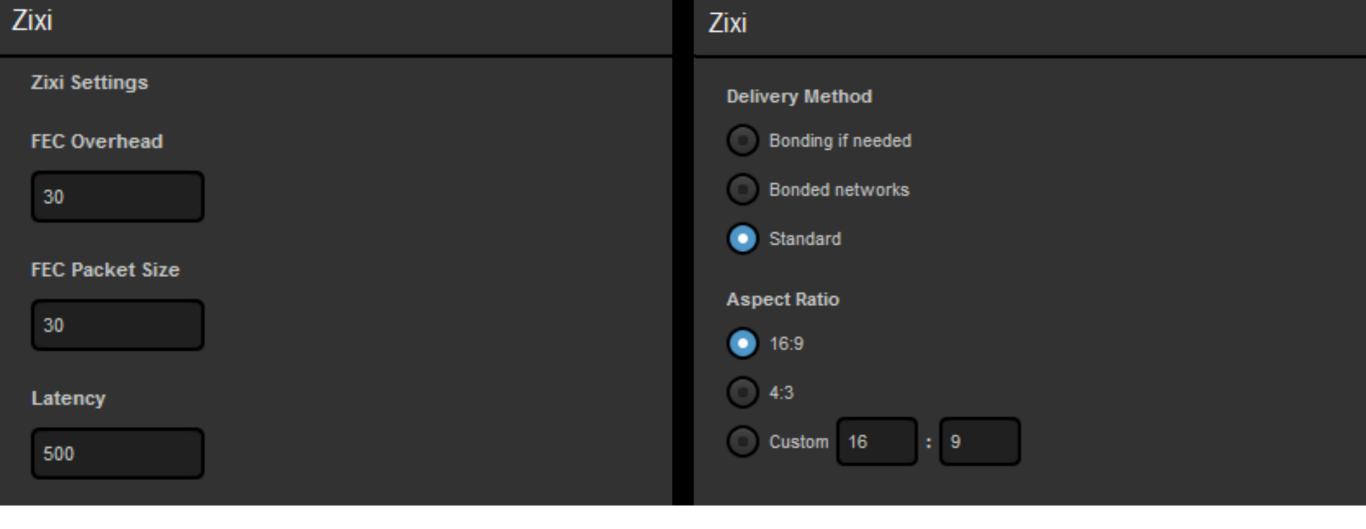
For RTMP & Zixi, rather than logging in, you will need to input your server's information according to the provider (e.g. Wowza).

Log



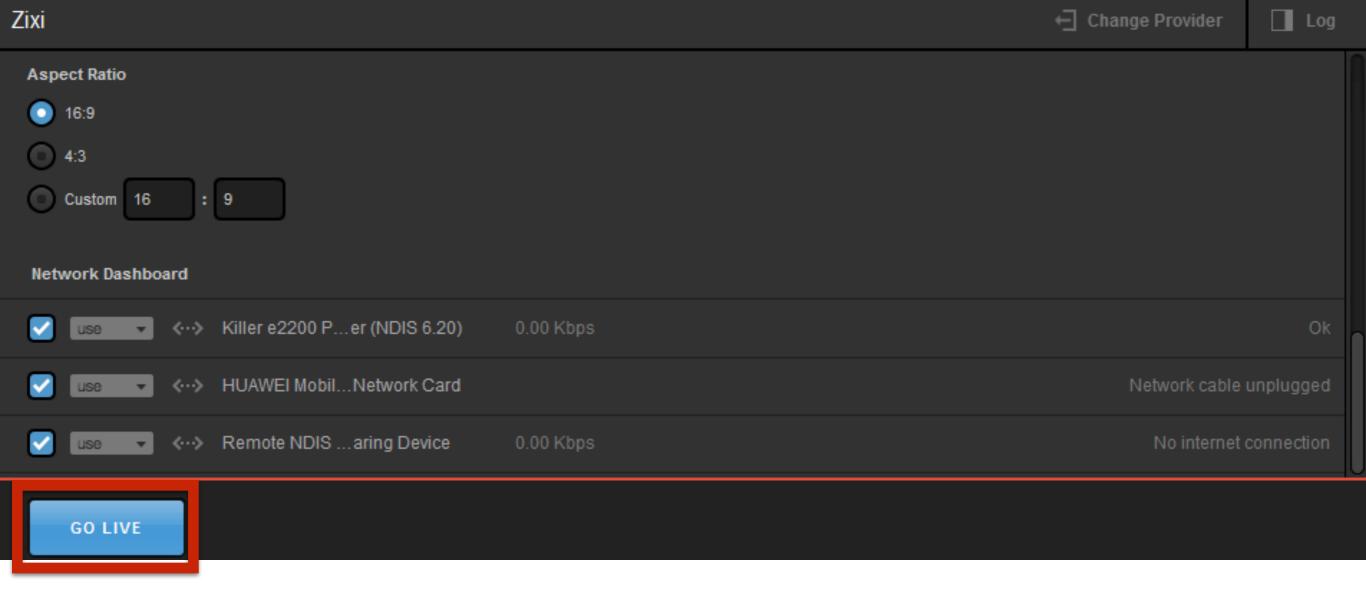
Under RTMP, 'Advanced Settings' will allow you to adjust the RTMP User Agent and aspect ratio. You can also view your network dashboard.





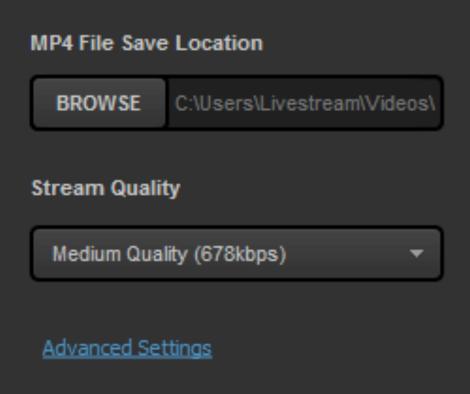
When using Zixi, 'Advanced Settings' have more options, such as Forward Error Correction (FEC) and latency settings, along with the same bonding options Livestream has.





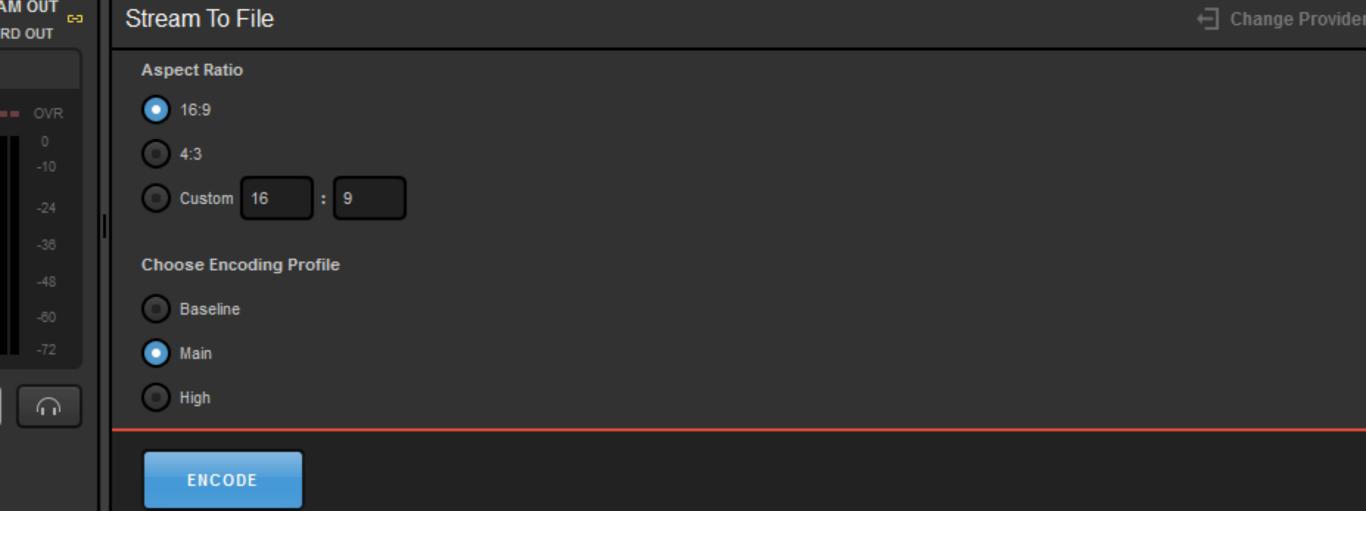
As with Livestream, you can start your broadcast to any of these providers by clicking 'Go Live' at the bottom of the module.

Stream To File



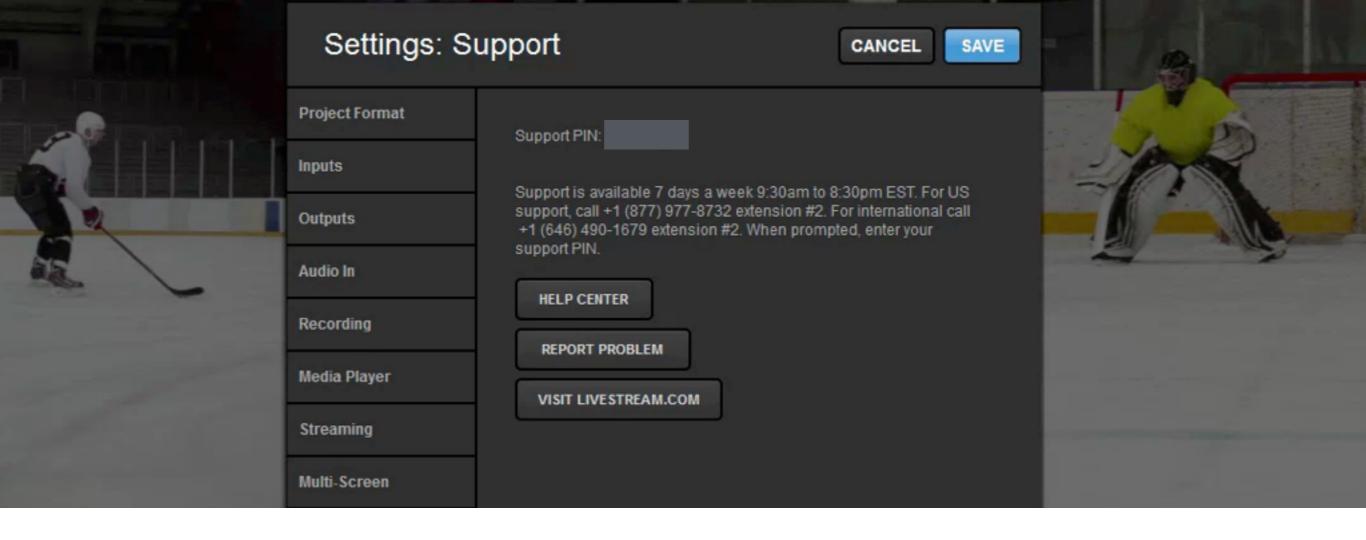
When selecting 'Stream to File' as your provider, you will see the option to change the .mp4 save location and the file quality.





'Advanced Settings' here will allow you to adjust the aspect ratio and the encoding profile. When you are ready, click 'Encode' to start recording your .mp4.

Support information



If you have any questions or issues regarding Livestream Studio, navigate to the 'Support' tab for a link to our help center at help.livestream.com and ways to contact our support team.

