

Voyager Project Update Guide

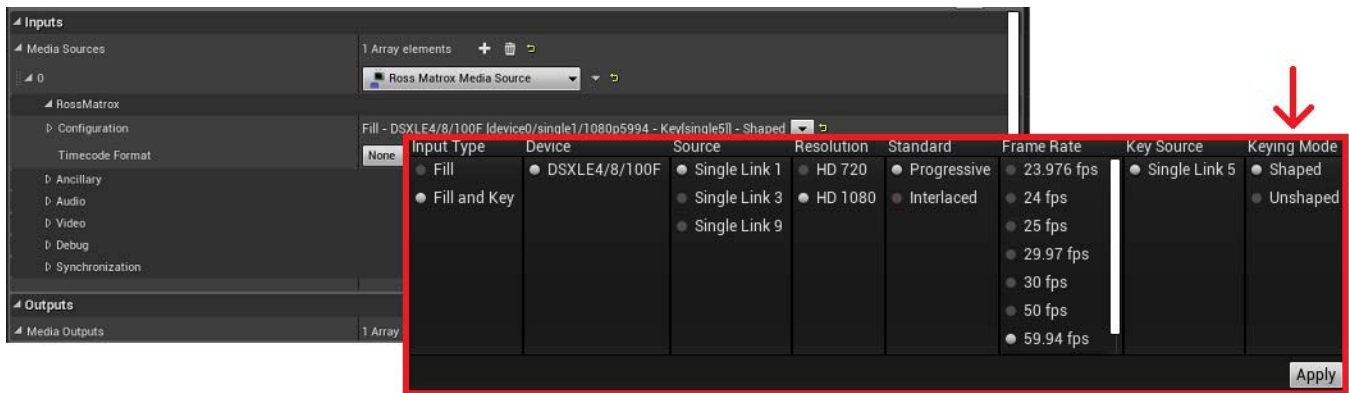
This document describes the procedure for updating your Voyager project from 3.0.31 to 3.0.41.

The following Voyager elements need to be updated when moving a project to Voyager 3.0.41.

- Media Profile
- Voyager Assets (VoyagerComposite, VoyagerOperator and VoyagerTracker)

To update the Media Profile:

1. In the **Menu Bar**, click the arrow beside the **Media Profile** icon and select your media profile.
If you have more than one media profile, you will need to update them all.
2. Then click the **Media Profile** icon again to open the **Details** window.
3. In the **Inputs** section, expand the **Media Sources** and then expand **Media Source 0**.
4. Click the **Configuration** drop-down to open the configuration table and select the **Keying Mode**, either **Shaped** or **Unshaped**.
UltraChrome uses **Shaped**.



5. Click **Save** and close the **Media Profile** window.
6. Repeat the above steps for each media profile on your system.

To update Voyager assets:

1. In the **Content Browser**, open the **Voyager > LiveSources** folder.
2. Right-click the **VoyagerComposite** asset and select **Duplicate**.

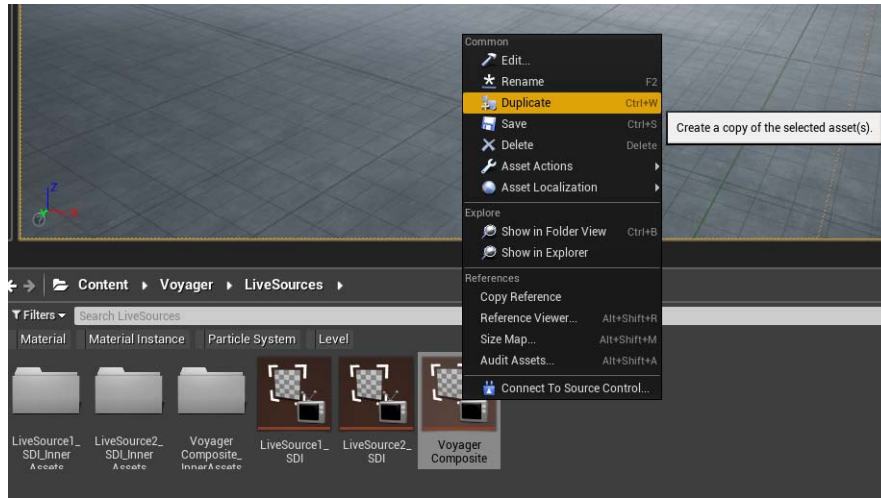
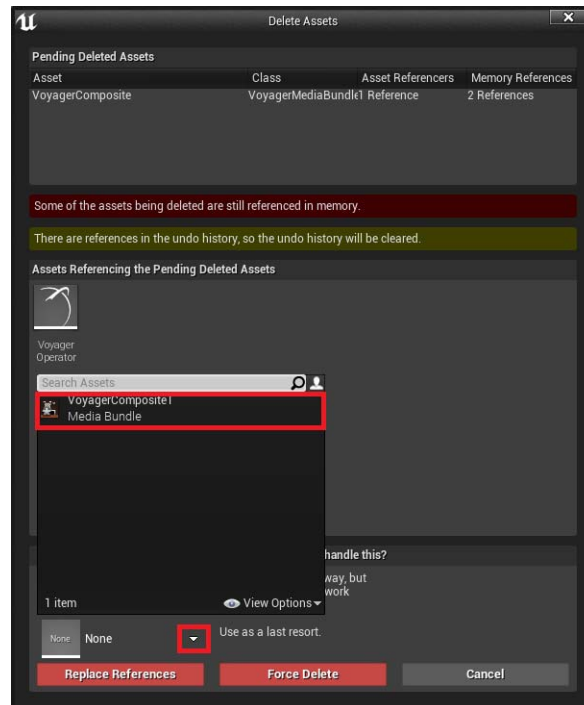


Figure 1.1 Duplicate VoyagerComposite

3. Right-click on the original **VoyagerComposite** and select **Delete**.
4. In the **Delete Assets** window, click the down arrow beside **None** (just above the **Replace References** button), select the **Duplicate VoyagerComposite1** asset that you just created, and click **Replace References**.



5. In the **Confirmation** dialog, click **OK**.
6. Click **Save Selected** when prompted.

7. Right-click on the original **VoyagerComposite_InnerAssets** folder and click **Delete** and in the **Confirmation** dialog, click **Delete** again.
The original asset folder is no longer needed.
The **VoyagerComposite** asset and all internal references have now been updated. You will not need to re-find the object in UX.
8. Repeat the above steps for the **VoyagerTracker** and **VoyagerOperator**.
9. Click **Save All** (not just **Save Current**).