

ROSS VOYAGER TRACKLESS STUDIO RELEASE NOTES

Welcome to the Ross Voyager Trackless Studio v7.3.3 Release Notes. Please read this document to find important information on areas of Ross Voyager Trackless Studio that may not be covered in the User Guide or the User Help system.

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VERSION HISTORY

VERSION 7.3.3 – JULY 2025

COMPATIBILITY

Voyager Trackless Studio 7.3.3 is compatible with Voyager 7.3.1 and newer.

FIXES

- **MEDIA PANEL**

Fixed an issue where applying media to targets using the **Media Panel**, could sometimes fail or apply media to the incorrect target.

VERSION 7.3.2 – JUNE 2025

COMPATIBILITY

Voyager Trackless Studio 7.3.2 is compatible with Voyager 7.3.1 and 7.3.2.

FIXES

- **INCORRECT POPUP MESSAGE**

Fixed an issue where the “frame rate changed” popup could sometimes incorrectly notify the user that the Voyager media profile is missing during PIE mode entry/exit.

VERSION 7.3.1 – APRIL 2025

COMPATIBILITY

Voyager Trackless Studio 7.3.1 is compatible with Voyager 7.3.1.

VERSION 7.3 – MARCH 2025

COMPATIBILITY

Voyager Trackless Studio 7.3 is compatible with Voyager 7.3.

WHAT'S NEW

- **SNAP TO PRESET**

The context menu for **Camera Presets** now allows you to 'snap to' the selected preset.

- **FRAME RATE SETTINGS**

There is now a menu option to access **Frame Rate** settings for the current project.

- **MEDIA PROFILE MONITORING**

Voyager Trackless now monitors **Media Profile** changes in Voyager and notifies the user of any output frame rate changes.

- **EDIT PRESETS**

The **Edit Presets** option was added to the **Camera Presets** context menu.

- **CAMERA PRESETS CUSTOM DURATION**

Selecting **Edit Presets** opens the **Edit Camera Preset Properties** dialog, where you can set a custom duration in seconds and frames that overrides the standard **Global Movement Duration** setting.

IMPROVEMENTS

- **REFRESH AVAILABLE CAMERAS MOVED**

The option to refresh available cameras was moved from the **Camera Preset** context menu to the main camera panel context menu.

- **SAVING PRESETS**

When saving a preset over an existing preset, the user now has the option to update or overwrite the preset.

FIXES

- **VOYAGER PIE/GAME MODE CHANGES**

Fixed an issue where Voyager Trackless could get stuck in **Editor** mode and fail to detect **Voyager PIE/Game** mode changes properly.

VERSION 7.2 – OCTOBER 2024

COMPATIBILITY

Voyager Trackless Studio 7.2 is compatible with Voyager 7.2.

IMPROVEMENTS

- **BETTER SUPPORT FOR COMPOSITES**

Improved support for composites in **External Keyer** mode.

- **TRACKLESS COMPOSITE TRANSFORM MODIFICATION**

Trackless Composite Transform can now be modified with absolute values.

- **MEDIA TARGET SORTING**

Media targets are now sorted alphabetically.

- **CHROMA KEYER TAB RENAMED**

The **Chroma Keyer** tab has been renamed to **Composites**.

- **COMPOSITE TRANSFORM ADJUSTMENTS MOVED**

The **Composite Transform Adjustments** button has been moved out of the **General** settings to below the **Preview** window.

FIXES

- **TRIGGERING EVENT 30 OR HIGHER**

Fixed an issue triggering Event 30 or higher from Web API or StreamDeck.

- **LOG FILE SIZE**

Fixed the issue by splitting the log into 4 MB volume files.

- **COMPOSITE TAB**

Made stability and performance improvements when displaying the live preview in the **Composites** tab.

- **COMPOSITE PREVIEW FRAME**

Fixed an issue with the **Composite Preview Frame** height UI.

- **EVENTS PANEL**

Fixed a UI issue where there were no events appearing in the **Events** panel.

VERSION 7.1 – AUGUST 2024

COMPATIBILITY

Voyager Trackless Studio 7.1 is compatible with Voyager 7.1.

WHAT'S NEW

- **PREPARE DELAY SETTING FOR CAMERA CUTS**

Added a **Prepare Delay** parameter for camera cuts, which can be set either in the Voyager Operator Actor or in Voyager Trackless in the **General Settings**.

- **MEDIA TARGETS**

Voyager Trackless can now apply media content to any material/texture parameter of any Voyager actor published as a media target in the Template Links window.

- **TOGGLE FOCUS DEBUG DRAW ON/OFF**

Added the ability to toggle focus debug draw on and off, using key press **Shift+Add** to enable and key press **Shift+Subtract** to disable.

FIXES

- **ROSSTALK GPIS FOR EVENTS**

Fixed an issue with executing events with IDs greater than 99 using Rosstalk GPI.

- **ROSSTALK GPIS FOR CAMERA PRESETS**

Fixed an issue when using more than 4 cameras. Voyager Trackless now supports up to 299 GPIs.

- **ROSSTALK MESSAGE SIZE**

Fixed an issue with messages that were more or less than 7 characters.

- **CONNECTION TO ENGINE**

Fixed an issue when trying to connect to an engine that is in the **Project Selection** window.

- **PLAY/STOP**

Fixed an issue when selecting **Play** or **Stop** while in an unsupported engine status.

VERSION 7.0 – MAY 2024

COMPATIBILITY

Voyager Trackless Studio 7.0 is compatible with Voyager 7.0.

WHAT'S NEW

- **VOYAGER TRACKLESS PLUGIN**

A new Multi-Target Media Controller has been added to the Voyager Trackless Plugin 7.0 to support applying video or images from the Voyager Trackless Media panel to multiple objects simultaneously.

- **LEVEL SEQUENCE ACTORS**

Level Sequence Actors in Voyager must be published using the Template Links panel in order for them to be controlled by Voyager Trackless Studio.

IMPROVEMENTS

- **RELOAD AVAILABLE CAMERAS**

A new button to reload available cameras is displayed if the query to list the available cameras is unsuccessful.

- **VOYAGER ENGINE PERFORMANCE**

Improved the performance when Voyager Trackless connects to Voyager.

FIXES

- **AVAILABLE CAMERAS NOT DISPLAYED**

Fixed an issue where the list of available cameras was not displayed after going to PIE mode.

VERSION 1.1 – NOVEMBER 2023

COMPATIBILITY

Voyager Trackless Studio 1.1 is compatible with Voyager 5.2.

Voyager Trackless Studio 1.1 is compatible with some limitations with Voyager 5.1 build 516 or higher.

WHAT'S NEW

- **MEDIA PANEL**

Added the new **Media Panel** with remote file browser, file access validation, video and image thumbnails, and drag and drop capabilities.

- **EVENTS PANEL**

Added an **Edit Events** button in the **Events Panel**.

Events can now be duplicated by right-clicking the event and selecting **Duplicate Event**.

Added the option **Show in Web UI** to control whether or not an event is exposed in the Web interface (does not apply to StreamDeck or Lucid).

Event Parameter now supports drag and drop from a file browser (file path) and web browser (URL).

- **STREAMDECK PLUGIN**

Updated to v1.06.

Now supports StreamDeck+.

Added support for Knob/Dial control of manual camera moves and UI sliders, through the Web API controller.

- **STOP PIE MODE**

Added the option to stop **PIE** mode when playing.

- **SETTINGS PANEL**

Keyboard selection, **Page Up/Down** and **Arrow Up/Down** options can be configured from the **Settings** panel.

- **COMMAND OPTIONS**

Added Joystick **Mapping** options to **Focus on First Event** and **Execute Next Event**.

PageUp key press triggers **Focus on First Event** command.

PageDown key press triggers **Next Event** command.

FOCUS and NEXT command support added to RossTalk to **Focus on a Specific Event** and **Execute Next Event**.

Added **Event Focus** and **Execute Next Event** actions for internally triggering Trackless Events in sequence.

FOCUS and NEXT buttons added to DashBoard OGP Events Panel.

IMPROVEMENTS

- **EVENTS PANEL**

Description field (read only) in the **Events** table, now displays blueprint node event descriptions.

Support for Voyager events with a **Media** flag, displaying a **Browse** button next to the corresponding **Event Parameter** (requires Voyager 5.1 build 516 or higher).

Invalid events are now highlighted in red.

The **Event Name** is now included in event creating warning messages.

- **PRESET THUMBNAIL OPTIMIZATION**

Optimized the **Preset** thumbnail request, stopping capture right away. Requires Voyager 5.1.1 build 509 or higher.

- **CAMERA/COMPOSITE NAMES**

Composite and Camera **Display Names** property appears in Voyager Trackless Studio and DashBoard.

- **COMPATIBILITY CHECK**

Voyager Trackless Studio automatically verifies if the Voyager engine version is compatible upon connection and displays a warning if it is not.

- **SCREEN RESOLUTION SUPPORT**

Better handling of screen dpi changes while the application is running or across screens (1920 x 1080 at 100% or 3840 x 2160 at 200% recommended).

Now supports 4K 3840 x 2400 16:10 screen at 200% scaling.

VERSION 1.0 – NOVEMBER 2022

FEATURES

- **Presets**

All cameras are equipped with 10 customizable presets. Each preset is accompanied by its own thumbnail image.

Animations between camera presets are smoothly incorporated.

Cut transitions are available to shift between cameras.

- **Events**

Configure Voyager actions to be triggered from Voyager Trackless Studio using the **Events** panel.

Events panel supports both Voyager Execution nodes and Voyager Level Sequence Actors.

- **Chroma Keyer**

Configure composite planes in the **Chroma Keyer** section.

Import and export **Chroma Keyer** settings.

Voyager Trackless Studio supports internal single pass Chroma Keyer.

- **Supported protocols and Devices**

- Ross RossTalk GPI commands to trigger events and camera presets.
- Ross DashBoard (OGP).
- VISCA protocol for manual camera movements.
- Windows joystick input for manual camera movements and triggering events.
- Stream Deck input for triggering events and camera presets.
- XKeys XK-65 joystick controllers.

- **Others**

Built-in web server to trigger events and camera presets from a web browser.

Multi-language UI (English, Spanish, French, and Simplified Chinese).

Supports SLP autodiscovery.



Voyager Trackless Studio UI

Create multiple camera presets and trigger events from the main UI.

GETTING HELP

- Ross Voyager Trackless Studio's Online Help system opens in your default web browser.
- Our 24-hour hotline service provides access to technical expertise around the clock. After-sales service and technical support is provided directly by Ross Video personnel.
- During business hours (Eastern Standard Time), technical support personnel are available by telephone.
- After hours and on weekends, emergency technical support is available. A telephone-answering device will provide the names and phone numbers of technical support and field service personnel who are on call. These people are available to react to any problem and to do whatever is necessary to ensure customer satisfaction. For serious issue which need urgent attention and tracking, please ensure you are given a ticket number and refer to this in future communications.
- **TECHNICAL SUPPORT: (+1) 613-652-4886**
- **AFTER HOURS EMERGENCY: (+1) 613-349-0006**
- **TOLL FREE TECHNICAL SUPPORT:**
 - **1-844-0652-0645 (NORTH AMERICA)**
 - **+800 3540 3545 (INTERNATIONAL)**