VOYAGER RELEASE NOTES

Welcome to the Voyager 8.0.7 Release Notes. Please read this document to find important information on areas of Voyager that may not be covered in the User Guide.

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VERSION HISTORY

VERSION 8.0.7 – OCTOBER 2026

COMPATIBILITY

Voyager 8.0.7 is compatible with Voyager Trackless 8.0.2.

WHAT'S NEW

- **VOYAGER CORE**

  Added software key and node locked licensing support systems.

FIXES

- **NDISPLAY**

  Fixed Swap barrier guard for ndisplay issue with set extensions.

VERSION 8.0.6 – SEPTEMBER 2026

COMPATIBILITY

Voyager 8.0.6 is compatible with Voyager Trackless 8.0.2.

WHAT'S NEW

- **NDI PLUGIN**

  Added support for interlaced NDI input streams that follow the documented NDI format.

IMPROVEMENTS

- **WEB API**

  Improved error details returned by Voyager Web API chroma key endpoints to support better error handling by external applications.

- **COMPOSITE CAPTURE**

  Improved custom mesh composite capture performance by rendering captures as a custom render pass within the main scene renderer.

- **COMPOSITE LAYERS**

  Added **r.Voyager.CompositeLayerResolutionScale** to control custom mesh capture supersampling.

  Added **r.VoyagerComposite LayerUseCustomRenderPass** to enable disabling the custom render pass. The system automatically falls back to the standalone capture renderer when required.

- **LUMEN REFLECTION**

  Added **r.Voyager.LumenReflectionScreenTraces** to restore previous Lumen reflection screen-trace behavior when a ray-tracing fallback is unavailable.

FIXES

- **COMPOSITE LAYERS**

  Fixed an issue where composite plane video was appearing through occluding scene geometry and as a semi-transparent overlay in other camera views.

  Fixed custom mesh composites that were appearing softened, cropped, or harsh when capture and scene color settings did not match.

  Fixed incorrect frustum culling and visibility for Voyager composite primitives during parallel scene processing.

  Fixed an issue where custom mesh composite planes were rendering incorrectly when Nanite was enabled.

  Fixed an issue where unlit composite planes were rendering black.

  Fixed an issue where trackless composite planes were freezing on the last frame or displaying the wrong plane when **Exclude From Other Views** was enabled.

  Fixed an issue where multiple composite planes were displaying the same media source in PIE and packaged builds when compositing layers were assigned.

  Fixed an issue where composite-layer captures were using unnecessary cameras and render targets.

- **VOYAGER TRACKER**

  Fixed an issue where nDisplay cameras switched incorrectly after tracker updates.

- **NDI PLUGIN**

  Fixed an issue where multiple NDI composites were binding to the same receiver because of non-unique object names.

  Fixed an issue where shared NDI receivers were shutting down when one composite closed while another was still using the source.

- **VOYAGER TRACKLESS PLUGIN**

  Fixed crashes in the camera animation system.

- **MEDIA BUNDLES**

  Fixed an issue where Media Bundle proxy sources failed to forward object-based media options, which could prevent Matrox LUT and related source settings from reaching the player.

VERSION 8.0.5 – JULY 2026

UPDATES

- **BACK BUFFER PIXEL FORMAT**

  Updated the default back buffer pixel format for Voyager project templates.

FIXES

- **VOYAGER TRACKER**

  Fixed an issue with tracked object synchronization in **nDisplay** mode.

- **VOYAGER PLUGIN**

  Fixed an issue affecting the color calibration setting.

- **MEDIA PROFILE**

  Fixed issues with the **SimulateVITCFields** media profile setting.

VERSION 8.0.4 – JULY 2026

IMPROVEMENTS

- **VOYAGER PLUGIN**

  Improved the dialog shown when exiting Voyager Operator with mismatched project settings. The dialog now displays an itemized list of settings that require updating.

  Added an additional step after applying Voyager Operator settings that prompts users to save any levels modified by configuration changes.

FIXES

- **VOYAGER PLUGIN**

  Fixed an issue where updating the default Voyager Operator erased GameDefault.ini settings.

  Fixed an issue with output captures that could produce diagonal shearing artifacts in returned images used by external applications.

- **VOYAGER TRACKER**

  Fixed an Issue where applying Voyager Operator project settings did not properly check or apply all settings in some cases.

VERSION 8.0.3 – JUNE 2026

COMPATIBILITY

Voyager 8.0.3 is compatible with Voyager Trackless 8.0, 8.0.1, and 8.0.2.

IMPROVEMENTS

- **COLOR CALIBRATION**

  Improved the performance of the Color Calibration process.

FIXES

- **COLOR CALIBRATION**

  Fixed an issue where Voyager could crash when starting the Color Calibration process.

- **LENS DISTORTION**

  Fixed an issue where lens distortion was not being applied.

- **NDI MEDIA BUNDLE**

  Fixed an issue where NDI inputs did not function correctly when used as a Media Bundle.

VERSION 8.0.2 – MAY 2026

COMPATIBILITY

Voyager 8.0.2 is compatible with Voyager Trackless 8.0 and 8.0.1.

IMPROVEMENTS

- **SUPPORT FOR HOUDINI**

  The Houdini plugin was updated to v21.

FIXES

- **SAVING CONFIGURATION FILES**

  Fixed an issue with saving configuration files within a number of Voyager-specific plugins.

- **DATALINQ PLUGIN**

  Fixed an issue with ordering of column indices and re-ordering of data columns.

- **LUCID PLUGIN**

  Fixed an issue where the application would crash during media target management operations.

VERSION 8.0.1 – APRIL 2026

COMPATIBILITY

Voyager 8.0.1 is not fully compatible with Voyager Trackless 8.0 due to changes in the Web API response format. For proper operation, Voyager 8.0.1 should be used with Voyager Trackless 8.0.1.

FIXES

- **VOYAGER WEB API**

  Fixed an issue where the camera associated with a composite was not reliably returned when using Non-Internal Keying Mode media bundle settings.

VERSION 8.0 – MARCH 2026

WHAT'S NEW

- **UNREAL ENGINE**

  Voyager has migrated from Unreal Engine 5.3.2 to Unreal Engine 5.6.0.

- **RVS PROJECT MANAGER**
  - You can now publish your Voyager projects to the XPression Project Server using the new RVS Project Manager application and then deploy the projects to each Voyager instance.
  - Added a button to the UI to launch the RVS Project Manager.
  - Added web server endpoints and systems for integration with the RVS Project Manager.
- **NEW BLUEPRINTS**

  Added three new blueprints: OnTracklessCameraChanged, OnTrackedCameraChanged, and GetActiveCamera.

IMPROVEMENTS

- **DATALINQ PLUGIN**

  Improved integration with Raiden and PIERO systems.

- **TALLY TSL UMD PLUGIN**

  Added the SendTallyMessage blueprint node.

- **RVS ENGINE SERVICE**

  Updated with new integrations to support the RVS Project Manager application and workflow.

- **VOYAGER PLUGIN**
  - Updated styling of the combobox within the Voyager screen menu.
  - Added drag-and-drop support for PlaceableActor UAsset files.
- **VOYAGER WEB API**

  Blueprint event node execution endpoints now allow specific actors to be explicitly specified and targeted.

- **VOYAGER CORE**

  Added a new pin, **Owning Actor** to the blueprint event nodes that enables multiple identical actors to be grouped under one actor. Changes made to the **Owning Actor** are transmitted to all actors in the group.

- **ROSS MEDIA MATROX PLUGIN**

  Added a new **SimulateVITCFields** Timecode option in **Media Profile** settings to support setups where interlaced Timecode frame field bit isn't supported natively.

FIXES

- **ROSSMEDIA NDI PLUGIN**

  Voyager NDI I/O integrations updated to version 3.8.

- **DATALINQ PLUGIN**

  Fixed issues with DataLinq within nDisplay project setups.

- **VOYAGER PLUGIN**
  - Fixed an issue where Voyager would crash during creation of new VoyagerOperator actors.
  - Fixed an issue where editing the **Color Correction** panel could affect all cameras.
  - Fixed an issue causing flooded logs in **Game** mode due to non-external texture warnings.
  - Corrected the calculation of **Performance Time**.
  - Updated portal materials to resolve bloom-related issues when using **Portal** mode.

- **VOYAGER MEDIA PLUGIN**

  Fixed potential crashes and issues caused by incorrectly exposed abstract **Voyager Media Output** types.

- **VOYAGER CORE PLUGIN**
  - Fixed issues with **Template Links** dialogs when **Windows Display Scaling** was set above 100%.
  - Fixed an issue where the invalid or missing **Voyager License** popup dialog could appear behind the splash screen. The dialog now displays properly as the topmost window.

- **LUCID PLUGIN**
  - Fixed an issue with new materials not appearing available in Lucid Studio until after **PIE** mode was started.
  - Fixed an issue where renamed items in Voyager were not properly updated in the Lucid **POSITION** panel.
- **TALLY TSL UMD PLUGIN**

  Fixed some configuration issues as well as TCP delays and issues with TSL3.1.
- **COMPOSITE PREVIEWS**

  Fixed a potential null pointer crash when remotely fetching composite previews during shader recompilation.
- **XPRESSION LICENSE TOOL**

  Fixed an issue with the XPression License Tool installer that was causing conflicts with the installation executable file during installation.
- **VOYAGER PLUGIN**

  Fixed an issue where Voyager would crash during creation of new VoyagerOperator actors.
- **XPRESSION LICENSE TOOL**

  Fixed an issue with the XPression License Tool installer that was causing conflicts with the installation executable file during installation.
- **LUCID PLUGIN**

  Fixed an issue with new materials not appearing available in Lucid Studio until after **PIE** mode was started.
- **TALLY TSL UMD PLUGIN**

  Fixed some configuration issues as well as TCP delays and issues with TSL3.1.

VERSION 7.3.3 – JULY 2025

FIXES

- **INCORRECT ACTORS FOUND**

  Fixed an issue where incorrect actors were found due to multi-level unique actor ID duplication.

- **LUCID PLUGIN**

  Fixed an issue where a crash could potentially occur when applying remote assets via blueprints or Streamline integrations.

- **VOYAGER CORE**

  Fixed an issue where a crash could potentially occur when applying remote assets via core utility media methods, which other subsystems rely on, such as DataLinq, Voyager Trackless, Web API, etc.

VERSION 7.3.2 – APRIL 2025

FIXES

- **LUCID PLUGIN**

  Fixed an issue where Lucid was unable to use a sequence from an event because the information coming from the Lucid plugin was incorrect.

IMPROVEMENTS

- **HOUDINI UPDATE**

  The Houdini plugin was updated to version 2.2.7 built for Houdini 20.5.

VERSION 7.3.1 – APRIL 2025

FIXES

- **LICENSE VALIDATION PERIOD**

  Licenses valid for major versions will be valid for minor versions even if the maintenance period has expired.

- **TEMPLATE LINKS MEDIA TARGETS SELECTION**

  Fixed an issue where the **Template Links Media Targets** selection dialog was unable to properly display large lists of media targets.

VERSION 7.3 – MARCH 2025

WHAT'S NEW

- **VOYAGER API PLUGIN**

  Added a new endpoint for querying current **Media Profile** properties.

- **LUCID PLUGIN**

  Added monitoring and notifications of **Template Links** object changes to better synchronize Lucid object data with Voyager object changes.

  Added a new notification system to broadcast Voyager notifications and messages to Lucid Studio.

- **VOYAGER CORE PLUGIN**

  Added a new listener system to **Template Links** to allow other systems to monitor and respond to **Template Links** object changes.

IMPROVEMENTS

- **VOYAGER API PLUGIN**

  Updated the Engine Status endpoint to include current Media Profile properties.

- **LUCID PLUGIN**

  All **Template Links** actors now sent to Lucid Studio, where previously, only specific sub-types such as static meshes, blueprints, etc. were sent.

- **VOYAGER TRACKLESS PLUGIN**

  The trackless/camera/operate endpoint now supports animation durations in a combination of seconds and frames.

  Added new functionality to the **CameraOperate** endpoint to allow immediately overwriting any existing animations with new ones, without blending.

- **DATALINQ PLUGIN**

  The user will now receive a toast notification when an invalid license is detected as well as a notification in the DataLinq **Browse** window.

FIXES

- **VOYAGER TRACKLESS PLUGIN**

  Fixed an issue where a duration of zero passed to the trackless/camera/operate endpoint caused incorrect transforms to be applied to the target camera.

- **VOYAGER CORE PLUGIN**

  Fixed an issue where **Template Links** actors from streamed levels were unable to access or publish media targets or functions.

  Fixed an issue where **Template Links** was sometimes displaying the wrong actor name for actors from streamed levels.

- **LUCID PLUGIN**

  Fixed an issue where functions of actors belonging to streamed levels weren't triggering properly when activated from Lucid Studio.

- **DATALINQ PLUGIN**

  Fixed an issue where toast notifications weren't being displayed to the user after the first notification.

- **KEY PROCESSING**

  Fixed an issue with the processing of the key when using non-linear compositing.

- **POTENTIAL CRASH**

  Fixed an issue where the application could crash when assigning multiple **Voyager Tracker Actors** to a **Voyager Operator** actor.

- **GENLOCK**

  Fixed an issue where Matrox would crash when applying **GenLock** settings with mismatched framerates.

- **VOYAGER TRACKER**

  Fixed an issue with Stype distortion and aspect ratio.

- **RVS ENGINE SERVICE**

  Fixed an issue where the setting for the RVS Engine Service **Switchboard Listener Only** path was not taking effect after restarting the service.

  Fixed an issue where RVS Engine Service was not available when running in **Switchboard Listener Only** mode and there was no path for **Switchboard Listener** specified.

VERSION 7.2 – OCTOBER 2024

WHAT'S NEW

- **TIMECODE SUPPORT**

  Timecode is now supported on both Matrox IP 2110 and Matrox 12G cards.

- **MANAGE FUNCTIONS PANEL**

  Added a **Manage Functions** panel to the **Template Links** window, to select which functions to publish.

IMPROVEMENTS

- **VOYAGER DESIGNER IMPROVEMENTS**

  Added support for watermarked Inputs/Outputs in both **Node** and **Editor** mode.

  Different watermarks for **Editor** and **Outputs** that are less intrusive and distracting.

- **TIMECODE**

  Added a new general setting for **Timecode Events** to control whether missed events have been fired or discarded on subsequent frames.

  Timecode Events that could be missed and held indefinitely within the event queue during frame loss are now detected and handled.

- **SUPPORT FOR TEMPLATE LINKS**

  Added support for publishing **Level** and **Actor Functions** in **Template Links**.

- **DATALINQ PLUGIN**

  Added a **DataLinq MultiValue Actor** properties category button for quick direct access.

  Improved **DataLinq MultiValue Actor** properties sorting.

FIXES

- **DESKTOP ICON**

  Fixed an issue where the **Voyager Node** icon was created during installation, even if **Desktop Shortcuts** was not selected.

- **DATALINQ**

  Fixed an issue when using multiple DataLinq Keys on the same multi-value component.

  Fixed an issue when using the RSS/HTTP DataLinq source with Table Presets.

- **TEMPLATE LINKS**

  Fixed an issue where an actor's display name would not match after renaming.

  Fixed column sizing in the **Template Links** window.

  Fixed an issue where **Template Links** object settings weren't being saved in some usage scenarios.

  Fixed an issue where all published **Template Links** actors were being sent to Lucid as viable media targets, without considering the individual media target status of the actors.

- **ROSSTALK MESSAGES**

  Fixed an issue where RossTalk messages containing the values "08" and "09" were not being parsed correctly.

- **LIT / UNLIT COMMANDS**

  Fixed an issue where Lit / Unlit commands from Lucid were not actually showing lit / unlit materials (only works in Legacy Mode).

VERSION 7.1 – AUGUST 2024

WHAT'S NEW

- **VOYAGER NODE LICENSE**

  Support for a new license to run Voyager in game mode only, with no editor user interface support.

- **VOYAGER NODE SHORTCUT**

  Desktop shortcut to run Voyager in **Game** mode only (no editor), giving the user the option to select which project to load.

- **TIMECODE-BASED EVENT SCHEDULING AND EXECUTION**

  Added a new Timecode-based event scheduling feature that enables the execution of events based on Timecode. Users can now schedule an event to occur at a specific time and frame.

- **TIMECODE FOR ADRIENNE LTC CARD**

  Added LTC Timecode support for the Adrienne timecode card.

- **TIMECODE-BASED EVENT SCHEDULING USING ROSSTALK**

  Added new Timecode-based event scheduling using RossTalk command:

  (TC hh:mm:ss:ff:aa:vv)

- **RVS ENGINE SERVICE UPDATED**

  The RVS Engine Service has been updated with **Game**, **Editor** and **Switchboard Listener Only** running modes.

- **VS TRACKLESS TEMPLATE UPDATED**

  The VS Trackless Template has been updated, removing unnecessary Trackless Camera initialization on Begin Play and setting the default Voyager Operator prepare delay property to 10.

- **NDISPLAY CLUSTER SUPPORT**

  Added nDisplay cluster support for:

  - Lucid String Async Blueprint nodes
  - Lucid Rotator Async Blueprint nodes
  - Lucid Vector Async Blueprint nodes
  - Lucid Float Async Blueprint nodes
  - Unreal Functions execution

- **SEND ROSSTALK COMMANDS**

  Added Blueprint nodes to send RossTalk Commands (GPI, CC, SEQI, NEXT, and Custom).

- **NDI®[1] MEDIA PLUGIN**

  Added NDI Media Plugin for NDI Inputs and Output. **Audio Input**, **Timecode**, and **Genlock** are not currently supported for NDI in Voyager 7.1.

  Requires the new Voyager NDI Streams license.

[1] NDI® is a registered trademark of Vizrt NDI AB.

- **INTERNAL COMPOSITING MODE**

  Added the ability to select an internal compositing mode (Auto-detect, Linear, or Non-Linear) in the Voyager Operator.

  In **Non-Linear** mode, pixels in the virtual graphics that are hidden by composite objects will still generate bloom, as if they were visible. This mode is intended for use with external keyers. It could have undesired effects on the edges of internal chroma keyers.

  Additional live sources that are fill-only without using chroma keying can be used in either mode, based on the nature of the main composite's keying method.

- **NEW MANAGE MEDIA TARGETS PANEL**

  In the **Template Link**s UI, added a new **Manage Media Targets** panel to allow selection of specific texture parameters as targets. Accessed via an **Edit** button in the **Media Target** column.

IMPROVEMENTS

- **GAME MODE KEYBOARD HOTKEY**

  New keyboard hotkey: SHIFT+ESC to close Game mode.

- **TRACKLESS CAMERA SWITCH PREPARE DELAY DEFAULT VALUE**

  The Voyager Operator Multi Cam Prepare Delay option is now used as the default value for the Trackless camera switch.

- **MATROX DRIVERS UPDATED**

  Updated the Matrox drivers for Voyager 7.1 to Matrox DSX 10.4 SP1 (10.4.101.1334).

FIXES

- **LUCID ASYNCHRONOUS NODE EXECUTION**

  Issue with executing Lucid Asynchronous nodes when running in nDisplay mode.

- **EXECUTING FUNCTIONS IN NDISPLAY MODE**

  Issue with executing Unreal Functions from Lucid when running in nDisplay mode.

- **FOCUS SETTING WITH CAMERA CUTS FROM TRACKLESS**

  Issue with Focus setting when performing Camera Cuts from Trackless.

- **XML DATALINQ DATASOURCES**

  Issue with XML discarding Root element.

- **LUCID EXECUTING A BLUEPRINT ASYNCRONOUS NODE**

  Issue when Lucid executes a Blueprint Asynchronous node with no name.

- **PHYSICAL SET GREEN SCREEN MODEL AND COMPOSITE GARBAGE MATTES**

  Issue with incorrect position with the green screen model.

- **INTERNAL KEYER IN GAME MODE**

  Issue with Internal Keyer in Game Mode.

- **AJA FILL/KEY UNSHAPED OPTION**

  Issue with unshaped option using AJA fill/key.

- **COMPOSITE PLANES DISPLAYING WHITE TEXTURE**

  Issue with White Texture being displayed in newly created composite planes.

VERSION 7.0.2 – MAY 2024

FIXES

- **LUMEN GLOBAL ILLUMINATION**

  Fixed an issue where using Lumen Global Illumination would cause an AV when using the Trackless prepare cut delay.

VERSION 7.0.1 – MAY 2024

FIXES

- **CUSTOM PTP CLOCK DOMAIN**

  The custom PTP clock domain could not be applied (Matrox Media Output).

VERSION 7.0 – MAY 2024

WHAT'S NEW

- **VOYAGER HAS MIGRATED FROM UNREAL ENGINE 5.2.1 TO UNREAL ENGINE 5.3.2.**
- **TEMPLATE LINKS**

  Added a Template Links User Interface in **Voyager > Windows** to manage publishing of Actors, Materials, Level Sequences, and Functions to Lucid and controlling them from Lucid and Voyager's Web API.
- **VOYAGER CHARTS**

  Added a Voyager Charts category for selecting actors for pie charts, column/bar charts and line charts.
- **VOYAGER CHARTS PLUGIN**

  Added a new plugin to support the Voyager Charts.
- **VOYAGER TRACKLESS PLUGIN**

  Added a new Multi-Actor Media Controller blueprint.
- **DATALINQ KEY PLUGIN**

  Added DataLinq Key support for Columns, Rows and Table Name on DataLinq Multi-Value actors (or components).
- **XPRESSION LICENSE TOOL UPDATED**

  The license tool has been updated to version 11.5.5821.

IMPROVEMENTS

- **LEVEL SEQUENCE ACTOR COMPLETION MODE**

  The default completion mode in all Voyager project templates is now set to **Keep State**.
- **INTERLACED FIELD SAMPLING**

  Added more options to handle interlaced field sampling in the Matrox Media Source only. **Deinterlace Mode: Blend Lines** is recommended for trackless compositing.
- **TRACKLESS CAMERA**

  Improved the smoothness of camera animations controlled from Voyager Trackless Studio.

- **PIERO PLUGIN**

  Updated to version 5.3.2 which includes multiple sports and visual improvements.

FIXES

- **VOYAGER COMPOSITES SHADOWS VISIBLE**

  Issue with shadows still being seen regardless of being excluded from other views.

- **CHANGING DATALINQ SOURCE OR TABLE NAME**

  Issue when manually changing the DataLinq Source or Table Name in the Editor.

KNOWN ISSUES

- **DATALINQ PLUGIN**

  CSV format source data cannot be fetched due to a known issue with the XPression DataLinq Server. CSV data can be viewed, browsed, and selected, but retrieval of any specified data fields through the blueprint system will return empty data.

VERSION 5.2 – NOVEMBER 2023

WHAT'S NEW

- **VOYAGER HAS MIGRATED FROM UNREAL ENGINE 5.1.1 TO UNREAL ENGINE 5.2.1**
- **INVERT FIELDS OPTION**

  Added an option in the **Media Profile** video configuration section to invert fields with interlaced AJA inputs.
- **PARALLELIZE TRANSFERS**

  Added an option to paralleize transfer to the Matrox outputs to improved performance (enabled by default).
- **LOCKING TO AN INPUT**

  Added support for locking to an input when using an AJA card and a Custom Time Step.

IMPROVEMENTS

- **VOYAGER TRACKLESS PLUGIN**

  Version 1.1 of the Voyager Trackless plugin is included in the installer.
- **RVS ENGINE SERVICE**

  Now runs with administrative privileges by default.
- **VOYAGER API PLUGIN**

  The **Display Name** is now included for Camera, Composite, and Level Sequence actors.

  Improved support for streaming level actors.
- **PIERO PLUGIN**

  Various improvements, including new properties for text effect, pitch support for goal heat maps, and chalkboard blueprint fix.
- **D3 PLUGIN**

  Added a blueprint node to **Execute a Playlist Button**.

VERSION 5.1.1 – MAY 2023

WHAT'S NEW

- **VOYAGER HAS MIGRATED FROM UNREAL ENGINE 4.27 TO UNREAL ENGINE 5.1.1**
- **NEW ANIMATED SPLASH SCREEN**
- **NVIDIA SYNC POLICY**

  Added support for the NVIDIA Sync policy with VLED+Set Extension.
- **ROSSTALK ADDITION**

  Voyager now supports the RossTalk **NEXT** command for playing a sequence of graphics.
- **NEW LED COLOR CALIBRATION TOOL**

  Added LED Color Calibration in VLED+Set Extension workflows, to apply color correction in nDisplay and constraints on the Extension side when colors are not reproducible.

  Includes HDR support.
- **D3 PLUGIN**

  Added support for a D3 plugin to communicate with the TrueControl API.
- **VOYAGER OPERATOR SHADOW AND REFLECTION OPTIONS**

  Added the following options in the Voyager Operator to control which AR object shadows and reflections are seen on the virtual floor:
  - **Allow Only Planar Reflections On Shadow Catcher**
  - **Disable SSR On Shadow Catcher**
  - **Disable Reflection Captures and Sky Reflections On Shadow Catcher**
- **NEW TONEMAPPING OPTION**

  Added the **Hybrid (no color grading)** tonemapping option which ignores color grading on the virtual set when using Hybrid tonemapping.

IMPROVEMENTS

- **PIERO PLUGIN**

  Version 4 of the PIERO plugin is included in the installer.

- **NDI PLUGIN**

  Support for the latest NDI Plugin, which has been updated to the Newtek NDI SDK 5.5.1.

- **DATALINQ PERFORMANCE IMPROVEMENT**

  To get the most out of the latest performance improvements for DataLinq, including table name notification optimization, version 11.1 (build 5772 or higher) of the DataLinq server is required.

- **AJA SUPPORT**

  Support for version 16.2 of the AJA NTV2 driver and for AJA Io-X3.

- **VOYAGER API PLUGIN**

  The default API key is now uniquely and randomly generated.

- **TEMPORAL SUPER RESOLUTION (TSR) DISABLED AT RUNTIME**

  When using internal compositing or VLED+Set Extension workflows.

- **RVS ENGINE SERVICE**

  Updated to version 1.0.0.107.

VERSION 4.27 R3 – NOVEMBER 2022

WHAT'S NEW

- **SUPPORT FOR THE NEW VOYAGER 1.0 TRACKLESS STUDIO VIRTUAL STUDIO SOLUTION**

  Voyager Trackless Studio can control virtual camera movements and trigger events in a Voyager project.

- **SUPPORT FOR MULTIPLE COMPOSITING LAYERS**

  Added support for multiple **Compositing Layers**, each allowing multiple **Layer Inputs**, in order to support various configurations using multiple compositing actors, in either AR, VS or Trackless workflows. Using layers that each have a single plane actor offers better performance.

- **VOYAGER OPERATOR ACTOR**

  Using a prepare stage configured with **Multi Cam Prepare Delay**, you can achieve clean cuts between cameras in tracked (internal or external compositing) and trackless mode.

  Added support for nonzero blend time in **VoyagerOperatorActor:TracklessCamera** when in trackless mode (as long as you aren't excluding compositing planes form the camera).

  Added an **Allow Occlusion with Custom Depth** option in the **Voyager Operator** asset (in **Project Settings**) to improve performance of heavy sets in internal compositing AR mode, where writing a **Custom Depth Stencil** value is required.

- **VOYAGER COMPOSITE PLANE ACTORS**

  Added the option **Exclude from other views** which supports multiple tracked or trackless cameras, each only showing the composite plane and input associated with its tracker.

  Added support for **UV Offset** and **Scale** on the Voyager compositing actors in trackless compositing mode.

  Added support for using a **Custom Static Mesh** on **Voyager Composite Actors** (AR, VS and Trackless); using no **Custom Static Mesh** indicates the standard 16:9 Voyager plane is used.

  Added **Voyager Portrait Planes** (Left and Right) assets to be used as **Custom Static Mesh** to support vertically rotated camera feeds.

- **SUPPORT FOR OBJECT TRACKING**

  In the Voyager Tracker actor, you can assign a number of generic actors to tracking data feeds sharing the same origin as the camera tracker.

- **DATALINQ PLUGIN**

  Added a **Multicast Delegate** (On Update) to the **DataLinq Multi-Value** component to trigger actions on update.

  Prefix and suffic property added to **DataLinq Multi-Value** component.

  Added DataLinq component options for **Text 3D** actors (including in AR).

  Added a toast notification if the plugin is enabled but no license is found.

  Added a new **DataLinq Multi-Value** actor with an **On Update** delegate.

- **VOYAGER API PLUGIN**

  Added endpoints for listing, getting and executing UFunctions — /function/list, /function/get, /function/execute.

  Added a unified endpoint to get Chroma Keyer, Cropping and Feathering values from a specified composite plane — /plane/ccf/get.

  Added an option to capture a downscaled version of the Voyager output and composite plane input (chroma key) — /capture/start, /capture/frame, /capture/stop, /capture/stopall endpoints.

  Support for special characters for the /blueprint/execute and /blueprint/event endpoints.

  The **Media Bundle** mode is now included in the **Get Composite Properties** endpoint.

  Added an optional target fram and loop parameter to the **Level Sequence Playback** endpoint.

  Set a media player video file endpoint, supporting local and remote HTTP video files.

  Added a toast notification and additional output log information if the web server fails to start.

- **VOYAGER INSTALLER**

  Includes the new Voyager Trackless plugin and Voyager Trackless template.

  Includes an option to install the RVS Engine Service v. 1.0.0.6 (disabled by default).

- **VOYAGER TRACKLESS PLUGIN**

  Includes support for **Game** mode and for **Focus** in the **Trackless Camera Operations**.

  The **Project Information** endpoint includes the **Media Bundle Mode** for each available composite plane.

  Includes a 1.8m reference mannequin.

  Includes and endpoint to set the **Default Trackless Camera**.

Includes a **Voyager Trackless Composite** blueprint actor (which always faces the camera) to composite a trackless source, using trackless compositing.

Includes a **Voyager Source Composite** blueprint actor to composite a live source (or any Media Source) using trackless compositing.

The level information is included in the project information endpoint.

- **VOYAGER CORE PLUGIN**

  Added **VoyagerApplyImageToActor** and **VoyagerApplyImageToMesh** and **VoyagerApplyVideoToActor** blueprint function nodes for local and http image files.

  Added the **Apply Video to Mesh** blueprint function node.

- **MOSYS**

  Added support for MoSys lens distortion and CCD center via Lucid Track.

- **MATROX MEDIA SOURCE**

  Added a debug option to invert the interlaced fields.

  The default input frame delay now automatically changes between progressive and interlaced.

- **SUPPORT FOR VOYAGER FRAMEBUFFER OUTPUT**

  When playing to “selected viewport” in the editor.

IMPROVEMENTS

- **PIERO PLUGIN**

  Version 3 of the PIERO plugin is included in the installer.

- **NDI PLUGIN**

  NDI Plugin can be used without externally installing the NDI runtime.

- **VOYAGER API PLUGIN**

  Improved CORS setting UI, tooltips and logging and supports vector-based parameters.

  Improved level sequence endpoints (with reverse and force optional playback parameters).

  The **Engine Status** endpoint now includes a list of started plugins.

  Dependency on the Lucid plugin has been removed.

  The **Actor** name parameter is now optional for the **Composite Plane Properties** endpoint and returns a list of all composite planes if not passed.

The **Composite Plane Properties** endpoint now includes the current key color mode (green or blue).

The **Engine Status** endpoint now includes whether a project is open or not.

The **Project Information** endpoint now includes **File Path** and **File Name** to differentiate projects.

Added object/transform endpoints to support relative positioning and scale.

Added a pie/stop endpoint to exit PIE mode.

- **DATALINQ PLUGIN**

  DataLinq component support for DashBoard DataLinq (OID) sources.

- **MODELING TOOL EDITOR MODE PLUGIN**

  The shaders for the **Modeling Tool Editor Mode** plugin are included in the derived data cache.

- **DEFAULT TONEMAPPING**

  The default tonemapping for the VS templates (tracked and trackless) is now **Hybrid** tonemapping.

- **MATROX MEDIA OUTPUTS**

  HDR and **WCG** colorspace options are only available when using 10-bit YUV pixel format.

VERSION 4.27 R2 – JULY 2022

WHAT'S NEW

- **SUPPORT FOR TRACKLESS COMPOSITING**

  You can now use a Voyager Operator and a Virtual Set composite plane without a tracker but with the same benefits as a tracked Virtual Set plane. Options remain for tone-mapping and post-processing.

- **MEDIA BUNDLE USAGE**

  You can now use the same Voyager Media Bundle for both the AR background and the VS keyer plane in an AR + VS set extension workflow.

- **ASSET LOCATING**

  Initialized Voyager Tracker assets are now registering with SLP but can be disabled.

- **DROPPED FRAMES INFO**

  The number of dropped frames during Matrox or AJA output capture can be accessed through the Voyager Media Capture interface.

- **LUCID PLUGIN**

  The Lucid Plugin is compatible with Lucid Studio 6.4 and supports the following new Lucid features:

  Send Command to Renderer (Miscellaneous event action)

  Animations event commands: **Play From Start**, **Play From Start (Loop)**, **Play From End**, **Play From End (Loop)**.

- **SUPPORT FOR TALLY**

  The TSLUMD 5.0 protocol (Ross Acuity) is now supported.

  Added a Tally plugin configuration interface.

  The Tally status is reflected in the Voyager API and in the PIE UMG.

- **TEXT 3D - CUSTOM DEPTH STENCIL VALUE**

  Text 3D components now automatically set the **Custom Depth Stencil** value of the static meshes they generate in internal compositing AR, ensuring that the static meshes will be seen in front of the AR planes.

- **SUPPORT FOR LIVE INPUTS**

  Live inputs are now supported in VLED + Set Extension workflows for Matrox cards only.

- **DATALINQ PLUGIN**

  Added support for a **Browse** feature to verify connection with a data source.

  An OID is used instead of a row identifier for DashBoard sources.

  Added the **DataLinq Multi-Value** component option.

  A static mesh component, 3D text component and point and directional lights can be assigned to the DataLinq component.

  Update in Editor has been renamed to **Editor Live Update**.

  Added an **OnUpdate** event to DataLinq components, that is triggered when a value updates.

- **API PLUGIN**

  The API is now compliant with OpenAPI/Swagger.

  Added the following security features:

  Cross Domain Origin settings (CORS)

  Random Default API Key (unique key for each system)

  Optional IP Whitelist

  Added Voyager performance metrics, which are required when using the RVS Monitoring tool.

- **XPRESSION LICENSE TOOL**

  The XPression License Tool is now included as an option in the installer. It is enabled by default.

- **REFLECTION INTENSITY OPTION**

  An option has been added in the VS composite plane to dim or boost its reflection intensity (0 to 10, with 1 as the default value).

VERSION 4.27 – JANUARY 2022

WHAT'S NEW

- **UNREAL ENGINE 4.27 SUPPORT**

  Voyager 4.27 supports Unreal Engine 4.27.2.

- **NEW TEMPLATES**

  Added the following new templates:

  VS + AR Set Extension

  VLED (Virtual LED)

  VLED + Set Extension

  A VS/AR engine can run as part of the nDisplay Cluster for synchronizing virtual extension with nDisplay video walls.

  Simplified workflow allows you to edit, launch and run the VS/AR engine and nDisplay engines using a single project.

  Includes an adjustable delay to synchronize the VS/AR engine and the nDisplay engines, from Lucid or using any nDisplay cluster event.

- **NEW PLUGINS**

  PIERO (Beta)

  Voyager Web API (Beta)

  Menu configuration for the Ross Virtual Solutions plugins (RossTalk, DataLinq and Lucid)

- **INPUTS/OUTPUTS**

  Added Matrox Audio Embedded output

  Added IP NMOS IS-05 support.

- **SLP FOR ENGINE AUTO DISCOVERY**

- **RENDERING**

  Added despill options for set extensions.

- **VOYAGER SWITCHBOARD**

  The nDisplay Switchboard Launcher and Switchboard Listener have been replaced by the Voyager Switchboard Launcher and Voyager Switchboard Listener.

IMPROVEMENTS

- **CHROMA KEYER**

  Supports blue and green backgrounds.
- **NEW XPRESSION CODEC SUPPORT**

  Support for version 10.5+.
- **NDI PLUGIN SUPPORT**

  Updated to 1.4 (requires NDI 5 runtime).
- **NCAM LITE SUPPORT**
- **GAME MODE**

  Voyager can now run in **Game** mode.
- **COMPATIBILITY CHANGE LIST FOR PROJECTS**
- **PIPELINE DELAY**

  The delay can now be visualized in PIE.
- **STARTING PIE WITH INCOMPATIBLE PROJECT SETTINGS WILL TRIGGER A WARNING.**
- **LUCID 6.3 SUPPORT**

  Improvement to show proper engine actor names (display names), with internal ID displayed as a tooltip.

  Supports empty actors for **Position Quadrant**.

  Supports actors list filter using metadata.

  Voyager metaData included to set **Movable** and **Target** objects.

VERSION 4.26 – AUGUST 2021

WHAT'S NEW

- **UNREAL ENGINE 4.26 SUPPORT**

  Voyager 4.26 supports Unreal Engine 4.26.2.

- **CAMERA SWITCHING**

  In XR projects, multiple trackers can be configured and assigned to a Voyager Operator Actor, which can then be used to dynamically switch which tracker controls the inner frustum camera, using the **VoyagerOperatorActor > SetActiveTrackerIndex** parameter.

- **LUCID PLUGIN**

  Supports the **Color Correction** panel in XR mode.

  Supports asynchronous blueprint nodes (**Float Async**, **Rotator Async**, **String Async** and **Vector Async**.

  Supports remote assets for StreamLine integration.

- **ADRIENNE PLUGIN**

  Added a plugin supporting General Purpose Inputs and Outputs (GPIOs) on the Adrienne card.

- **COLOR SPACE CONVERSION**

  A cube file (Adobe Color LUT Specification) can be loaded in the Media Source configuration of a Matrox media profile to perform customized color space conversion on the inputs (Type III BCC LUT).

- **SKY LIGHT EXCLUSION**

  Added an option to exclude sky light from the reflection affecting the shadow catcher.

- **AR SHADOW CATCHER**

  Added a **Plane Type** option (**Shadow Catcher & Reflection**) in internal compositing to use an AR shadow catcher as a source for reflection.

- **LIVE SOURCES IN XR**

  A Voyager Media Bundle can be used as a live source in XR mode.

  You can use live sources across clusters synchronized with genlock (Nvidia Quadro Sync II cards required), using the **Custom Time Step** and **Media Sources** from the Voyager framebuffer plugins (Matrox and AJA).

- **TALLY PLUGIN**

  Added a Tally plugin to receive TSL UMD 3.1.

IMPROVEMENTS

- **AR REFLECTION PLANE**

  When ray traced reflections are enabled, an AR reflection plane no longer directly reflects on the AR shadow catcher (it can still indirectly through multiple bounces, e.g. the AR background reflecting on an AR object reflecting back on the shadow catcher). Screen space reflections are not affected.

- **SDI SIGNALS**

  When using 10-bit YUV format for both input and output using a Matrox card, SDI signal values outside narrow SMPTE range can pass through the engine in AR or VS composited video feeds.

- **DATALINQ PLUGIN**

  The version of the DataLinq plugin is now 0.28, providing multi-row XR support and non-ASCII characters.

- **DISTORTION MAP RECREATION**

  If the distortion map asset of a Voyager Tracker is deleted (or wasn't saved after creation), it will be recreated when the project is loaded again.

VERSION 4.1 – JUNE 2021

WHAT'S NEW

- **UNREAL ENGINE 4.25 SUPPORT**

  Voyager 4.1 supports Unreal Engine 4.25.4.

- **MATROX SUPPORT**

  Added support for Matrox DSX D25 and Q25 SMPTE 2110 IP cards (requires Matrox DSX Topology driver 10.1 SP1 or 10.2 beta 2).

- **VOYAGER XR TEMPLATE**

  A Voyager project with content that is rendered on multiple displays simultaneously can now be created from an XR template. This replaces the nDisplay template.

- **VOYAGER XR LAUNCHER**

  Added a new tool to automatically launch and quit Voyager projects on multiple engines simultaneously.

- **VOYAGER XR LISTENER**

  Added a new tool to listen for incoming requests from the Voyager XR Launcher and process those requests on the local engine.

- **VOYAGER XR FEATURES**

  RossTalk and DataLinq commands and Lucid commands from the Position and Router panel are now replicated throughout the XR cluster nodes.

  The Lucid Execution pin is also replicated throughout the XR cluster nodes.

- **VOYAGER MEDIA BUNDLE**

  A Voyager Media Bundle can be used as a live source in XR mode (beta).

- **VOYAGER TRACKER ACTOR**

  Added several new options in the **Voyager Tracker > Tracking** settings:

  Show Visual Helpers

  Measurement Targets - to show the distance between the tracked camera and the selected targets.

  Absolute in the **Tracking Origin** drop-down - to set camera position and rotation relative to the world origin.

  Added options to log tracking variations that are larger than specified thresholds in order to detect anomalies.

- **NDISPLAY CAMERA TRACKING**

  Added support for nDisplay camera tracking in the Voyager Tracker actor (nDisplaySync).

- **VIRTUAL REALITY PERIPHERAL NETWORK (VRPN)**

  Added support for the VRPN (an alternative nDisplay sync method) in the Voyager Tracker actor.

- **NDISPLAY SDI OUPUT**

  Added support for an nDisplay mode that enables SDI output if an output is configured in the Voyager Operator.

- **MATROX DSX TIMECODE**

  Added support for reading the timecode on Matrox DSX inputs.

- **LUCID PLUGIN**

  The former UX Plugin is now called Lucid Plugin.

  Added an option in the plugin to configure the server to use “Any IP” (0.0.0.0).

  Properties from an actor that is no longer found will remain unchanged instead of being reset.

  Added Service Location Protocol (SLP) support.

  If the prefix “TG_” is used in the name of one or several material slots in a mesh, Lucid will only apply a material to those material slots (default is all slots).

- **NUMBER OF MATROX BUFFERS**

  You can now set the value of the this setting to “1” in the Media Profile, as it can be used in interlaced formats.

- **STYPE SUPPORT**

  Added support for Stype lens distortion and CCD offset in Lucid Track.

- **DATALINQ**

  Added an optional DataLinq plugin (beta).

- **NCAM DISTORTION IMAGE**

  Added an option to apply the NCAM distortion image from Lucid Track.

- **APPLY VOYAGER OPERATOR SETTINGS**

  Added an **Apply** button when editing a Voyager Operator asset to directly apply its settings to the project (equivalent to **Update Project Settings** button in the main editor toolbar). The button is greyed out whenever the project settings fully match the operator being edited.

- **MEDIA PLANE OPTION**

  An opaque or masked material intended to show live source content can now use the Media Plane option to indicate that no further depth-of-field effect should apply to it.

- **REFRACTION PLANE OPTION**

  Added a refraction plane type option in AR internal compositing that allows the use of translucent materials with refraction on top of the live background (the refraction materials need to write to the custom depth stencil).

- **INTERNAL COMPOSITING**

  Added an option in internal compositing to use an AR shadow catcher also as a source for reflection (**Shadow Catcher & Reflection** plane type).

- **MULTICAST JOIN TYPE**

  Added the ability to select the multicast join type (IGMP Join) for media sources using a Matrox IP card.

VERSION 4.0 – FEBRUARY 2021

WHAT'S NEW

- **UNREAL ENGINE 4.25 SUPPORT**

  Voyager 4.0 supports Unreal Engine 4.25.3.

- **USE OF MATERIALS WITH ADDITIVE BLEND MODE IN INTERNAL COMPOSITING**

  These materials can now be used over a VS composite plane in internal compositing.

- **FEATHER OPTION FOR THE AR SHADOW CATCHER PLANE**

  This option can be applied to the specular and ambient light intensities.

- **VOYAGER OPERATOR OPTION TO PRESERVE SETTINGS**

  Added an option to preserve the lens and focus settings when setting a trackless camera.

- **VOYAGER EDITOR PREVIEW OUTPUT**

  A view of the level from the tracked camera's perspective can be shown in a preview window and captured to SDI in the editor.

  The portal can also be previewed in the **Editor Preview Output**.

  With **Lens Distortion** enabled, the **Editor Preview Output** window shows only the active field of view.

  Selected in the Voyager Operator Actor **Details** tab.

- **TRACK IN EDITOR OPTION**

  Camera tracking can be enabled while in **Editor** mode, in the Voyager Tracker Actor Details.

- **BROADCAST TONEMAPPER OPTION**

  The **Broadcast Tonemapper** can be enabled/disabled or applied only to the composited layers (allowing for distinct post-processing effects on the scene content compared to composite plane live feeds)

  The AR background is also part of the composited layers not affected by the level post-processing when that option is selected in the **Broadcast Tonemapper** (applies to regions of the background not receiving shadows or reflections)

  Internal compositing set extension (AR background and VS composite plane) is now supported with any of the **Broadcast Tonemapper** options.

When the option to use the **Broadcast Tonemapper** on composited layers only is selected, an object over a VS composite plane can bloom out onto it as per usual bloom post-processing.

- **INTERNAL CHROMA KEYER**

  Added an option to use an internal chroma keyer (in the **Voyager Composite Media Bundle**).

- **CHROMA KEYER PARAMETERS**

  Parameters can be controlled in the Voyager Composite actor **Details** tab.

- **SHOW ALPHA AND SHOW SOURCE PROPERTIES**

  Added properties in the Voyager Composite actor (in the **Debug** section) to show the chroma keyer alpha (including set/get functions for blueprint usage) or show the chroma keyer's original source.

- **TEXT3DACTOR**

  Added support for getting and setting the text of a **Text3DActor**.

- **LOOP MOVIE OPTION**

  Added a new "Loop movie based on file name suffix" option. If checked, it overrides Lucid Studio's loop command, setting it to true if the movie file name ends with '_LOOP' or false if it ends with '_NOLOOP'.

- **LIVE BACKGROUND (AR) AND A COMPOSITING PLANE (VS)**

  Can be used in a level (set extension) when using internal compositing.

- **DATASMITHC4DIMPORTER PLUGIN**

  Added support for this plugin.

- **VOYAGER COMPOSITE PLANES CAN BE ASSOCIATED WITH A PHYSICAL MODEL**

  To generate a compositing mask from the perspective of the real-world set viewed through the tracked camera.

- **VOYAGER GREEN SCREEN MODEL BLUEPRINT**

  Added a basic procedural mesh with associated material to be rendered in the physical model view, that also supports static mesh.

- **DATALINQ PLUGIN**

  Added an optional DataLinq plugin (beta).

- **VOYAGER COMPOSITING GARBAGE MATTE**

  With associated material to be rendered in the physical model view.

- **RENDERING ANY MESH IN THE PHYSICAL MODEL VIEW (GREEN SCREENS OR GARBAGE MATTES)**

  An option was added in the primitive component to allow the rendering of any mesh in these physical model views.

- **ABILITY TO TOGGLE THE RENDERING OF THE PHYSICAL MODEL VIEW IN THE EDITOR**

  Added a flag in the engine show flags for visualization purposes.

- **CROPPING OPTION**

  An option to crop the voyager composite plane when not using tracking.

- **ROSSTALK PLUGIN**

  Supports receiving RossTalk GPI and CC messages directly into the engine to trigger actions through blueprints.

  Plugin is enabled by default.

- **VOYAGER INSTALLER CHANGES:**

  Installs the Unreal Engine 4 prerequisites if required (optional).

  Includes the XPression Video codec, supporting video clips with an alpha channel.

  Includes the NDI IO, Megascans and Houdini Engine (for Houdini 18.0.532) plugins.

- **OPTION TO USE COMPOSURE INPUT PASS (MEDIA PLATE)**

  Can be used for internal keying in a VS composite plane if **VS Composure Input** is selected in the Voyager Media Bundle.

- **BLUEPRINT CALLABLE SET AND GET FUNCTIONS FOR THE FOLLOWING PROPERTIES:**

  - Voyager Operator Actor – PortalWindow, TrackerIndex, PreserveTracklessLensFocusSettings
  - Voyager Tracker Actor – CameraActor, TrackInEditor
  - Voyager Composite VS Actor – ComposureInputPass
  - Voyager Composite AR Actor – PlaneType, ShadowColor, SpecularIntensity, AmbientLightingIntensity

- **SERVER IP CONFIGURATION**

  Added an option to configure the server to use “any IP” address (0.0.0.0).

- **MATERIAL APPLICATION**

  If the prefix “TG_” is used in the name of one or several material slots in a mesh, Lucid will only apply a material to those material slots. Default is all slots.

- **VOYAGER TRACKER LOGGING**

  Added options in the Voyager Tracker to log tracking variations that are larger than specified thresholds, in order to detect anomalies.

IMPROVEMENTS

- **INSTALLATION**

  The installer can now be used without an existing UE4 installation.

- **DATA CACHE UPDATING**

  The installed derived data cache is updated with the engine core shaders (before the project is loaded).

- **UPDATE PROJECT SETTINGS**

  The Update Project Settings option in the Voyager toolbar now also disables pre-exposure and the auto exposure bias (their defaults in UE4.25 are incompatible with Voyager's broadcast tonemapper).

- **USE OF TRANSLUCENT MATERIALS**

  Translucent materials set to render after DOF can be used behind the internal composite plane.

- **INTERNAL CHROMA KEYER**

  Despill is now enabled by default.

- **DEBUG INFO DISPLAY**

  The composite source debug info of both the AR background and the composite plane can be shown in the PIE window if using a set extension workflow.

- **TEXT3D PLUGIN**

  The plugin is now enabled by default.

- **PORTAL WINDOW**

  The portal window blueprint now supports non-standard monitor aspect ratios (based on the plane size).

  The portal window can now be previewed in the **Editor Preview Output** window.

- **VOYAGER CATEGORY**

  This can be found under the **Place Actors** menu.

- **FREE ROAMING CAMERA**

  Improved the blueprint for this asset and added an option to blend back.

- **MOVIE ACTIONS**

  Improved the behavior of the “to start” and “to end” actions on movies.

- **GREEN SCREEN BLUEPRINT**

  The procedural mesh green screen blueprint defaults to a negative translucent order so that it remains behind the garbage mattes.

- **NDISPLAY TEMPLATE**

  The **nDisplay** template can be used when creating a new Voyager project.

- **VOYAGER PLUGIN**

  Added an option for setting a default Voyager Operator and options for selecting Internal and External Compositing pipelines.

- **PLUGIN COMPATIBILITY**

  Improved the compatibility of plugins calling FSlateApplication::AddModalWindow.

- **RELOADING SOURCES**

  When reloading sources, only sources that are new or have changed will be reloaded, with a limit on how fast they can be sequentially loaded.

  An option was added to notify Lucid Studio when all media have been loaded after reloading sources, and every loaded source is logged.

- **MATERIALS REFRESHING**

  Lucid Plugin materials are refreshed only after a project is loaded.

- **HOUDINI NIAGARA PLUGIN**

  Updated.

- **PERFORMANCE IMPROVEMENTS**

  Improved the performance of compositing the AR background when no VS composite plane is enabled.

  Improved the performance of rendering the composite plane when "Use Physical Model" is not used.

- **FIELD OF VIEW DISPLAY**

  With lens distortion enabled, the editor preview window now shows only the active field of view (black is shown like in the PIE window to represent the tracker's overscan setting).

- **LOGGING**

  More information is logged on tracking protocol parsing error (including checksum).

VERSION 3.1 – APRIL 2020

WHAT'S NEW

- **10-BIT SUPPORT**

  Added support for 10-bit YUV/YUVA buffers to and from Matrox DSX cards.

- **HDR AND WGR**

  Added support for HDR and WGR inputs and outputs.

- **VOYAGER DESIGNER LICENSE**

  Users can now get a Voyager Designer License that enables use of the Voyager editor without I/O playback or camera tracking.

- **ADDITIONS TO PIE WINDOW DISPLAY**

  A performance meter for percentage of frame time usage is displayed in the **PIE** window.

  The reference status (locked or unlocked) is displayed in the **PIE** window.

- **POPUP MESSAGE**

  A popup message is displayed when launching a second instance of Voyager.

- **LINEAR ALPHA CHECKBOX**

  An option has been added for fill/key inputs (Matrox and AJA) to indicate if the incoming signal should be considered linear (directly usable by the engine) or non-linear (requiring the transfer function to be applied to it, as is done to the video).

- **PORTAL WINDOW**

  Added an option to output a portal window to feed an on-set monitor in a tracked set (no compositing; using BP_VoyagerPortalWindow).

- **COPY TRACKED CAMERA PARAMETERS**

  Added a configuration option in the UX Plugin to copy or not copy some internal tracked camera parameters to trackless cameras.

GETTING HELP

- After-sales service and technical support is provided directly by Ross Video personnel.
- During business hours (Eastern Standard Time), technical support personnel are available at the numbers listed below.
- After hours and on weekends, customers will automatically be put through to the technical support person on call. For serious issues which need urgent attention and tracking, please ensure you are given a ticket number and refer to this in future communications.

TECHNICAL SUPPORT: (+1) 613-686-1557

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