

PIERO SPORTS GRAPHICS

WHAT'S NEW



Laser and Radar Marker styles

New Marker styles

New Laser and Radar Marker styles have been added to the Marker Effect. For the Radar style, add two different visual looks: 'pulsing' and 'not pulsing', depending on the pulsing property.



Dual Marker styles

Combine Marker effect styles

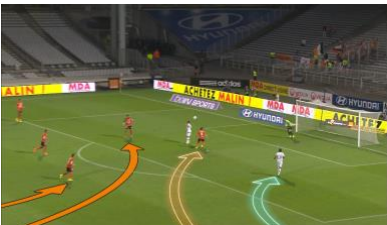
Dual renderers have been introduced for the Marker Effect, to now enable one Marker style to be laid on top of another Marker style.



New Laser and Outline arrow styles

New Arrow styles

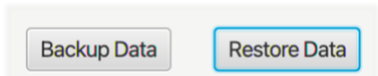
New Laser and Outline arrow styles have been added to the Freehand Arrow Effect, Distance Effect and 2D Freehand Line Effect. Also available in Touch.



Asset Manager Backup & Restore

PIERO asset backup and restoration

Backup & Restore functionality has been added to the Asset Manager via the new 'Back Up' tab. This enables PIERO data to be backed up and restored, when utilising the new streamlined Linux OS upgrade process from CentOS to Ubuntu.



IMPROVEMENTS

Asset Manager	<ul style="list-style-type: none"> Improved Info Tips have been added, providing clearer information, including recommended asset size and file type for use in PIERO. A file count of imported files is now presented in the UI.
Freehand Arrow	It is now possible to add extra spline handles, once a Freehand Arrow has been positioned in Analysis, using the new "A" shortcut key in the Freehand Effect.
Laser Effects	A laser 'intensity' property has been added for effects using lasers, to adjust the intensity of brightness in HDR.

Flare Marker	Greater flexibility has been added to the Flare Marker via the property sheet. Adjustment to the inner marker's opacity and size properties has been added, as well as the ability to adjust the flare size and the outer marker's opacity.
User Interface	In Analysis, it is now possible to deselect effects in the timeline UI, via the following methods: <ul style="list-style-type: none"> Clicking on the blank area of the timeline beneath existing effects. Clicking on the blank area of the effect "tree" to the right of the timeline UI. Clicking the blank area around the VTR control panel beneath the video window.
Voyager Plugin	<ul style="list-style-type: none"> The Voyager Plugin has been upgraded to Unreal v5.3. A valid license with suitable Voyager features activated, is required to run the Voyager Plugin.

BUG FIXES

Asset Manager	<ul style="list-style-type: none"> A fix has been implemented to correct the placement of graphic assets in their respective folders. Folders containing files within subfolders can now be imported. The UI in Linux now correctly displays all text on buttons. Import of the Home directory is now prevented. The 'Add' tab now opens with the area texture import by default, displaying correct buttons.
Down & Distance	<ul style="list-style-type: none"> Fixed an exception where the Down & Distance property sheet "Field" wasn't being drawn correctly. Down & Distance property sheet custom UI elements now update correctly when a preset is applied.
Cut Effect	Using the Cut Effect while 'On Air', with interlaced video, no longer causes SDI video output to flicker.
Freehand Arrow	Editing handles are no longer added at arbitrary points, while drawing a Freehand Arrow from an overhead view.
Laser Eye	In the Voyager plugin, the Laser Eye now animates on/off correctly, when PIERO is in 'On Air' mode.
Marker	Dropped frames are no longer experienced in Analysis and Touch, when adding a Marker to the screen.
Multi-Effects	Using Multi-Effects in Touch no longer drops frames when a new effect is created.
Property Sheet	<ul style="list-style-type: none"> Flickering and dropped frames, on the property sheet, no longer occurs when the effect name is changed. Fixed instability issues in effect property sheet combo boxes. Intermittent exceptions experienced when switching styles in the area property sheet, have been fixed. In Live Mode the Tracked Marker property sheet no longer crashes when changing Marker style.
Shutdown	An intermittent crash, occurring on shutdown, caused by the JPEG image stream producer has been fixed.
Spotlight Effect	Fixed a bug in Touch mode where the Spotlight (and Uplighter) caused intermittent crashes in PIERO when reloading.
Tennis Score	Fixed a number of bugs related to Text elements.
User Interface	Exceptions are no longer encountered when clicking on the horizontal pixel line above the VTR timeline slider.
Virtual Camera	Exceptions encountered when using the Virtual Camera in Live Mode have been fixed.