

PIERO SPORTS GRAPHICS

Version 16.4 Release Notes

What's New



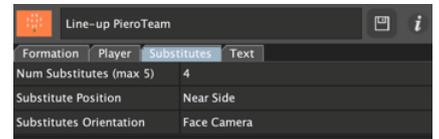
Team Line-Up Substitutes

Add up to 5 substitutes to the Line-Up

Add substitutes to the line-up by adding the number required in the Substitutes tab.

Double-click on one of the players on the field to edit which players are part of the line-up and which ones are substitutes.

Substitutes can be interacted with in Touch in the same way as the rest of the team.



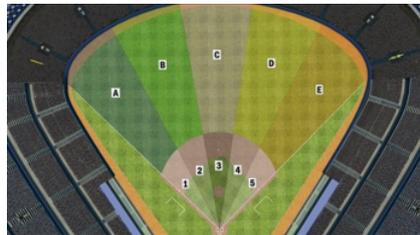
New Pitch Zone Graphics

Aussie Rules, Baseball and Football (Soccer) receive new graphics

A variety of new Pitch Zone Graphics have been added to Aussie Rules, Baseball and Football (Soccer), enabling you to divide the field into even more zones for analysis and data visualisation.



Aussie Rules



Baseball



Football (Soccer)



Virtual Presenter Improvements

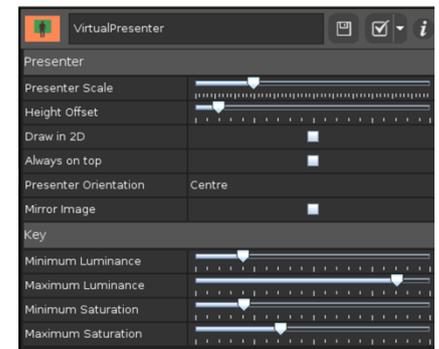
New Presenter Orientation and Mirror Image properties

Presenter Orientation

Use the Presenter Orientation property to change the orientation of the Virtual Presenter video plane, so that the prester moves along the desired axis and best fits into the scene.

Mirror Image

Enable Mirror Image to flip the Virtual Presenter video horizontally. This is helpful for the presenter to orient themselves within the scene.



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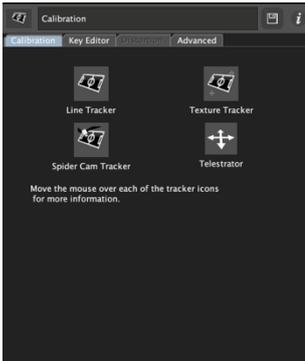


Calibration Update

The Calibration has been enhanced to provide better results

The camera calibration and scene tracking parts of the Calibration workflow have been separated in order to provide better results.

See the updated User Guide for more information on how to use the calibration after this update.



Tracker Selection



Line Tracker



Texture Tracker

Improvements

Arrows	When the “Coloured” arrow style is selected, both a gradient and transparency can be applied to an arrow. This applies to all arrow shapes.
Asset Manager	Added support for 3D Player headwear. The 3D Player Utility has been retired in 16.4. All team and 3D Player creation and management now takes place in the Asset Manager only. Improved feedback when creating a league or team where the name already exists. Added a way to check and repair teams in the Asset Manager. The Asset Manager window can now be resized. The names of sports in the Asset Manager are now the same as used on the Launcher. Logs have been improved, containing more useful information. The “Inject” tab is now called the “Add” tab. Adding assets is more streamlined and it is easier to locate assets once they have been added. Magnifier assets can now be imported and exported.
Live Tracker	A “Find” can now be triggered automatically once a reference texture has been grabbed.
DashBoard	DashBoard integration provides controls that can be built into a DashBoard panel to control specific PIERO functionality.
File Mode	Updated Mainconcept codecs. Added JPEG2000 support. Added support for XAVC Intra UHD files.
General	New ball models added to Badminton, Basketball, Handball, Lacrosse, Rugby League and Rugby Union. General user interface improvements.
Height Arrow	Now shares the same styles as the other arrows in PIERO. Added a property so the arrow can point downwards.
Launcher	The Launcher has been updated to enable HDR, colour gamut and input/output selection. In PIERO Club, the video output option has moved to the PIERO Settings tab.
PIERO Touch	Safeguard in place to stop NDI running on PIERO systems that do not support it.
Snapshot	The Dump Frame tool is now called Snapshot. Set whether images are saved as JPG or PNG. Snapshot added to Live mode.
Sound Effect	The Sound Effect tool is now available in all editions of PIERO. Graphical effects no longer contain their own sound effect option.
Tactical Board	Now supports JPG image files.
User Model	Improved rotation controls. Added right-click to position. Transparency support.
Video In/Out	Added HDR and colour space VPID information to PIERO’s SDI output. PIERO’s strict checks on video input have been relaxed to accommodate devices where some VPID information is not included in the SDI signal. This had prevented UHD 2SI from being read in some instances.
Virtual Stadium	The Ice Hockey goal model is now the correct size.

Bug Fixes

3D Players	Collars can now be coloured correctly on Rugby Union 3D Players.
Asset Manager	Fixed an issue with import/export caused by Touch assets. Teams can now be imported correctly.
Basketball	The 3D model of the hoop, backboard and stand has been replaced with a new model with the correct height.
Calibration	The baseball batter plate calibration now saves and loads correctly. Fixed a bug causing PIERO to crash when a "Find" was performed in Live mode.
General	The 2 nd Input Audio setting is now persistent between software restarts.
HDR	Fixed a bug causing aliasing when any of the 10bit options were selected.
Opta Module	The Data Visualization Module correctly handles data from the 2020 European Championship Finals (Euros) that are taking place in 2021.
RGB Keyer	Presets can now be created for this tool.
Team Line-Up	Fixed a problem causing players to move to unpredictable locations when dragged by the user. The Team Line-Up now displays properly when used with the One-By-One transition with timer.
User Interface	The Virtual Ball effect icons now match the balls in each sport. Data Modules across sports are now titled PIERO Data Visualisation.
Virtual Stadium	The Virtual Stadium is now present in supported sports in PIERO Live and Live mode. Generic adverts are now the default in PIERO Club. The AFL goal posts are now positioned with the correct distance between them. Fixed a bug where the small stadium was not available in some sports.