

PIERO SPORTS GRAPHICS

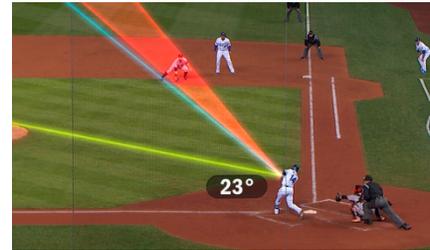
WHAT'S NEW



Launch Angle Effect

New Launch Angle Effect for baseball

In baseball, show a hit's 'sweet spot' and launch angle. Focus from the camera angle behind the batter to demonstrate the ball's launch angle, either through Datalog or manually.



IMPROVEMENTS

Asset Manager	<ul style="list-style-type: none"> Import/Export folders containing targa sequences to share custom styles with other machines, or use as a backup. Targa sequences can be added using the asset manager 'add' mechanism.
Effects	Multi-layered functionality has been implemented for a range of effects. Up to three layers of TGA animated graphics can now be superimposed in one effect, with each layer having independent color control. Effects now featuring multi-layered capability: Area, Arrows, Circle, Counter, Laser Eye, Magnifier, Text, 2D Line.
Logging	<ul style="list-style-type: none"> Timecode type has been added to log files. AJA temperature logging implemented for Ubuntu systems. Additional memory logging has been added to log files.
TGA Images	The Logo Effect and other image-based effects now support loading of singular TGA image files.

BUG FIXES

Counter Effect	Fixed a bug preventing the 3D Counter Marker from being dragged correctly on Linux systems.
Down & Distance	An error caused when the Down & Distance Effect is used alongside a logo previewed in Live mode, has been fixed.
Image Loading	Color anomalies when loading TIFF images, using the Logo Effect, have been fixed.
Laser Eye	<ul style="list-style-type: none"> Animating on/off when dragging the start Laser Eye handle, now works correctly. When using the unconstrained Laser Eye and link to track, constrain handles now updates positions correctly.
Memory	Fixed an issue with memory allocation.
RGB Keyer	Selecting the RGB Keyer row via the lower left of the Live UI, no longer causes dropped frames.
Voyager Plugin	<ul style="list-style-type: none"> Goal heatmaps now appear in the correct position according to Opta's Play Direction. Fixed a bug occurring when switching Opta's Play Direction, where title text did not appear correctly for Opta shotmap and attack graphics. The Text Effect position and height properties on the new "Position" tab now works in the plugin. Piero plugin outputs to the Unreal log file have been optimized. A bug causing flickering in the plugin chalkboard blueprint effect has been fixed.