

# PIERO SPORTS GRAPHICS

## Version 14.1 Release Notes

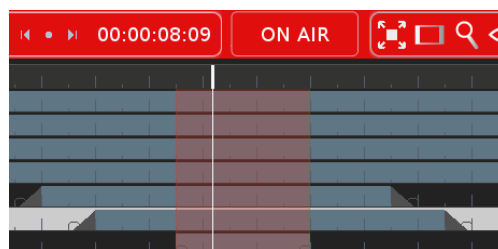
### What's New

#### HIDE TOOL

Use the Hide tool to hide graphics during a cut.



No more looking for a creative way to make your graphics disappear during a cut. Use the Hide tool to easily hide all your graphics during a cut, without needing to copy and paste effects, change durations and transitions. Add the Hide tool and set the duration on the time line. Job done. Especially useful if you are working on a world feed or video containing close-ups.



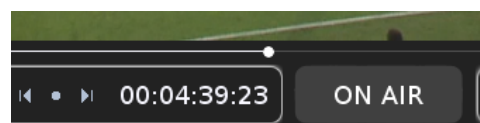
#### VIDEO SHUTTLE BAR

When in Analysis mode with SDI video, use the VTR Shuttle to move around the video quickly. Grab the handle and drag right to shuttle forwards and drag left to shuttle backwards. Click and hold at different points along the bar to shuttle at a specific speed.

In File mode, drag the handle along the bar to jump directly to that position in the video.



*Analysis Mode – SDI Video*



*Analysis Mode – File Mode*

### Improvements

3D Player Utility	Added more pre-made teams. Added more patterns to for creating team kits.
Clips	Adding a new clip now adds a Cue Marker at the beginning of the clip.
Data module	Club users can now use the player positional data in the data module to create tracks. Nations League added to list of Opta competitions.
EA Module	Now using FIFA 2019.
Effects (general)	Default settings changed.
File Mode	Using the latest version of MainConcept; providing greater stability and performance when working with video files.
Handball	The Team Line-up is now available to use.
NFL	More effects available in Live mode.
Offside line	When set to "Strip", both lines can be linked to tracks.
Player Data Track	Now loads faster.
Saved Projects	Select the previous saved version of your project by right-clicking the project in the "Files" tab.
Tactical board (Touch)	Position the Tactical board vertically when using a touch screen.
Team Line-up	Changed default player height and text size. Added an "away" picture option. Improved the synchronisation of player animations. Added more text options whilst improving performance. Added visual feedback for the operator to know when to animate the next group or player.
Touch	Enabled Billboard Markers to be "tied to field".
User Interface	Source and record wording replaced with terms import and export in File mode.



## Bug Fixes

3D Player Utility	Surname column can be edited. Resetting patterns is possible. The stadium textures now display correctly in the user interface.
Calibration	The Telestrator provides steady graphics in a Pause on interlaced video and no longer shakes.
Cue Markers	Fixed an issue causing a warning message to be shown when using cue markers with a collapsed timeline.
Custom Tracks	Tracks created with a Dynamic formation, Player to Player or Player Data Track effect are only visible inside the clip they were created in.
Data Module	Fixed an issue with the date range filter.
File Mode	Fixed an issue that sometimes caused the play head to skip back to a previous point on the timeline before playing.
Pitch Zone	Zone properties display correctly, enabling full control over zone text and colour.
Player Data Track	Piero can handle more than 10 data track effects. Player Data Tracks are only visible in the clip they were created in. Clicking on a Player Data Track on the Timeline no longer invalidates the tracks.
Project Thumbnail	Fixed an issue causing a warning to appear when adding a thumbnail to a project.
Rugby League	Fixed an issue causing a warning to be shown when using a virtual stadium in Rugby League.
Saving Projects	Added a safeguard to prevent data loss when saving.
Shortcuts	Ctrl+x / Cmd+x cuts correctly, instead of deleting the effect. Ctrl+s now works with the new calibrations to add a record point.
Team Line-up	Swapping players' positions functions correctly. "Team Animation" and "Grouped" animations animate correctly. Fixed an issue where the player names did not match the league/team selected. Text in the line-up effect now renders correctly when a custom virtual camera angle is used.
Texture Tracker	When the Find does not work, it is again possible to reposition the tracker manually.
Track	Fixed an issue causing a warning to appear when saving track with a linear path type.