

PIERO SPORTS GRAPHICS

Version 16.1
Release Notes

What's New

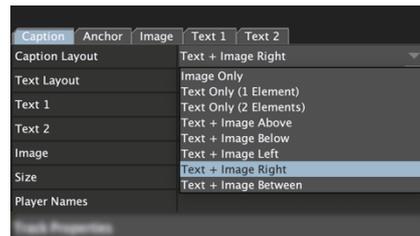
New Caption Track Graphics



*Caption Layout: Text + Image Right
Text Layout: 2 Lines*

*Caption Layout: Text + Image Left
Text Layout: Side by Side*

The new Caption Track effect builds on the effect you already know, adding powerful new ways to display text and image together as one caption in an easy-to-use way. Use the Asset Manager to add your Caption assets, then select them from the property sheet. Select the layout you desire from the list on the property sheet and customise your text.



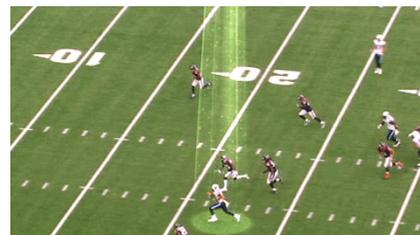
New Spotlight Graphics



Spotlight base
Customize the base of each of the spotlights simply by adding your own PNG files via the Asset Manager. Select the Spotlight's "Base" property to use this feature.

Beam style Spotlight
Animates down from the top of the image like a sci-fi teleportation beam and animates off in the same way.

Particles
Add particles to the Spotlight shaft to mimic light catching particles in the air. Use the "Particle Intensity" property to adjust the visibility of the particles.



What's New

New iPad App

Brings user acclaimed features from PIERO Remote Touch to PIERO Remote 2 for iPad.

Play/Pause button

Use the same button to play and pause the video

Project (Stack) name filtering

Only show projects you need by using project filtering.

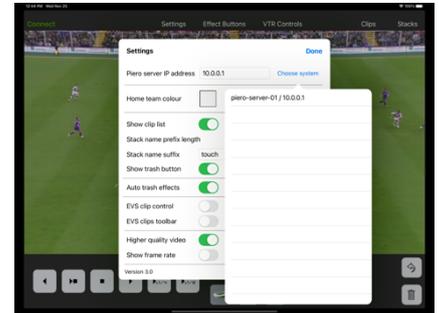
In PIERO, add a suffix to the name of each project you want to see in the iPad app, then enter the same suffix into the "Stack name suffix" textbox in the iPad app. The app will only show projects with labeled with the suffix in the "Stack" menu.

Auto-detect systems running PIERO

No need to know the IP address of the PIERO system you are connecting to. Simply ensure the PIERO system is set to discoverable in its settings tab, then go to the "Choose system" menu in the iPad app and select your system.

Auto-reconnect

If the connection should drop, the app will automatically try to reconnect to the PIERO system.



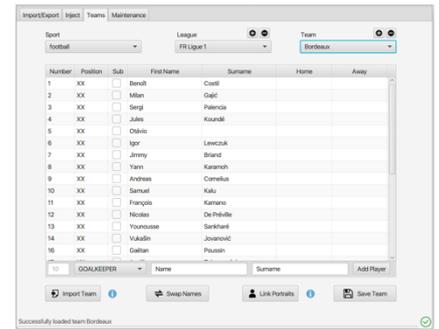
New Asset Manager Teams Tab

Import, build, edit and export teams quickly.

The Teams tab fuses some of the functionality of the 3D Player Utility with the Asset Manager.

Import teams and player portraits, create leagues and teams directly in the Asset Manager. Edit teams as they evolve and specify player positions so that players appear in the correct position in the Line Up effect.

Easily export teams for use on other PIERO systems.



Improvements

Asset Manager

Added support for new the Spotlight bases, Markers, Virtual Stadium Adverts, Touch layouts and Line Up assets. Clearer user interface instructions for exporting assets.

Line-Up

Added control for the animation speed from the 1st player position to the alternative player position. Player positions are now set using the Teams tab in the Asset Manager.

Remote Touch

User interface improvements around finding and connecting to a PIERO system.

Timecode

When using an SDI workflow, PIERO now detects the timecodes it is receiving and automatically selects the most suitable one. The user can override the auto selection and make their own selection. PIERO's default timecode setting is now DLTC, as it is synchronised with the video signal and provides better results than LTC over serial.

Title Text

Added opacity control for the text and text background components.

User Interface

Only the IP address of configured network interfaces appear in the Remote section of the Settings tab in PIERO

Bug Fixes

AMP	Fixed an issue causing the connection to close and very large log files to be created when using AMP to control a Dreamcatcher. Select AMP Network Strict VTR protocol when using a Dreamcatcher.
Asset Manager	Fixed an issue causing exports to fail. 3D Players are now correctly imported after having been exported.
Calibration	In Live mode, updating a calibration's internal key now uses the values from the key in the same Camera Group and not the uppermost key in the list. Fixed an issue causing poor texture tracking performance on interlaced video. Fixed an issue causing the calibration to glitch just after a pause
Line Up	Fixed multiple issues around using Markers within the Line Up, increasing stability and usability.
Marker	Fixed an issue stopping a second colour being used with the Glowing Marker style. Flare style Markers can now be used safely with the Filter effect without stopping it from functioning.
Track	Player detection boxes are now visible when using UHD video.