

# PIERO SPORTS GRAPHICS

## Version 16.2 Release Notes

### What's New



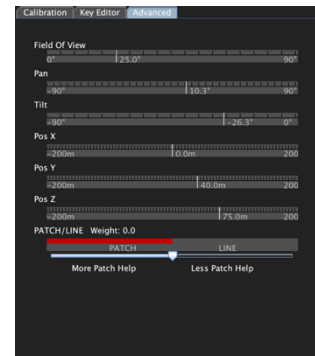
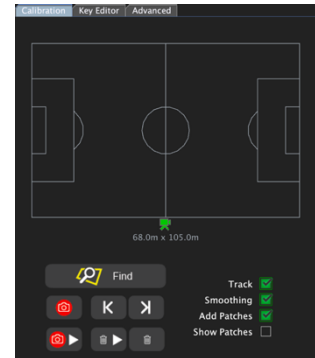
#### New Line + Texture tracking option

Supplement Line tracking with texture tracking when conditions get tough.

On a difficult piece of footage, when line tracking doesn't track through the whole sequence, tick the Add Patches box in the Line Tracking Calibration to give it a boost.

Ticking Add Patches supplements line tracking with texture tracking simultaneously, making it possible to conquer the most difficult footage. The default settings should be enough for most tricky situations, however it's possible to change how much help the line tracking gets from texture tracking by using the "more/less patch help" slider in the Advanced tab.

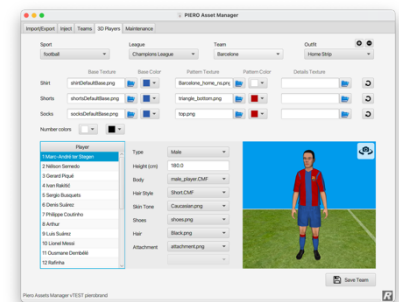
Use the line tracking calibrations as usual, tick the Add Patches option when the situation calls for it.



#### New Asset Manager 3D Players Tab

Customise the look of 3D Players.

Use the 3D Players tab to set up 3D Players and their outfits within the Asset Manager. From version 16.3, the 3D Player utility will be removed, and all team and player editing will be done in the Asset Manager.



## What's New



### New NDI Integration In PIERO Touch\*

Improved image quality with up to 4K support.

Select the NDI input option for higher quality video, up to 4K resolution to match the PIERO server's input.

#### NDI input panel

Select and configure it in the Panel settings tab, use it to display an NDI stream coming from the PIERO server.

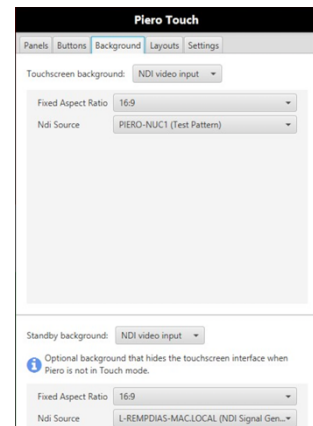
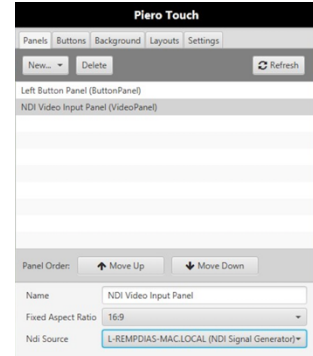
#### NDI touchscreen background

Select and configure it in the Background settings tab, use it to display an NDI stream coming from the PIERO server.

#### NDI standby background

Select and configure it in the Background settings tab, use it to display an NDI stream coming from a different source. This will be displayed when PIERO is not in Touch Mode.

*\*NDI video requires PIERO M8 (PIE-2RU-M8) hardware or newer. Older systems only support the "Basic image stream" option. Users of older systems should ensure the "Basic image stream" setting is selected and restart both the PIERO and PIERO Touch applications after making this selection. Contact your Ross sales representative if you wish to upgrade to the latest hardware platform.*



## Improvements

Calibration	General optimisation of optical tracking.
File Sharing Assistant	Formerly called File Manager, its user interface is clearer and easier to use. Only available in the Broadcast editions.
Lacrosse	Added a calibration model and Virtual Stadium/Tactical Board markings for Premier League Lacrosse.
Licence Management	Licence dongles now activates features, making it quicker to activate licenced features. Licence dongles need updating to support this. Only updated dongles can run PIERO version 16.2 and above. Updated dongles cannot run versions below 16.2.
PIERO Touch	Now creates a log file.
Team Line-Up	Simplified player types and text positions, to position a player type or text flat on the ground tick the Flat property.
Telestrator	Now has a grid option. Positioning the Telestrator has been simplified, it is now positioned like the Virtual Camera.

## Bug Fixes

3D Player Utility	Fixed an issue stopping the 3D Player Utility from launching on Mac.
Asset Manager	3D Player textures now load correctly. Fixed an issue causing empty Virtual Stadium adverts to be created. Fixed an issue causing imports to fail when the version number wasn't recognised. Fixed an issue causing exports to fail on Linux due to the file extension not being added automatically.
Calibration	Fixed an issue causing the calibration to be misaligned after performing a "Find".
General	Fixed an issue on Mac causing all interlaced video to be deinterlaced. Fixed an issue causing aliasing in effects using a blurred background. User added models are now preserved in the models folder when installing a new PIERO version.
Team Line-Up	Markers in the Team Line-Up now function correctly and perform well.
User Interface	Fixed an issue on Mac OS Big Sur causing the scrollbar at the bottom of the user interface to be partially hidden.
Virtual Stadium	Adverts can now be selected from the "Adverts Folder" drop-down menu.