Release Notes

Schedule - 9.0.1 - 2021/10/01

About This Version

This version of Schedule comes with the following new features:

- Calendar View – we are introducing a new way to schedule your rundowns on a calendar view basis. Beside the existing List View, the user can switch to Calendar View and position media elements to fixed time and date positions. More information can be found in the Help Center
- SCTE35 events re-injection from livestream Inputs – SCTE35 events from MPEG-TS live stream inputs remain for MPEG-TS output targets
- Multi Remove of Rundown-Assets – Beside "create new sequence", "copy" and "cut" you can now also "remove" multiple rundown assets at once
- New Time-Counters for Current Element Remaining Time – The current rundown asset remaining time - that is shown directly at the running element - is now also visible as a new time counter entry within the time counter bar at the bottom of LTN Schedules UI.

Documentation

For a detailed product documentation, please refer to the following location:

https://ltnglobal.zendesk.com/hc/en-us/categories/1500000177442-Schedule

System Characteristics

Please view the full system characteristics here:

https://ltnglobal.zendesk.com/hc/en-us/articles/1500006970362-System-Characteristics-Schedule

Known Issues and/or Limitations

Issue	Description
MPEG-TS Muxing Overhead	Because of vbv-buffer compatibility the muxer overhead is set to 80%. This result of this is an overall increased bitrate of 80%, in regards to the configured video bitrate within LTN-Schedule transcoding settings. For example: 10MBit configured within the Schedule UI will result in 18MBit MPEG-TS muxed stream output on the actual MPEG-TS Output (SRT). RTMP and HLS Targets are not affected by that. LTN continues improving this component to reduce the overhead in upcoming updates.
Deletion of rundown elements	Deleting more than 2000 assets in the rundown at once does not work

For the previously known issues and their fixed versions, please visit this link.

*This feature is available upon request, please contact us if you would like to use this feature.

Resolved Defects List / Improvements

- [Bugfix] MPEG-TS CBR Output . All MPEG-TS outputs of LTN Schedule are now optimised for the requirements of TR 101 290 and the muxed output supports strict CBR.
- [Bugfix] SRT Output Stability is now generally improved
- [Improvement] General video-engine quality and accuracy improvement.The underlying LTN Schedule video-engine received a major update. This improved the switching accuracy to a frame exact level and improved the general video output quality.
- [Improvement] New Encoding Presets. New encoding presets are (optional) available within the transcoding setting dialog. The user can select one of the optimized presets for specific platforms and all settings are set automatically.
- [Improvement] Video-Engine-Pipeline processing decrease of latency to 200ms. We decreased the general video pipeline processing time down to 200ms. Please be aware that the overall IO latency of the video also depends on your buffer and latency settings of your inputs settings, destination target settings, and final player decoder/buffer settings.
- [Improvement] Livestreams can start anytime - also Long-GOP & on none I-Frame Start Times. With the major video engine update LTN Schedule is now able to jump into live streams without the need to wait for the next live stream I-frame to come. The switch "skip" button lets the system switch instantly as long the upcoming live stream of your rundown is in "green" (active decoding) state.

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