

## Vantage Multiscreen 2022.2.0 Release Notes

Date 21st July 2022

### About This Release

This release is a ComponentPac release for Vantage that includes new features, improvements, and bug fixes. The release build is: # 2022.2.0.32

These release notes are applicable to the Multiscreen option for Vantage. Please refer to separate Version 8.0 / 8.1 release notes for Vantage Platform and other components of Vantage for additional information.

**Note:** This release requires Vantage 8.1 or Vantage 8.0 UP4 (or later). Vantage 8.0 UP4 also requires Vantage Patch:

Vantage\_8\_0\_ComponentPac\_Upgrade\_Patch\_Setup(8.0.958.135).exe.

Both Vantage 8.0 UP4 and the Patch need to be installed on every Vantage server and every client only machine. If you are using Vantage 8.1, then just Vantage needs to be installed on every Vantage server and every client only machine.

**Note:** The supported Nvidia Driver for this release is 471.41

### New Major Multiscreen Features in this Release

- [TXMF-3480](#) Inclusion of the Keyframe Encoder to Multiscreen, previously a separate Flip64 action requiring a Transcode or Transcode Pro license was required for the generation of Keyframes.  
**Note:** *Please read known issues below*
- [TXMF-7305](#) Added Support for Dolby Vision in Mpeg Dash, utilizing Segmented MP4  
**Note:** *Please read known issues below*
- [TXMF-7582](#) Added Support for Dolby Vision in Vantage Cloud Port
- [TXMF-6996](#) Added support for CML in Multiscreen in Cloud Port Mode
- [TXMF-7581](#) Added Support for Dolby Atmos in Cloud Port Mode

## New Features

- TXMF-6478      **New Feature:** Added 'Apply Peak Limits for Negative Gain' to Loudness Adjustment filter
- TXMF-7261      **New Feature:** For Adaptive Transport Stream (ATS) Packager, enabled the mpd manifest to be deleted once the transcode is finished. The new feature can be found in the ATS packager under "General" Tick box "Delete Manifest File"
- TXMF-7287      **Resolved issue,** where the PTS Value was causing sync Issues with TTML Subtitle files for HLS Packager. A new parameter has been added to the general settings, enabling the user to select the "Initial PTS" which is specified in Milliseconds
- TXMF-7379,      **New Feature:** Lightspeed GPU H264 and H265, enable Presets to be bindable to Variables.
- TXMF-7415      **New Feature:** Ability to Bind options to Variables, the following options in the CMAF and Mpeg Dash Packager ( SCTE-35 Binary Trigger, SCTE-35 XML Trigger)
- TXMF-7660      **New Feature:** Ability to label Mpeg 1 Layer 2 Audio as Mp3, this is found under "Audio Advanced Settings" in the MP4 packager. New setting = "Label as MP3"
- TXMF-7380,      **New Feature:-** Ability to Bind all options to variables in the "frame type, Analysis & Preset's" parameter dialog box's in the x264 encoder.  
 TXMF-7384  
 TXMF-7385

## Resolved Issues

- TXMF-7413      **Resolved Issue:** Where the Vega Analyzer was reporting "rbsp\_alignment\_zero\_bit errors" in X264 encoder.
- TXMF-7175      **Resolved issue:** With caption synchronisation and playback when using the Mpeg Dash Packager using profile Segment Template Index.
- TXMF-7545      **Resolved issue:** When the ColorSpace and Image Overlay filters are applied to a multiscreen encoder, resulting in error "Object reference not set to an instance of an object"
- TXMF-7551      **Resolved Issue:** When using the "Legacy Microsoft HSS" Packager (SmoothStreaming) where we were outputting incorrect audio package naming and overwriting multiple Audio Tracks, resulting in packages with 1 Audio Track Only
- TXMF-7670      **Resolved issue:** With the Quicktime Wrapper when > 3 Audio tracks are generated, resulting in error "Object reference not set to an instance of an object"
- TXMF-7724 + TXMF-7718      **Resolved issue:** Resolved Issue where customers were seeing a Slight "Shift Down & right", when scaling down content.

## Known Issues.

*The following are known issues in this release, which may be fixed in a future Vantage or Vantage component release.*

The capabilities of Nvidia NVENC “Lightspeed GPU” are different depending upon the Lightspeed Model you are using. (TXMF-6440)

**G7,G8,G10 Lightspeed** - Utilizing the RTX4000 GPU- Interlacing mode is not possible on these server, however B-frame support is available for both H264 and H265 which significantly increases Quality

**G5, G6 Lightspeed** – Utilizing P4 or P4000 GPU – Interlace mode is possible utilizing H264, however B-frame support is only possible in H264, which significantly increases quality. B-frame support is not possible in HEVC

**Note:-** If you try and run an interlaced job on a G7, G8, G10 server you will receive the error message “Error creating GPU compressor: device does not exist” In a future release this error message will be made more clear ([TXMF-7440](#))

**Note:-** Quality issues have been experienced when using P3 and above presets, when in NVENC interlaced mode. To alleviate this, it is recommended to use the following command line setting “--useBframeAsRef=0”. This command turns of B-frame referencing.

- **Keyframe Encoder** (TXMF-3480)

Keyframe encoding on Scene Change Detection is not supported in this release (although is present in the options menu).

- **Dolby Vision Support in Mpeg Dash** (TXMF-7305)

Currently only Segmented MP4 is supported, Segmented .TS is not supported using Mpeg Simple Profile.

- **Garbled Output when using P3-P7 preset’s in NVENC H264 codec (Lightspeed GPU H264)**

When creating Interlaced outputs and setting Tuning to "High Quality" and Preset’s are set to "P3" to "P7" the outputs will have jittery interlacing artifacts. If Frame Type Max B-frames is set to 0 the jittery interlacing artifacts disappear.

- **WebM Output Can Cause Playback Issues in This Release**

Customers needing WebM containers/encoding should continue to use previous ComponentPac versions under Secure Version Control until this issue is addressed.

- **Media Expansion Converter and Discontinuous Timecode**

There may be cases where the use of the Media Expansion Converter will produce discontinuous timecode due to inserted media. In the future there may be more options to control this behavior.

- **Using Multi-Pass Encoding with x265**

Multi-pass encoding in x265 is currently limited to two passes. Attempting more passes will result in an error.

- **Two Pass Encoding and Open Workflows**

When two pass encoding is enabled Vantage actions may not be used in Open Workflows. An action in the Open Workflow mode which attempts two pass encoding will hang and does not provide an error that two pass encoding is currently unsupported with Open Workflows.

- **NexGuard Filter hangs when generating multiple outputs**

When utilizing the Nexguard filter, generating multiple outputs can cause a hang at 99%, which eventually results in an error.

- **Upgrading of Multiscreen actions with LightSpeed GPU H264 and H265 codecs**

As we have implemented a new Nvidia SDK with many more features, it is not possible to upgrade actions from older ComponentPacs , which use the Lightspeed GPU H264 or H265 codecs. It is advised that Multiscreen actions requiring these codecs are generated from scratch.

- **SCTE-35 Insertion filter**

It is not possible to use SCTE-35 insertion from DASH file in combination with SCTE-35 from the source (Passthrough). Please use either insertion or Passthrough.