

Consolidated Engine Release Notes - V 8.4.0 to 8.4.8

Enhancements

8.4.8

Immersive algorithm improvements - new library.
Better mapping of old upmix/downmix profiles to new immersive algorithm.
Adding BS-1770-5 specification to loudness module.

8.4.7

Adding video info for mov files to xml reports.
Add support for CRC in Audio Descriptor. Reads and reports in ad log xml when decoding control track. Writes CRC when creating control track.
Reversing inverse setting for creating control track in Audio Descriptor profile.

8.4.5

Major change to Upmix/Downmix algorithm on existing customer systems pre-8.4.5.
Upmix/Downmix module has been replaced by Immersive Mix module on new customer systems.
Adding Binaural Mix Module

8.4.4

Improvement to restructuring of QuickTime files with random order offsets.

8.4.3

Transport Stream Stability improvements.
MP4 Stream Stability improvements.

8.4.1

Mov Stsd Invalid spacing support.
Added Tone detection while downmixing files
Conditional Speed improvement changes.

8.4.0

Stopped Supporting Centos 7 and GLIBC 2.2.7 and older
Added Support For Redhat 8.1, Fedora 35/36 and Centos 9
Changed Evaluation Setting such that Silence and Channel Enabled by default.

Improvements

8.4.8

Fixing AWS paths for conditional workflows.

Fixing Tone detection in Immersive, Upmix, Downmix and Binaural modules.

Fixing Detect silence after tone.

8.4.7

Fixing validator for Dolby E and Dolby Digital Scan frames setting

Fixing channel labels descriptions in immersive/binaural reports.

Some immersive/binaural GUI tidy ups - spelling and naming consistencies.

Preventing mono workflows for certain signal processing modules where more than one channel is needed (Dolby E Encode, Dolby E Decode, Audio Descriptor (still has issues with some types), Dolby E Guard Ban Correction, Dolby Digital Encode, Mono To Stereo, Immersive Mix, Binaural Mix)

Hiding menus when licence options are not enabled (Loudness Processor, Loudness Range, IMF).

8.4.6

Fixed AAC in mov where timecode tracks does not set correct chunk format.

Fix to account for delay introduced during immersive mix.

8.4.5

Drag and Drop fix

Small Examine profile save settings fix

8.4.4

Fix for negative duration in MXF's.

Fix QuickTime files with MDAT's of zero size.

8.4.3

Fixed Colour siting being set incorrectly when original file didn't use colour siting.

Mxf Preroll fix for high frame rates 50, 59.94 and 60.

Mxf Fix Reading Initial timecode when video and audio are misaligned

8.4.1

Fixed naming convention For Manipulation workflows

Fixed Mov Support with random audio order

Fixed Setting name multiple times if reusing a workflow to post a job

8.4.0

Fixed Complex API posting.