

## Vantage Flip64 2024.3 Release Notes

### About This Release

This is a ComponentPac release for Vantage that includes new features, improvements, and bug fixes. The release build number is: 2024.3.5293.

These release notes are applicable to the Transcode and Transcode Pro option for Vantage. Refer to separate Version 8.1 / 8.2 release notes for Vantage Platform and other components of Vantage for additional information.

**Note:** This release is intended for Vantage 8.2 or Vantage 8.1.

**Note:** Testing for this release was performed using Nvidia Driver version 535.98 for use with Tachyon and is ONLY needed for Tachyon workflows. For customers not using Tachyon stay on Nvidia Driver version 471.41.

**Nvidia Driver version 535.98 is only supported on Windows 2019 and higher.**

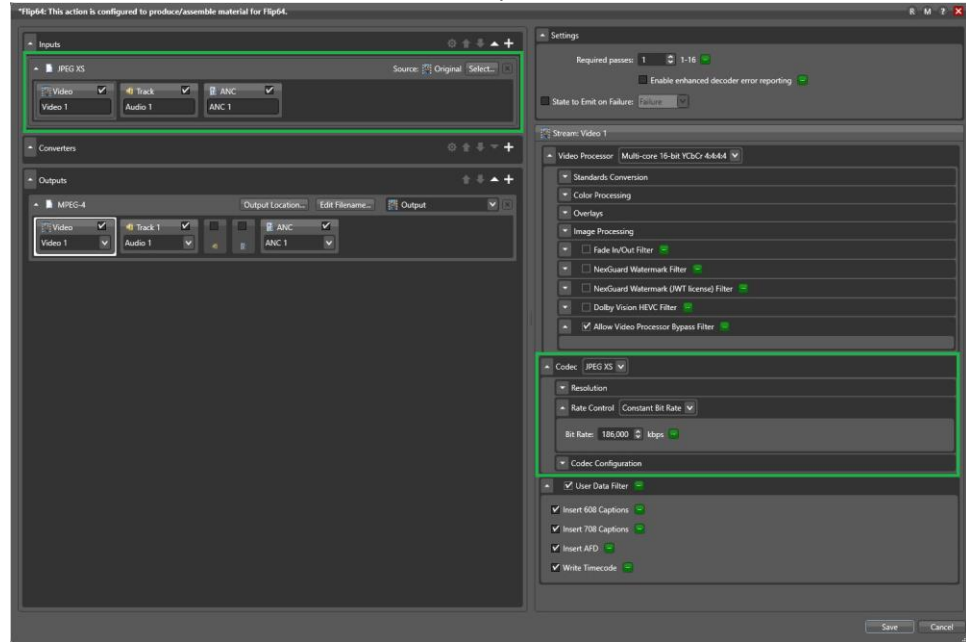
**Note:** When installing this ComponentPac, the Vantage Management Console will give a popup warning saying that this ComponentPac is designed for a future version of Vantage. This warning is triggered by the new versioning Telestream is using and will not cause issues. This warning was removed in Vantage 8.1 UP1.

### New Features in the 2024.3 Release

<b>New</b> JPEG-XS Decode/Encode
----------------------------------

**TXMF-9002**  
**TXMF-8905**

**Added JPEG-XS Decode and Encode to Flip64:**



The JPEG XS codec is an interoperable, visually lossless, low-latency and lightweight image and video coding system that targets mezzanine compression in professional applications.

JPEG-XS encoding is supported in MPEG-4, QuickTime, and MXF OP1a outputs.

**Note** – JPEG-XS requires an optional license, V-JPEGXS-SW, for both decoding and encoding.

**Note** – JPEG-XS is not supported in Vantage Cloud.

**New High-Throughput JPEG 2000 (HTJ2K)**

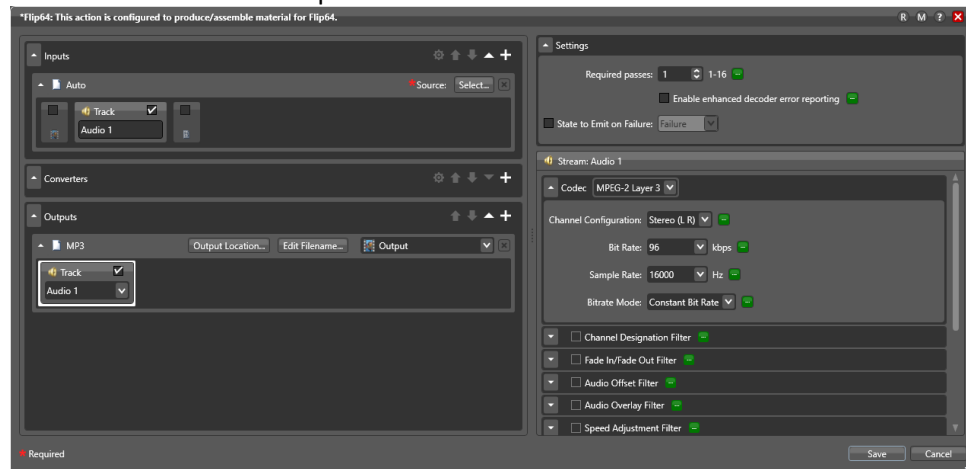
**TXMF-8829**

High-throughput J2K is now supported in MXF OP1a and IMF outputs.

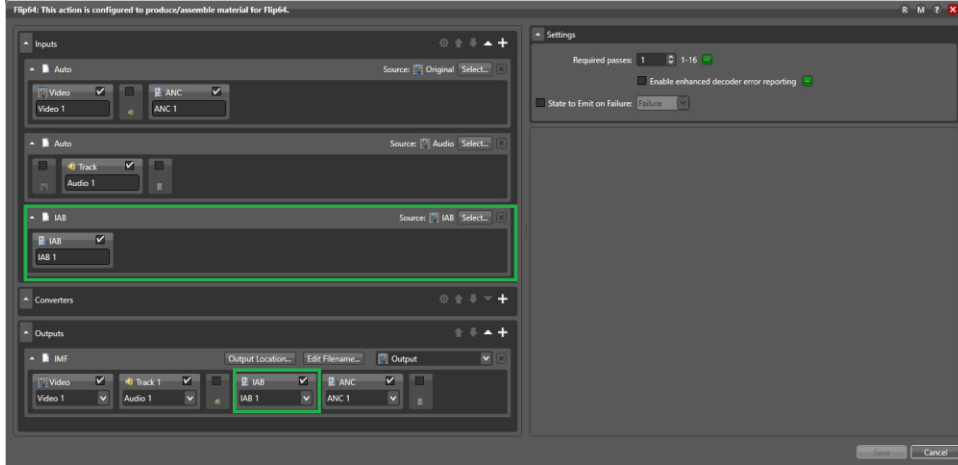
**New MP3 Encoder**

**TXMF-8791**

**MP3 encoder added to Flip64:**



**New Immersive Audio Bitstream support with IMF Output**

<p><b>TXMF-8759</b></p>	<p>Flip64 now supports Immersive Audio Bitstream (IAB) with the IMF Output:</p>  <p>Flip64 now has the ability to add an IAB MXF source to an IMF Package output. <b>Note</b> – IAB support requires the optional Object Audio license, V-OBJECTAUDIO-SW or V-HDRDOVI-OBJAUD-SW.</p>
<p><b>New Application #6 UHDTV Program Workflow (AVC)</b></p>	
<p><b>TXMF-8364</b></p>	<p>Flip64 now supports Application #6 UHDTV Program Workflow (AVC) for IMF Package output.</p>

### Improvements and Fixes in the 2024.3 Release

Improvements and Fixes	
<p><b>TXMF-9045</b></p>	<p><b>Improvement</b> – Tachyon Dark Energy UI update. The Chroma Noise Removal has been updated. <b>Note</b> – The Tachyon SDK has also been updated.</p>
<p><b>TXMF-9043</b></p>	<p><b>Fixes</b> – Issue when trying to create a Tifo output with “Avid Proxy” audio.</p>
<p><b>TXMF-9011</b></p>	<p><b>Fixes</b> – Issue with inactivity timeout when trimming source files.</p>
<p><b>TXMF-9005</b></p>	<p><b>Fixes</b> – Issue with output from MXF XDCAM HD.</p>
<p><b>TXMF-9001</b></p>	<p><b>Fixes</b> – Issue with Broadcast Wave Files (BWF) to QuickTime mov audio.</p>
<p><b>TXMF-8996</b></p>	<p><b>Fixes</b> – Issue with timecode from MXF XDCAM source improperly propagated in direct conversion mode.</p>
<p><b>TXMF-8965</b></p>	<p><b>Fixes</b> – Issue with MXF OP1A Open workflows.</p>
<p><b>TXMF-8962</b></p>	<p><b>Fixes</b> – Issue with decoding Matrox AVI sources.</p>
<p><b>TXMF-8958</b></p>	<p><b>Fixes</b> – Issue with 1 msec extra in the output when DolbyE Decode is enabled.</p>
<p><b>TXMF-8953</b></p>	<p><b>Improvement</b> – Updated Teletrax SDK.</p>
<p><b>TXMF-8941</b></p>	<p><b>Improvement</b> – Added support for R3D and J2K GPU input readers with Transcode CML.</p>
<p><b>TXMF-8935</b></p>	<p><b>Fixes</b> – Issue with reading MPEG-TS source.</p>
<p><b>TXMF-8934</b></p>	<p><b>Fixes</b> – Issue with MXF (OP-1a) XDCAM 25 HD files losing captions.</p>
<p><b>TXMF-8924</b></p>	<p><b>Fixes</b> – Issue with slowness processing CML referencing MXF files in open mode with specific partition strategy.</p>
<p><b>TXMF-8919</b></p>	<p><b>Fixes</b> – Issue decoding Canon RAW sources.</p>
<p><b>TXMF-8894</b></p>	<p><b>Improvement</b> – Added CICP HDR signaling to PNG in Keyframe output.</p>

TXMF-8877	<b>Fixes</b> – Issue with KeyFrame Encoder not writing matching timecodes to the keyframe filename.
TXMF-8863	<b>Fixes</b> – Issue with Transcode CML source and Audio Levels Converter.
TXMF-8843	<b>Improvement</b> – Flip64 now supports Digital Cinema Initiatives (DCI) Dolby Atmos MXF sources.
TXMF-8841	<b>Fixes</b> – Issue with AVC output missing S-LOG3 metadata.
TXMF-8837	<b>Fixes</b> – Issue with taking 1 to 5 minutes to start processing source files located at Harmonic MediaGrid.
TXMF-8835	<b>Improvement</b> – Compratio SDK has been updated.
TXMF-8816	<b>Improvement</b> – Added Speed Adjustment Filter as a part of AS-10 French Shim output.
TXMF-8805	<b>Fixes</b> – Issue with video cutoff of MXF (OP-1a) files recorded past midnight.
TXMF-8797	<b>Improvement</b> – Allow TIFO open file timeout values greater 360 seconds.
TXMF-8796	<b>Fixes</b> – Issue with not transcoding AC-3 Transport stream audio.
TXMF-8785	<b>Fixes</b> – Issue DCP JPEG2000 MXF/sequence outputs not playing on Doremi, Dolby, GDC and Sony servers.
TXMF-8784	<b>Improvement</b> – Add Timecode priority to Transcode CML.
TXMF-8775	<b>Fixes</b> – Issue with Text Overlay Wrap and Fit not aligning properly.
TXMF-8747	<b>Fixes</b> – Issue with long duration OP-Atom Source Files not transcoding.
TXMF-8732	<b>Improvement</b> – Added 'Suppress edit lists' to QuickTime encoder.
TXMF-8727	<b>Fixes</b> – Issue with adding black frames along the duration of the file.
TXMF-8709	<b>Fixes</b> – Issue with H264 m2ts sources not decoding properly.
TXMF-8703	<b>Fixes</b> – Issue with Transport Stream sources showing A/V sync issues.
TXMF-8692	<b>Fixes</b> – Issue with Subtitle overlay filter fails to apply subtitles if png source path exceeds Windows path-length limitation.
TXMF-8687	<b>Improvement</b> – Added PCM audio to MPEG2-Program stream output.
TXMF-8680	<b>Fixes</b> – Issue with MXF (Op-1a) AVC files failing. <b>Note</b> – Added a “Fix Incorrect Edit Unit byte count” checkbox on MxfOp1a reader. This allows sources with incorrect Edit Unit Byte Count to be read.
TXMF-8656	<b>Fixes</b> – Issue with AS-11 SD output is always DAR 4:3.
TXMF-8646	<b>Fixes</b> – Issue with Fade In/Out Filter stalling with variables higher than 8 seconds.
TXMF-8639	<b>Fixes</b> – Issue with Panasonic MTS files with Dolby AC3 5.1 audio.
TXMF-8635	<b>Fixes</b> – Issue with Alpha Merge Converter failing.
TXMF-8557	<b>Fixes</b> – Issue with decoding WMV sources with WMA professional audio.
TXMF-8548	<b>Fixes</b> – Issue with Canopus files can be decoded in Auto decoder mode without having a Canopus license. <b>Note</b> – Canopus decoding requires license V-CANOPUS-SW.
TXMF-8538	<b>Fixes</b> – Issue with decoding variable frame rate sources.
TXMF-8536	<b>Improvement</b> – Added direct convert option to ARD_ZDF MXF encoder.
TXMF-8532	<b>Fixes</b> – Issue with decoding MXF OP1a IMX50 files.
TXMF-8530	<b>Fixes</b> – Issue with wrapping MXF OP1a EAC-3 as AES/EBU.
TXMF-8515	<b>Fixes</b> – Issue with AVC Ultra LongG 25 1080p/50 and 59.94 options missing.

<b>TXMF-8503</b>	<b>Fixes</b> – Issue with Resizing filter in auto mode is not working for Lav MP4 H264 sources.
<b>TXMF-8390</b>	<b>Fixes</b> – Removed file extension for IMX codec with QuickTime, MXF OP1a and XDCAM outputs.
<b>TXMF-8388</b>	<b>Fixes</b> – Issue with Channel Layout tags getting lost when having 'Preserve original audio tracks' checked.
<b>TXMF-8211</b>	<b>Improvement</b> – Color Lookup Table filter error message now indicates that the file cannot be found.
<b>TXMF-8059</b>	<b>Improvement</b> – Added the ability to override the color values in H.264 bitstream for direct-convert.
<b>TXMF-7943</b>	<b>Fixes</b> – Issue with Complex Dolby Vision/HDR IMF when converted to SDR Rec.709 with Dolby HDR to SDR Filter.
<b>TXMF-5490</b>	<b>Improvement</b> – Added Insert Black Frames Filter.
<b>TXMF-4785</b>	<b>Fixes</b> – Issue with trimming MXF XDCAM HD sources.
	<b>Improvement</b> – InSync FrameFormer SDK has been updated.

## Known Issues in This Release

The following are known issues in this release, which may be fixed in a future version.

### Numa utilization and job performance differences in machines that have 96+ virtual cores (48 without hyper-threading)

This can be resolved by using OpenCL version 18.1 or newer (TXMF-7444). When updating OpenCL versions, a machine restart is required.

### Known NVIDIA Lightspeed GPU encoder issues:

Flip64 actions that use an older version of the Lightspeed GPU encoder are not upgradeable to the new version of the NVIDIA Lightspeed GPU encoder. If you wish to use the new encoder, you will have to remake those Flip64 actions.

There is also a change in the GOP length limitation in the new encoder. The old encoder had a GOP Length maximum value of 1024 (GOP Length option under Codec Configuration). The new encoder has a GOP Length maximum value of 1000 (Max IDR-frame Interval (GOP length) option under Frame Type).

### Tachyon Deterministic Mode limitations

There are some known limitations of this feature:

$\text{abs}(\text{src framecount} * \text{framerate\_conv\_factor}) - \text{output frame count}$  must be less than 5 frames. We recommend that users only adjust the output frames by + or – 1.

### Media Expansion Converter and Discontinuous Timecode

There may be cases where 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 in Vantage, actions may not be used in 'Open Mode'. An action in the Open Workflow mode which attempts a two-pass encoding will hang and does not provide an error that two pass encoding is not supported.

### **FFV1 Encoding may fail when Flip64 is in Cloud Mode**

FFV1 encoding of long form content may fail when Flip64 is in Cloud Mode. With Flip64 8.0.8 and later, Cloud Mode will be unavailable if FFV1 encoding is configured.