Vantage Flip64 2025.1 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: 2025.1.5347.

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 8.1 or Vantage 8.2.

Note: Testing for this release was performed using Nvidia Driver version 535.98 for use with RTX A4000 GPUs and for Tachyon workflows. For customers not using RTX A4000 GPU or Tachyon workflows stay on Nvidia Driver version 471.41.
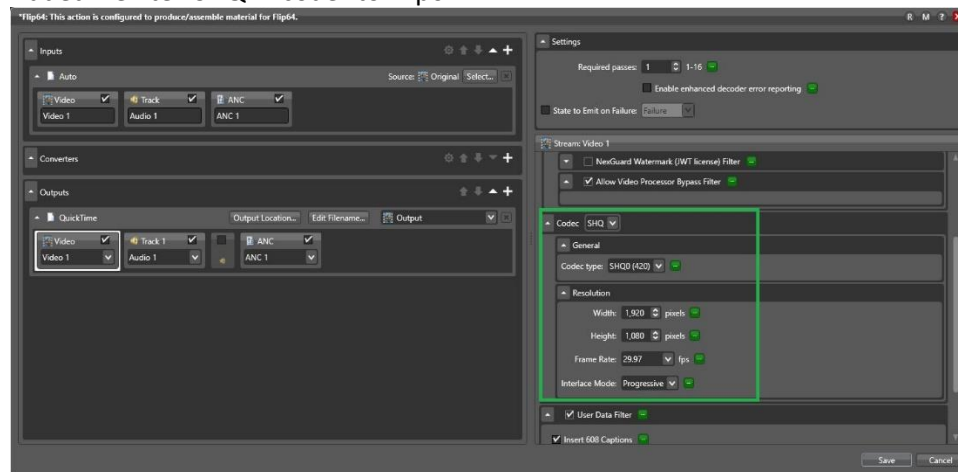
Nvidia Driver version 535.98 is only supported on Windows 2019 and higher.

New Features in the 2025.1 Release

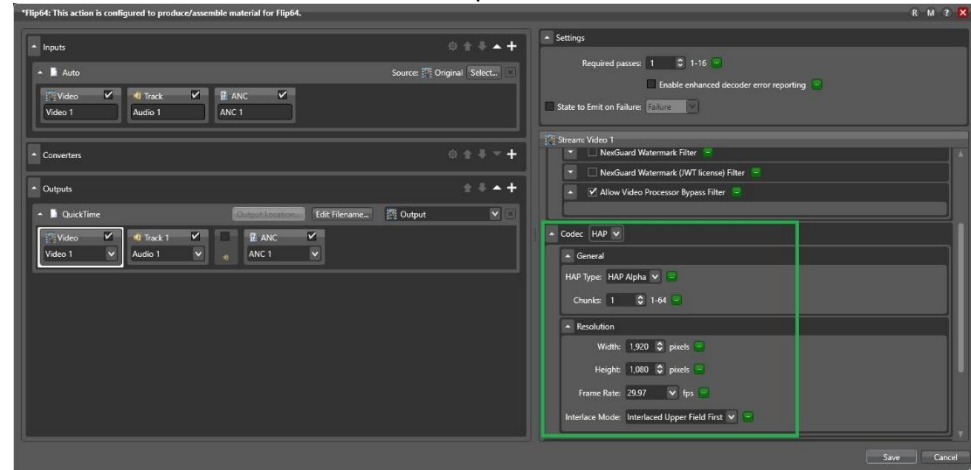| *New* Newtek SHQ encoder	
TXMF-8617	Added Newtek SHQ Encoder to Flip64: The SHQ encoding is supported in QuickTime outputs with SHQ0 (420), SHQ1 (422), and SHQ4 (444) formats.

![telestream logo]

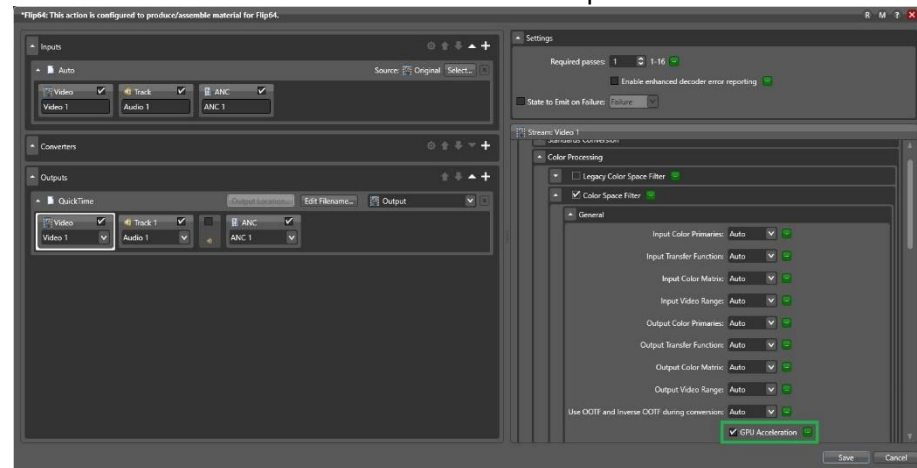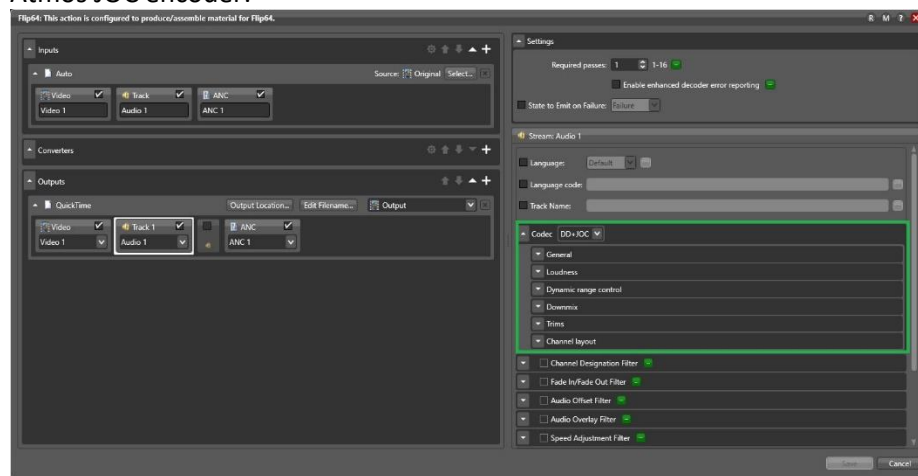| New HAP encoder and decoder	
TXMF-3415 **TXMF-8217**	Added HAP encoder and decoder to Flip64: The HAP encoding is supported in QuickTime outputs with HAP, HAP Alpha, and HAP Q formats.
New GPU Acceleration Color Space Filter	
TXMF-8961	GPU Acceleration has been added to the Color Space Filter: The GPU Acceleration provides 15% or greater performance over the CPU based Color Space Filter.

New Channel Based Immersive PCM audio supported for Dolby Atmos JOC encoder	
TXMF-9103	Flip64 now supports Channel Based Immersive PCM audio inputs with the Dolby Atmos JOC encoder: Flip64 now can use Channel Based Immersive PCM audio inputs to encode to Dolby Atmos JOC. Currently 5.1.4 CBI format is supported with a L, R, C, LFE, Ls, Rs, Ltf, Rtf, Ltb, Rtb channel layout order. The CBI Dolby Atmos JOC encoder is supported in the QuickTime output. **Note** – Dolby Atmos CBI encoding requires Analyze 2024.2 or higher. **Note** – Dolby Atmos support requires the optional Object Audio license, V-OBJECTAUDIO-SW or V-HDRDOVI-OBJAUD-SW.
New Removed limits on DNxHR width and height	
TXMF-9232	Flip64 now supports unrestricted resolutions for DNxHR. **Note** – For very high resolutions the Video Processor will need to be set to use Multi-core mode.

Improvements and Fixes in the 2025.1 Release

Improvements and Fixes	
TXMF-9254	**Fixes** – Issue with AV1/AOMedia Video 1 MPEG4 Transcodes in Cloud Mode.
TXMF-9253	**Fixes** – Issue with open Flip64 Direct convert closing early.
TXMF-9231	**Improvement** – Enabled Nielsen Filters for Vantage Cloud.
TXMF-9198	**Fixes** – Issue with Flip64 not processing MXF OpAtom audio files exported from ProTools.
TXMF-9180	**Fixes** – Issue with open direct convert closing XAVC MXF prematurely.
TXMF-9155	**Fixes** – Issue with open Flip64 direct convert failing on some capture workflows.
TXMF-9144	**Improvement** – Added "Preserve original audio tracks" to TIFO Input.
TXMF-9143	**Improvement** – Added "Preserve original audio tracks" to QuickTime Input.
TXMF-9142	**Improvement** – Added "Preserve original audio tracks" to MXF OP1a Input.
TXMF-9133	**Fixes** – Issue with direct convert with XAVC Class 100 not working with Live Capture.
TXMF-9130	**Fixes** – Issue with Transcode CML stalling with caption track.
TXMF-9127	**Improvement** – Added support for decoding Abekas .clip sources.

TXMF-9122	**Fixes** – Issue with Transcode CML causing green video on output.
TXMF-9121	**Fixes** – Issue with open Flip64 direct convert failing.
TXMF-9117	**Fixes** – Issue with XAVC Long 50 direct convert output cannot be played on Sony playout server.
TXMF-9115	**Improvement** – Added support to Transcode CML for handling future timecodes with open files.
TXMF-9109	**Improvement** – Augmented Transcode CML to support gridding instructions.
TXMF-9108	**Fixes** – Issue encoding to XAVC when certain ANC data is present.
TXMF-9105	**Fixes** – Issue with Flip64 open copy/direct convert randomly failing on MXF XAVC LONG 50.
TXMF-9099	**Improvement** – Added control for Ancillary Data Placement of VITC.
TXMF-9085	**Fixes** – Issue with Matrox alpha channel files being flipped upside down.
TXMF-9046	**Improvement** – Added control for Keyframe naming convention.
TXMF-9025	**Improvement** – Added support for CART Metadata to WAV encoder.
TXMF-9024	**Fixes** – Issue with decode errors in Premiere with XDCAM output.
TXMF-9023	**Fixes** – Audio issue with MXF OP1a output.
TXMF-9020	**Improvement** – Added V210 support to the QuickTime output.
TXMF-9016	**Fixes** – Issue with XDCAM 35 Mbps 24 FPS output.
TXMF-9015	**Fixes** – Issue with XDCAM 35 Mbps 30 FPS output.
TXMF-9014	**Improvement** – Updated the default Tachyon settings.
TXMF-8999	**Improvement** – Added support to MXF output to preserve User Bits.
TXMF-8997	**Fixes** – Issue with XAVC 4K Class 200 output failing in the Sony Check Tool.
TXMF-8984	**Fixes** – Issue when direct converting XDCAM.
TXMF-8969	**Improvement** – Added support for JPG files with color space CMYK when converting to PNG Keyframe.
TXMF-8966	**Improvement** – Added "Write Timecode" option to the User Data Filter.
TXMF-8955	**Fixes** – Issue with MP4 source files with ADPCM audio.
TXMF-8940	**Fixes** – Issue AVC MP4 source.
TXMF-8936	**Fixes** – Issue with Keyframe PNG output not opening with Windows Photos.
TXMF-8923	**Fixes** – Issue with XDCAM output has playback issues in Harmonic Spectrum.
TXMF-8921	**Fixes** – Issue with MXF AVC Ultra LongG writing wrong timecode.
TXMF-8750	**Fixes** – Issue with Audio Speed Adjustment 23.976 to 25 not frame accurate.
TXMF-8744	**Fixes** – Issue with Ross XPression codec when encoding AVI with Alpha.
TXMF-8286	**Fixes** – Issue with DCP packages not playing correctly on Doremi and Barco platforms.
TXMF-7579	**Improvement** – Added AC-3 Audio to Flip64 Program Stream Output.

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:
abs((src framecount * framerate_conv_factor) - 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.