New Features

→ **Backup stream** - The option to push a backup stream for Vimeo live events (including simulcasts to Facebook, YouTube, and LinkedIn), which automatically activates if the primary stream disconnects. Available for Vimeo Enterprise members only.
→ **Remote guests -** Invite up to 5 guests to your stream and manage their position on the screen. Guests can use a desktop to take part in the stream via their camera with the added ability to share their screen.
→ **Multi-language Events** - The ability to stream content with multiple audio channels, primarily for multilingual streams.
→ **Connect to Mevo by IP address** - A way to connect to Mevo within Firewall-enabled networks, where Mevo cannot be identified on its own (Bonjour protocol doesn't work).
→ **Mevo Full Integration -** take full control over Mevo from Studio: edit and crop the camera's view, change frame rate, resolution, and much more. *Please make sure to update your Mevo's firmware to 1.13.29 to enable this.*
→ **Color correction** - adjust your cameras' color settings and balance colors between multiple cameras with color monitors.
→ **Audio Filters** - improve your sound quality with a built-in limiter, equalizer, compressor and noise gate.
→ **Dip to color** - create dynamic color fade transitions between cameras.
→ **Onboarding Guide** - a guide that helps first-time users navigate Studio.

Improvements

→ NDI 4.0 - NDI library updated to version 4.0.
→ Stinger transition sample video - Download a sample video with transparency directly from the Transitions panel to use as a stinger transition.
→ Removed Facebook simulcasting limitation - You can now stream to Facebook alongside other providers such as YouTube.
→ Stream 1080p to Facebook - You can now stream a higher quality of 1080p to Facebook.
→ Mevo camera name is now shown in the multiview.
→ The collapse/expand button has been added to the color monitors window.
→ Image sequences for GFX and Stinger transition can consist of 4K images.
→ Use emojis in your broadcast: paste them into GFX or display emojis from your viewers' Facebook and YouTube comments and Tweets.
→ Create custom names for backup and save-to-file recordings.
→ Simplified Input Settings - add, remove, adjust, reorder, and monitor all inputs right from the main Studio interface in an intuitive and seamless way.
→ Added an indicator for when the inputs are configured to delay and sync with each other.

Bug Fixes

→ Fixed a bug causing Studio to crash when Web control connects from Safari 12.1.2+.
→ Fixed a bug causing Studio to crash when clicking the "AUTO" switch in the AUX mixer.
→ Removed the "Reset Transition Settings" button from the "Fade" transition setting.
→ Fixed a bug causing the number of frames to reset after alternating between "CUT" and "AUTO" transitions in Simple mode.
→ Fixed a bug where the Main transition duration would change when updating the duration of a GFX transition in Simple mode.
→ Fixed a bug causing black areas to appear around a GFX layer.
→ Fixed a bug where "Auto-loop" wouldn't work after correcting an invalid Twitter username.
→ Fixed a bug where a Studio would display a license limit warning message when logged in to only one Studio instance.
→ Fixed a bug causing a video in the media player to keep playing after switching it to Preview when the "Pause playback" setting is enabled.
→ Fixed a bug where Studio takes too long to retrieve published and drafted events from Livestream.
→ Countdown timer option "Use start time of streaming event" had been permanently disabled.
→ Studio would crash when switching Studio's layout mode or creating a new project while tour points were enabled.
→ Studio would crash when trying to add a local screen as an input without valid permissions (screen recording) on Catalina MacOS. *(macOS only)*
→ Studio couldn't decode the audio signal from an RTMP stream input in rare cases.
→ The media bin's "Play" button would freeze after restarting Studio.
→ "No key frame on scene change" option wouldn't function when using the Intel QuickSync encoder.
→ NDI wasn't working properly with Birddog devices.
→ NDI library updated to version 3.8.
→ Fixed a bug where duplicated GFX disappeared after a Project was exported and reimported.

Livestream Studio 6 New Features, Improvements and Bug Fixes 6.0 through 6.3

→ Fixed a bug where the folder with the recorded files wouldn't open after clicking on the file name in the log panel.
→ Fixed a bug where some emojis were replaced with a square icon.
→ Fixed a bug causing PTZ settings to not save in a project.
→ Fixed a bug where image cropping wouldn't work properly when Mevo's EIS mode was turned on.
→ Fixed a bug causing pinned tabs to not save to a project.
→ Fixed a bug where recorded file names were incorrect.
→ Fixed a bug where the viewer counter for Vimeo shows an inaccurate number.
→ Fixed a bug where Studio switched from full screen to window mode after creating a new project.
→ Fixed a bug causing the browser input's Interact window to disappear after manually resizing it.
→ Fixed a bug causing the name displayed in Output to not change after renaming the input source.
→ Fixed a bug where logging into Facebook via GFX does not work after logging out.
→ Fixed a bug where the converter icon didn't work correctly.
→ Fixed a bug where the GFX 3 button would still display in the right minimized menu after being removed as an input.
→ Fixed a bug where the "Auto" hot-key (space bar) wouldn't work after a new source was added.
→ Fixed a bug causing a rare studio crash when closing Studio after ending a stream.
→ Fixed a bug where the "PRV" button state wasn't saved to the project.
→ Fixed a bug where RTSP from the Sony PTZ camera wouldn't decode the stream.
→ Fixed a bug where a long project name would be cut off in the error message for project import failure.
→ Fixed a bug where data wouldn't load from a non-draft Livestream event.
→ Fixed a bug where the Mevo camera wasn't synchronized with an external USB audio device connected to Studio.
→ Fixed a bug where color correction wouldn't be applied on the image when the camera is used in GFX.
→ Fixed a bug where the project becomes corrupt after a change was made to the audio channels and Studio was restarted.
→ Fixed a bug where the remote interviewees were hearing their own audio.
→ Fixed a bug where the word wrap option in GFX discarded line breaks.
→ Fixed a bug where the color correction for an input would display differently in Preview and Program.
→ Fixed a bug where the converter icon was missing from the mevo camera in the Multiview.
→ Fixed a bug where Studio displayed the incorrect icon for iOS devices.
→ Fixed a bug where chromakey would turn off after restarting Studio.
→ Fixed a bug causing Studio to crash after adjusting the color bars' input settings.
→ Fixed a bug causing duplicate inputs to appear in the multiview after migrating a project from an old version Studio.
→ Fixed a bug causing audio filter settings to reset after restarting Studio.
→ Fixed a bug where enabling the external Multi-Screen view caused Studio to display all external windows inside one monitor.
→ Fixed a bug that caused Studio to crash after toggling a browser input's width/height.
→ Fixed a bug where Twitch's "Game name" and "Stream title" fields didn't work.
→ Fixed a bug where Twitch's "Don't archive broadcast" toggle didn't work.
→ Fixed a bug where RGB inputs were not cropped properly.
→ Fixed a bug causing a very rare crash with the Intel decoder.
→ Fixed a bug that caused a colored line to appear on the right side of Preview.
→ Fixed a bug where a PTZ camera couldn't be controlled via NDI.
→ Fixed a bug that caused a crash in the RTMP server when bad data was received.
→ Fixed a bug where a Dropbox URL wouldn't open to the correct page.
→ Fixed a bug causing the Studio UI to freeze when connecting to Zixi.
→ Fixed a bug causing the inability to bring in a stream from Livestream Event.