

## Virtual Transport Version 1.3

***Be careful, this version only works with Pyramix 5.0.10 or higher  
"Virtual transport" needs DirectX 8.1 or higher it is not compatible with NT 4.0  
We highly recommend installing DirectX 9 for Video and Midi and to use Windows XP***

### **V1: v 1.3.13**

#### ***Fixes / Improvements***

- 1 frame offset over the network.
- Reload last network config now available.
- Broadcast IP can be edited in the registry to define private Network config.

#### ***Known issues***

- **Sony 9 Pin and TC Generator Clients have been temporary removed for maintenance issue.**
- Video:
  - Problem in "DV Mode with FireWire Output" when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

### **V1: v 1.3.10**

#### ***Fixes / Improvements***

- Number of Track supported is now 384.
- Last track was not available in the VT Client Frame.

#### ***Known issues***

- **Sony 9 Pin and TC Generator Clients have been temporary removed for maintenance issue.**
- Video:
  - Problem in "DV Mode with FireWire Output" when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## V1: v 1.3.9

### **Fixes / Improvements**

- VT midi Sync: Midi Machine control support allowing Merging software and Protools to sync thru Midi.

### **Known issues**

- **Sony 9 Pin and TC Generator Clients have been temporary removed for maintenance issue.**
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## V1: v 1.3.8

### **Fixes / Improvements**

- VT midi Sync will always revert a 30fps PMX project to 25Fps: Fixed (GY001159)
- VT: crash if toggling capture mode in full screen: Fixed(MT001013)
- VT: DS Player talking directly to the security service: Fixed (GY001145)

### **Known issues**

- **Sony 9 Pin and TC Generator Clients have been temporary removed for maintenance issue.**
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## V1: v 1.3.6

### **Fixes / Improvements**

- Failed to open certain file with Asian character in DSVideoPlayer fix.

#### ***Known issues***

- **Sony 9 Pin and TC Generator Clients have been temporary removed for maintenance issue.**
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

### **V1: v 1.3.3**

#### ***New features***

- Support of the new Pyramix 5.0 security scheme.

#### ***Known issues***

- **Sony 9 Pin and TC Generator Clients have been temporary removed for maintenance issue.**
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

### **V1: v 1.3.2**

#### ***Fixes / Improvements***

- Loop function fix
- New MT Security support
- Various small bugs fix...

#### ***New features***

#### ***Known issues***

- Video:

- Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **V1: v 1.3.1**

### ***Fixes / Improvements***

- Various small bugs fix...

### ***New features***

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **V1: v 1.2.9**

### ***Fixes / Improvements***

- TC Generator:
  - TC Output problem fix and Synchro fix.
  - In Synchronizer mode: Send Goto command when TC move and Status is not Locked

### ***New features***

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:

- If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## **V1: v 1.2.7**

### ***Fixes / Improvements***

- Server:
  - TimCode dispatch with one frame of delta Fix. This problem was only when 1 client was set as TC Master and another client was set as Clock Master.

### ***New features***

### ***Known issues***

- Video:
  - Problem in "DV Mode with FireWire Output" when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## **V1: v 1.2.6**

### ***Fixes / Improvements***

- Server:
  - Remove Goto (for rounded frame) before play witch cause problem for the Sony 9 pin.
- DS Video Player:
  - Now the player needs the Pyramix Core Key or the Direct Show Player Key to run.
- Midi Sync:
  - The player doesn't need Machine and Remote control key anymore to run. Now he is Free...

### ***New features***

### ***Known issues***

- Video:
  - Problem in "DV Mode with FireWire Output" when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.



- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## V1: v 1.2.5

### ***Fixes / Improvements***

- Server:
  - Fix Delta display bug when an Offset was defined.
  - Main TC Display now show the 100° of frame.
- DS Video Player:
  - Take care of the client offset for the “Synchronize Virtual Transport editing move” function in Pyramix.
- QT Video Player.
  - QT Video Player was broken. It works again.
  - Bug corrected: Movie continues to play when in unlock mode and stop button is pushed.

### ***New features***

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT. It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## V1: v 1.2.4

### ***Fixes / Improvements***

- Server:
  - Delta Inversion
  - TC display on client page was always in PAL.
  - Graphics bug in the Network page.
  - Divers fix...
- Installer:
  - Sony 9 pin and Com 422 DII not installed in the right place fix.

### ***New features***

- Advanced Network Setup has been added.

- A new button on the Network Setup Frame is available. This button shows an advanced Network Setup Frame which enables you to choose the TTL value of the multicast messages used to find every VT Server running on the network. A value of 1 or 2 typically allows every VT Server running on the same local area network (LAN) to see each other. The multicast port can also be set. This allows you to set VT Server that will work without seeing other VT Server using different multicast port.
- QT Video Player.
- New QuickTime Video Player.

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT.
  - It’s not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.



## Virtual Transport Version 1.0

### V1 Final: 1.0.29

***Be careful, this version only works with Pyramix 4.1***

***“Virtual transport” needs DirectX 8.1 or higher it is not compatible with NT 4.0***

***We highly recommend installing DirectX 9 for Video and Midi and to use Windows XP***

#### ***Fixes / Improvements***

- Midi Sync:
  - Midi Out was broken and is now fixed.
  - Bug when changing Midi In device fix.
  - Memory leak fix.
- Server:
  - Some graphic bugs fix.
  - Some Client crashes after a save in Pyramix with the Option “Save Client State...” on, fix.
- Installer:
  - No longer remove the Sony, Sony9Pin and RS422 dll if they are shared with Pyramix when uninstalling VT.

#### ***New features***

- Server.
  - Clients have the ability to show personal settings in the client node of the client frame. For now, only Midi Sync client and Sony 9 pin client have had this functionality implemented.
  - New buttons on the Clients Frame to control client: Show/Hide settings, Show Client, Hide Client, Close Client, and Kill Client.
  - New Frame Rate menu in the VT Server menu to control the Frame Rate of the Server.
  - Frame Rate Combo box in “Advanced Mode” to control the Frame Rate of the Server.

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio sync reference and in chase from VT.
  - It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **RC6**

***Be careful, the RC6 release works only with Pyramix 4.1 rc 6 or Higher!***

***“Virtual transport” needs DirectX 8.1 or Higher so it is no longer compatible with NT 4.0***

***We highly recommend installing DirectX 9 for the Video and the Midi; and to use Windows XP***

### ***Fixes / Improvements***

- Server and VT in General:
  - New Security check. Now VT needs a Mykerinos board or a dongle to run with the Virtual Transport Key Active.
  - Better Timing in native (stand alone) mode; especially in NTSC.
  - Bug fix...
- Video:
  - New Security check. Now Video needs a Mykerinos board or a dongle to active the FireWire Out and the Capture with the Advanced Video Support Key Active.
  - Real Improvement of the Video playback Thru the FireWire
  - No More Overlay when DV Out Thru the FireWire is On. If you want one, launch a second Video Player.
  - Bug fix...
- Sony 9 Pin:
  - New Security check. You needs a Mykerinos board or a dongle to active this Player with the Remote Control and (or) the machine control key Active.

### ***New features***

- New Midi Synchronization Client.
  - Security check: you needs a Mykerinos board or a dongle to active this Player with the Remote Control and (or) the machine control key Active.
  - Right click on the node Title in the VT1 client Window and select “settings” to display all the parameters.

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio synch reference and in chase from VT.
  - It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **RC5**

***Be careful, the RC5 release works only with Pyramix 4.1 rc 2 or Higher!***

***Please note that the DS Video Player is not compatible with Windows NT 4 because of the lack of DirectX 8.1 support in NT4.***

***We highly recommend installing DirectX 9 for the Video and to use Windows XP***

### ***Fixes / Improvements***

- Server and VT in General:
  - Network configuration problem fix. Works now with all kinds of Ethernet network, even with 10 Mb and cordless network.
  - Network speed and stability much improved.
  - Delta visualization improved; faster and more accurate (100° of frame).
  - VT speed improved.
  - Divers offset problem fix.
  - A lot of non reported bugs fix...
- Video:
  - Offset problem fix.
  - Garbage record fix. Sometime the effective record began before pressing record.
  - Time Stamp reload bug fix.
  - Time Stamp improved in capture. Unfortunately it can again have a gap of 1 frame (very rarely). We are working on this and hopping to have this corrected for the final release.
  - Audio Record has been removed for now. There was some problem regarding the synchronization; the time stamp.
  - Important! The Capture has been fully tested with Canopus ADVC100 DV Converter but not with graphic board with analog input. So let us know if there are problems with your graphic board.
  - Video in & out Offset in FireWire out or capture mode fix.
  - Playback Synchronization improved for all playbacks and seek mode even in FireWire output mode. For good result in FireWire out, we recommend referencing the clock to the video output of

your DV converter or to use a genlockable converter. In addition, for slow (relative) PC we recommend to disable the overlay. If you really need an overlay on the PC plus the video out thru the FireWire, it's better to use 2 clients, one for each feature. The video out offset to apply in FireWire out (to compensate the latency) without overlay is between 15 and 18 frame (depend on the system). We will provide a complete offset table for all modes in the future.

- Accuracy and speed improved.
- Status information improved.
- Crop bug fix. It was not possible to move the window in crop mode.
- Seeking with the progress bar is now rounded to the near frame.
- When using Pyramix, we recommend that you enable the snap cursor to scale feature (scale in frame) to avoid some small delta.
- Divers non reported bugs fix.

### ***New features***

- Server and VT in General:
  - Lock & store offset Button in client node instead of RX & TX Button.
  - Individual Transport per Client. Available only when the client is Unlock.
  - New way to store offset (in addition of the precedent feature): Unlock the Client, find the right place (in the client timeline) with the individual transport, the go to feature or directly in the client application (if it can) then simply click on the store offset button, then re-Lock the client.
  - Shortcut redefinition:
    - Play / Pause : Return
    - Play / Stop : Space Bar
    - Play Reverse : Ctrl + Return
    - Play Varyspeed : Shift + Return
    - Play Varyspeed Reverse : Ctrl + Shift + Return
    - Stop : Numpad 0
    - Record : Numpad decimal
    - Rewind : Numpad 1
    - Forward : Numpad 2
    - Pause : Numpad 3
    - Goto : Numpad 6
    - Goto 0 : Ctrl + Numpad 0
    - Goto Mark In : Numpad 4
    - Goto Mark Out : Numpad 5
    - Capture Mark In : Numpad 7
    - Capture Mark Out : Numapd 8
    - Step 1 Frame forward : Right arrow
    - Step 10 Frame forward : Ctrl + Right arrow
    - Step 100 Frame forward: Shift + Right arrow
    - Step 500 Frame forward: Ctrl + Shift + Right arrow
    - Step 1 Frame backward: Left arrow
    - Step 1 Frame backward: Ctrl + Left arrow
    - Step 1 Frame backward: Shift + Left arrow
    - Step 1 Frame backward: Ctrl + Shift + Left arrow
    - Show/Hide Client Page : C
    - Show/Hide Launch Page : L
    - Show/Hide Network Page : N
    - Show/Hide Transport : T
    - Close (Hide All) : Ctrl + Q
    - Advanced Mode : A

- About Box : F1
- Video:
  - Lower Field First option to compensate some field gap in certain condition (available only in native mode (not firewire out)): The problem is that the read order of the video field depend on the video format; in DV – PAL & NTSC – we read the Lower field first, in D1 - 4:2:2 (Broadcast Standard) we read the Upper Field first in PAL and the Lower in NTSC. So, for example, if you make your acquisition in DV PAL from a Beta (in PAL to) then play your file in sync with the beta, you will have 1 field gap; you enable here this option.
  - Same Transport shortcut as the Server

### ***Known issues***

- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - If you want to synchronize several Pyramix with VT over the network, all Pyramix have to be clock master, with only one audio synch reference and in chase from VT.
  - It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **RC3**

***Be careful, the RC3 release works only with Pyramix 4.1 rc 2 or Higher!***

***Please notice that the DS Video Player is not compatible with Windows NT 4 because of the lack of DirectX 8.1 support in NT4.***

### ***Fixes / Improvements***

- Server and VT in General:
  - Problem during the Network Configuration Fix. Remark: You need to use at least a Fast Ethernet Network (100 Mb).
  - Better timer in native mode. Note that if you want to have a very accurate timer in NTSC (29.97 fps), you need to use Pyramix or TC Generator as Clock Master.
- Video:
  - Frame Rate problem Fix.
  - Better synch and TimeCode Accuracy.
  - Better Seeking (faster)
  - DV Out thru the FireWire should be better. Note that if you see some drop out in the video this is almost certainly because your Pyramix is not referenced to the same video clock as your DV Converter. To avoid this problem, use a genlockable DV Convert or reference your Pyramix on the video out of the converter.
  - Some UI fix....
- TimeCode Generator:

- LTC Chase problem fix
- Reload config problem fix
- Some UI improvement...

### ***New features***

- Video:
  - Video TC Progress Bar. Click on it and move the mouse to seek in the Video.

### ***Known issues***

- Video:
  - Problem in "DV Mode with FireWire Output" when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - Network Real Synchronization (at the Sample) removed (for debug). This will be reimplemented in a future Beta version.
  - It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## **RC1**

***Be careful, the RC1 only works with Pyramix 4.1 rc 1 or Higher!***

***Please note that the DS Video Player is not compatible with Windows NT 4 because of the lack of DirectX 8.1 support in NT4.***

### ***Fixes / Improvements***

- Server and VT in General:
  - Possible Loose of command fix.
  - Capture offset bug fix.
  - Window moving (with the mouse) bug fix.
  - Toggle Play / stop with the space bar.
  - The windows are now resizable.
  - Client Instance bug fix.
  - Frame Rate change on client load never append.
  - Network Preset bug fix and improvements.
  - Many bugs fix... ;-)
- Sony 9 Pin:
  - Many Fix and improvements.

### ***New features***

- Server and VT in General:
  - Clients general Status
  - Clients lock status (for client in chase mode).
  - Record Enable / Disable feature.
  - Track Arming support for Audio, Video and Midi tracks.

- Sony 9 Pin:
  -

### ***Known issues***

- TimeCode Generator:
  - This Client is not finished.
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - Network Real Synchronization (at the Sample level) removed (for debug). This will be reimplemented in a future Beta version.
  - It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **Beta 19**

***Be careful, the beta 19 release works only with Pyramix 4.1 beta 13 or Higher!***

***Be careful, the DS Video Player is not compatible with Windows NT 4, because NT 4 do not support DirectX 8.1.***

### ***Fixes / Improvements***

- Server and VT in General:
  - A Lot of bugs Fix.
  - Engine optimization: Speed increase by 4 at least (perhaps much more)
  - Multi-Processor Optimizations.
  - Jitter decrease: now ~< 300 micro sec.
- Video
  - Seeking optimization in native mode (more smoother).

### ***New features***

- Server and VT in General:
  - Tool Tips
  - Capture Offset
  - Reset Offset
  - Capture Mark In (Shortcut like Pyramix)
  - Capture Mark Out (Shortcut like Pyramix)
  - Go to Mark In (Shortcut like Pyramix)
  - Go to Mark Out (Shortcut like Pyramix)
- MIDI:
  - Midi Clock Jitter decrease: now ~< 350 micro sec.



### ***Known issues***

- TimeCode Generator:
  - This Client is not finish.
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - Network Real Synchronization (at the Sample) removed (for debug). This will be reimplementation in a future Beta version.
  - It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **Beta 15**

***Be careful, the beta 15 works only with Pyramix 4.1 beta 9 or Higher!***

***Be careful, the DS Video Player is not compatible with Windows NT 4, because NT 4 do not support DirectX 8.1.***

### ***Fixes / Improvements***

- Video:
  - Capture Compressor Settings not accessible fix.
  - Window Size and placement store problem when exiting from Full Screen Control Mode Fix.

### ***New features***

- Video:
  - In FullScreen Control Mode, Left Click on the left of the window to show Settings... click anywhere else to hide settings.
  - RealTime 4/3 to 16/9 resizing.
  - RealTime Crop in Floating Mode (allow to remove black band).
  - “Apply New Frame Rate To File” function allowing to make real time 24 – 25 & 25 – 24 conversion (or other).

### ***Known issues***

- TimeCode Generator:
  - This Client is not finish.
- Video:
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:

- Network Real Synchronization (at the Sample) removed (for debug). This will be reimplemented in a future Beta version.
- It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## **Beta 14**

***Be careful, the beta 14 works only with Pyramix 4.1 beta 9 or Higher!***

***Be careful, the DS Video Player is not compatible with Windows NT 4, because NT 4 do not support DirectX 8.1.***

### ***Fixes / Improvements***

- Server:
  - Refresh problem for the "Clock Master" & "TC Master" Function fix.
  - Compatibility with Windows NT 4 fix.
- TCPlayer:
  - Compatibility with Windows NT 4 fix.
- MTC Client:
  - Midi TimeCode In problem fix (TC Master mode).

### ***New features***

- ...

### ***Known issues***

- TimeCode Generator:
  - This Client is not finish.
- Video:
  - Capture Compressor Settings not yet Accessible
  - Problem in "DV Mode with FireWire Output" when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - Network Real Synchronization (at the Sample) removed (for debug). This will be reimplemented in a future Beta version.
  - It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in a future Beta version.

## **Beta 13**

***Be careful, the beta 13 works only with Pyramix 4.1 beta 9.***

### ***Fixes / Improvements***

- Server:

- Transport Compatibility problem with Pyramix Fix.
- Commands Feedback (Ping Pong) problem when network was on, corrected.
- Communication between Server and Clients enhancement.
- A lot of bugs regarding the use of offset fix.
- Advance Playback modification:
  - Buttons inversion
  - At 100 % speed this make a nominal playback (without Vary speed flag)
- Global performance enhancement by boosting the main process priority.
- Store and load network configuration functions (buttons) in the “net” page.
- Sync loose Fix on the network.
  
- Video:
  - Global performance enhancement by boosting the main process priority.
  - Load file do not reset the offset anymore if there is no Timestamp file attach to the media.

### ***New features***

- Video:
  - Add nudge Keyboard shortcut: Left and Right arrow:
    - Alone: nudge by frame
    - +Ctl: nudge by frame \* 10
    - +Shift: nudge by frame \* 100
    - +Ctl + Shift: nudge by frame \* 500

### ***Known issues***

- Video:
  - Capture Compressor Settings not yet Accessible
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
  
- Server:
  - Network Real Synchronization (at the Sample) removed (for debug). This will be reimplementation in a future Beta version.
  - It’s not possible yet to “Remote” the clients or the launcher of another machine. This will be available in a future Beta version.

## **Beta 12**

### ***Fixes / Improvements***

- Server:
  - Goto (Seeking) bug fix.
  
- Video:
  - Fix DV Capture Problem under Windows 2000 (Capture only interleaved files (Audio + Video) on this system). We highly recommend using Windows XP for the Video.
  - Fix Playback problem in “DV Mode with FireWire Output” with DV interleaved files.
  - Double click on the video to toggle between the Floating and the Full screen control mode.
  - When a video is open, VT1 seek automatically at the timestamp of the Video to be ready to play.

### ***New features***

- Video:
  - Enable/Disable Overlay in “DV Mode with FireWire Output” (Right click on the video). If you disable the Overlay, the playback can be really smoother but this increases the latency.

### ***Known issues***

- Video:
  - Capture Compressor Settings not yet Accessible
  - Problem in “DV Mode with FireWire Output” when closing a file or exiting the application under Windows 2000. We highly recommend using Windows XP for the Video.
- Server:
  - Network Real Synchronization (at the Sample) removed (for debug). This will be reimplemented in the next Beta version.
  - It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in the next Beta version.
  - To get back the Network configuration, servers must be launched in the reverse order they were exited.

## **Beta 11**

### ***Fixes / Improvements***

- Server:
  - New implementation of the Clients polling. If a client does not respond, it appears in Red in the Clients Window of VT then you can kill it (right click on it). Virtual Transport Server should not Freeze anymore...
  - Better communication (speed and stability) between Clients and Server (and the invert).
  - Some Network bugs fixes...
  - When Network check box is unchecked, the clusters configuration is cleared.
  - When a Network Fatal Error occurs, the Network is disabled.
- Video:
  - Fix some video problem. For compatibilities, see the "Video Support" doc.
  - In the Video Player, if you try to load a non DV file in "DV Mode with FireWire out" DSVideoPlayer tell you that it's not a good file (non DV).
  - New Filename handling for the Video Capture. The engine creates a temporary file to make the capture then rename it with the name you want (or auto Inc if you don't give one). So when you exit the Video Player or when you go in Playback mode, the temp file is deleted. Normally you must see in your hard drive only the files you have recorded.
  - No more strange dialog box in the Video Player... ;-)
  - You can reuse the sync over the Network (TCP/IP)

### ***New features***

- MIDI:
  - MTC Client is now full duplex. It generate MTC when he's set in chase mode and it chase to an incoming MTC when he's set in TCMaster mode
- Server:
  - Works now over a VPN after that the IGMP protocol has been enabled on the VPN.
  - When an IP Address is added or removed dynamically, the combo box reflects these changes and a dialog box is shown if the Network is enabled.
  - Network configuration is saved at exit and reloaded at startup.

### ***Known issues***

- Video:
  - Capture Compressor Settings not yet Accessible
- Server:
  - Network Real Synchronization (at the Sample) removed (for debug). This will be reimplementation in the next Beta version.
  - It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in the next Beta version.
  - To get back the Network configuration, servers must be launched in the reverse order they were exited.

## **Beta 10**

### ***Fixes / Improvements***

- Fix some video Capture problem. For compatibilities, see the “Video Support” doc.
- Add Frame Rate Settings to the Video Capture Mode.

### ***New features***

- New Display mode in the Video Player: “Full Screen Control Mode”. So the video player takes one entire screen of your PC to display the video and controls such as TimeCode, Transport, Offset etc... To access this mode, place the video windows in the screen you want to use then right click on it and choose “Full Screen Control Mode” or press “CTL + W”. Then press “ESCAPE” when you want to display advanced Controls.
- DV Video Out thru the FireWire port with DV compatible Devices. See the Video Support doc for more detail. In this mode, you can define an offset to compensate the delay on the Video Output.
- DirectShow Filters properties access... for exp. To set the Decoding resolution on the DV Decoder.

### ***Known issues***

- Capture Compressor Settings not yet Accessible
- Network Real Synchronization removed (for debug). This will be reimplementation in the next Beta version.
- It's not possible yet to “Remote” the clients or the launcher of another machine. This will be available in the next Beta version.

## **Beta 8**

### ***Fixes / Improvements***

- [Fix Some Network Configuration issue...](#)
- Network Performances enhancement.

### ***New features***

- Video Capture implementation for Video hardware compatible with DirectShow and Video for Windows and for Analog input (composite, svideo etc...).
- Capture Analog Crossbar Handling for the Video Routing (To select video input...)
- Capture Video Type Handling (PAL, NTSC etc...)
- Capture Video Format Handling (size, pixel format etc...)
- Capture ProcAmp Handling (Brightness, Contrast etc...)
- Capture Compression...
- DV Capture
- Capture Audio with video possibility...
- And Other Settings...
- Capture File auto incrementation (useful for punch).
- TimeCode File (\*.tc) for Video TimeStamp (this automatically set the video offset (in VT Client Dialog)).

To Capture a video, simply go in the Capture Mode, set a filename, set Preview Mode and other options... then press record on the VT Transport (or in Pyramix) at any time.

### ***Known issues***

- Capture Compressor Settings not yet Accessible
- DV Capture Settings not yet Accessible
- The Last Video Format is not recall on the application startup
- It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in the beta 9.

## **Beta 7**

### ***Fixes / Improvements***

- [Many bugs correction...](#)
- [Many optimizations...](#)
- User Interface Improvements

### ***New features***

- Full Network implementation; Connection of multiple machines over TCP/IP.
- Network function can be enabled by checking the Network checkbox
- If your machine has more than one IP address, you can select the one you want to use by click in on it, in the network frame.
- Auto-connection of all machines running VT with Network enabled
- Clusters can be configured using drag and drop on the network frame
- On the right side servers not affected to a clusters are shown
- On the left side servers affected to a clusters are shown
- Server inside another servers are slaves servers

### ***Known issues***

- It's not possible yet to "Remote" the clients or the launcher of another machine. This will be available in the beta 8.

## **Beta 2**

### ***Fixes / Improvements***

- Many bugs correction...
- Many optimizations...
- MTC work now correctly (tested with WaveLab, Cubase and Logic Audio)

### ***New features***

- New Look
- TC edit: double click on the time code in the transport or press Num Pad 6. In the Client Setup View make a simple click on TC (Offset, Mark In, Mark Out)
- Transport Shortcuts Keys (like Pyramix) with the Num Pad.
- 3 Speed for Forward, Rewind and Scan: Press One -> 400 % Reprass -> 1000 % Reprass -> 2000%
- Frame Rate implementation, so (for example) if you change the frame rate in Pyramix, all client will received the same settings
- In Client Setup View, Double Click on a client title to collapse/expand it.
- In Client Setup View, you can Set:
  - Offset
  - Mark In
  - Mark Out
  - Clock Master
  - TC Master
  - RX and TX (enable/disable Receive / Transmit communication with the client)
  - Chase (To put the client in chase mode. The Client must implement these feature to (like Pyramix))
  - Loop
- New Launcher View, to launch the Installed Clients ;- ) (double click)
- DS Video Player have now a button in the Windows Taskbar, so if you disable the Topmost feature, you can bring up the window with this button or with "Alt – Tab".





### ***Known issues***

- Setup View not available
- All transport mode are not supported yet by Pyramix
- MTC in not available
- DS Video Player: Capture and Playback thru FireWire not available
- Com Link is not fully bi-directional