

Release Notes

System Requirements

	Minimum	Recommended
Operating System	Windows 10 1803 or higher, macOS Mojave, macOS Catalina	Windows 10 1909, macOS Mojave, macOS Catalina
Processor	Intel i5 dual-core @ 2.3GHz ¹ , 6th generation ² or higher	Intel i7 quad-core @ 2.8GHz+, 6th generation ² or higher
Memory	4GB RAM	16GB+ RAM
Hard Drive	2GB ³ , 7200 RPM for record to disk	500GB+, Solid State OS Drive
Graphics Card	Intel HD ⁴ , DirectX 11 capable	Nvidia GeForce or AMD Radeon, 1GB+ video memory
Internet Connectivity	Open HTTP/HTTPS port 80, RTMP port 1935, port 7272 for Remote Desktop Presenter	If behind a firewall, check with your CDN for any sites to whitelist

¹May be insufficient for 1080p+ or 60 fps workflows.

²[How to check the generation of your Intel processor](#)

³Additional hard disk space required for record to disk.

⁴Insufficient for advanced Multi-Viewer workflows.

Languages Supported:

- English
- German
- Italian
- Brazilian Portuguese
- Chinese (Simplified)
- Japanese
- Korean
- Czech
- Dutch
- French
- Spanish
- Swedish

Upgrade Information:

- An internet connection is recommended for Wirecast 13 license activation.
- As long as your Wirecast (version 8 or higher) license is entered into the software and your Basic, Standard or Premium support subscription is active, you will be allowed to upgrade to the latest unlocked version of Wirecast for free.
- View [full upgrade information](#)

Add-ons:

- **NewBlue Titler Live**– Animated Titles and Graphics (Mac & Windows).
 - Includes over 60 title templates for lower-thirds and overlays
 - *Wirecast 13 Studio* includes a free copy of [NewBlue Titler Live Express](#).
 - *Wirecast 13 Pro* includes a free copy of [NewBlue Titler Live Present](#).
 - View our webpage for [additional NewBlue Titler Live solutions](#) available for purchase.
- **Remote Desktop Presenter** - Please use the Remote Desktop Presenter version 2.0.8, available as a separate download from Telestream: www.telestream.net/dtp
- **PLEASE NOTE: Wirecast 9 and later versions have dropped support of HDV**

licenses/cameras. [Please click here for additional information.](#)

Best Practices

Minimum Required Upload Speed:

- It is recommended that an upload speed rate of at least double the selected video bitrate be available, especially for a total target bitrate of 10Mbps (Megabits per second) or less, or when there are multiple outgoing streams.
- Upload speed can be tested at a website such as TestMy.net/upload.
- Additional tasks that can consume upload bandwidth on the network should also be considered when determining how much of the available upload bandwidth can be allocated towards streaming.

Rendezvous

Wirecast Rendezvous uses WebRTC technology that can be very resource intensive. For the best experience, we suggest considering the following table when choosing hardware:

	Studio (2 guests + 1 host)	Pro (7 guests + 1 host)
Bandwidth⁵	Add 4 Mbps	Add 5+ Mbps ⁶
Processor⁵	i5 quad-core ⁷	i7 quad-core ⁷

⁵ Based on a single simultaneous stream of 720p30 x264 @ 4.0Mbps.

⁶ Bandwidth per guest will scale downwards as more are added to maintain reliability.

⁷ Minimum recommended processor with example stream⁴. More demanding workflows may require a more capable CPU.

See our [Rendezvous Best Practices Guide](#) for more information.

ISO Recording:

- Solid State Drive or fast RAID array recommended for ISO Recording and Replay functionality.
- Actual data rates will vary depending on quality level selected for ProRes (Mac) or MJPEG recording (Windows), as well as the resolution and frame rate selected.
 - For Mac ProRes recording please refer to [Apple's ProRes data rate specifications](#).
 - Windows MJPEG Best Quality Guidelines (Megabytes per second):
 - 1080i and 1080p 29.97 and 30 FPS, MJPEG Best Quality – ~25MB/sec
 - 1080p 60 FPS, MJPEG Best Quality – ~50 MB/sec
 - 720p 59.94 and 60 FPS, MJPEG Best Quality – ~20 MB/sec
- Total expected data rate should be compared to available disk write speed to ensure adequate disk throughput.

Failure to ensure the available disk write speed is greater than the highest expected total data rate may result in frames being dropped from recordings (ISO, Replay, and Record-to-Disk).

Best Practices (cont.)

Hardware accelerated encoding requirements:

- Intel Quick Sync Video encoding requires an Intel CPU with an Intel® QuickSync Video core.
[List of Intel CPUs supporting QuickSync](#)
- NVIDIA NVENC encoding requires an NVidia GPU with Kepler architecture or newer.
[NVIDIA only maintains a general list of supported GPUs](#)
- Apple Hardware Accelerated H.264 encoding requires a Mac with an integrated Intel GPU*.

**This may change in the future, as the Apple API decides what hardware acceleration method is to be used. At the time of this writing, only Quick Sync via an Intel GPU is supported.*

High frame-rate streaming (60fps):

- High frame-rate streaming will result in increased CPU usage and require a higher bit rate (4Mbps or higher) for a quality encode.
- Simply switching to a higher frame-rate without ensuring the CPU and bitrate are sufficient may result in a lower quality encode.

CPU Usage:

- Consider lowering your canvas frame rate and/or streaming resolution to lower CPU usage.
- Maintained system CPU usage greater than 60% will increase the likelihood of dropped frames.

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Wirecast **BETA** 13.2

- **New & Improved:**

- WIRE-17666: Removed Auto-Canvas option as it was confusing and no longer serving a useful purpose. New documents will default to 720p. Older documents will be set at their actual canvas size, and you'll get a warning if your output resolutions don't match your canvas size.
- WIRE-17617: Updated the highlight color for Windows buttons to be less obnoxious than the bright green.
- WIRE-17610: Clarified a bit of wording on Chromakey Properties.
- WIRE-17594: Added support for Snap Camera.
- WIRE-17586: Improved the design of the NDI GPU encoding toggle button to make it clearer which was off, and which was on.
- WIRE-17585: Added a checkbox option in Advanced Preferences to allow you to reconnect live shots automatically if they get disconnected. Defaults to checked.
- WIRE-17577: Implemented a system of fixed latency for selecting the video & audio frames to render for each source. As part of this, we added a new text field to the Advanced section of the Preferences that will let you specify the Global Input Latency Wirecast should use. Lower latency means more possibility of audio blips; longer latency means more delay before video & audio are shown.
- WIRE-17556: We added an option to disconnect all peers when ending a Rendezvous session
- WIRE-17533: Added the ability to set a LinkedIn Live event to "Public" or "Private".
- WIRE-17467: Added a font face pop up to more accurately select font variations.
- WIRE-17451: Updated the term "Audio Interface" to the more descriptive "Audio Playback" for clarity.
- WIRE-17432: Now we allow you to create a custom encoder when outputting to Facebook Live.
- WIRE-17325: Added a tooltip to help explain the Facebook Optimize Connection button.
- WIRE-17318: We no longer notify you when a new update comes out if your OS is not supported.
- WIRE-17317/WIRE-17238: Updated the button placement in the Rendezvous dashboard to prevent you from unintentionally starting a new session when you meant to connect to a previous session.
- WIRE-17313: Made a minor update to the Vimeo Output API.
- WIRE-17277: Enabled GPU decoding for NDI sources.
- WIRE-17260/WIRE-16693: Updated our Solid Color overlay functionality with a fancy new GPU-accelerated one.
- WIRE-17229: Gave a minor makeover to our "Add Source" Window layout.
- WIRE-17197: Implemented a number of changes to improve the reconnection behavior of Wirecast Go when used as a source.
- WIRE-17190: Smoothed out audio from sources when connecting and disconnecting.
- WIRE-17077: Updated to NDI SDK 4.5.
- WIRE-17019: Wirecast now opens at the size of the screen instead of at a certain size in the top left corner of the screen
- WIRE-16972: Made some under-the-hood improvements to the Audio Mixer, which should result in an improved efficiency and reduced CPU load.

- WIRE-16933: Upgraded our Webstream plugin (libVLC) to version 3.0.8.
- WIRE-16930/ WIRE-16734/ WIRE-6613 /WIRE-14: Introducing Chroma Key v2: Added new features to our Chroma Key to enable more accurate keying, including spill suppression, edge coloring, clipping ranges and more.
- WIRE-16929: Introducing Color Key: Added a new Color Key feature which keys using colors in the RGB space. Useful for images (logos) that have non-black and non-white backgrounds.
- WIRE-16928: Introducing Luma Key: Added a new Luma Key feature which sets the image alpha based on the intensity (y) value, ignoring the color (U and V) values. This is useful if you have a logo with a white or black background you wish to remove.
- WIRE-16925/WIRE-12741/WIRE-16650: Rebuilt our Multiviewer, and in the process, added some cool new audio meters.
- WIRE-16847: Implemented a menu & menu items under the 'Switch' menu that restores the toggle functionality of Layers in the Main Shot Display area.
- WIRE-16783: Rebuilt the Shot Layers User Interface- you'll notice some snappier animations and a subtle new look.
- WIRE-16749: Added support for new "made for Kids" guidelines in YouTube destination.
- WIRE-16739: Improve the Output Statistics for RTMP Destinations.
- WIRE-16732: Changed the way we store/show your document thumbnail, to reduce file size.
- WIRE-16699: Rewrote our text widget to, among other things, improve performance and smoothness of scrolling text.
- WIRE-16663: There is now a 'Delete all' button in the Asset Manager window to remove all missing assets at once.
- WIRE-16648: Switched from the Apple-deprecated OpenGL render engine to Metal on macOS.
- WIRE-15995/WIRE-17442: We moved the status bar to the bottom of the main document UI to free up space at the top. It will show System CPU, bitrate, dropped frames, viewer count, Facebook reactions and Telestream Cloud status.
- WIRE-15915: Added the ability to bring in an NDI audio only source.
- WIRE-15584: Added an "Add All" button in Rendezvous to more efficiently add all guests at once.
- WIRE-14979: We now allow you to set In and Out points on your Custom (Stinger) transitions.
- WIRE-14072: We added an improvement so that all sources appear and disappear from the source list while the Add Source dialog is showing, so you no longer need to close and reopen the dialog to see updates.
- WIRE-12911: Improved experience when a shot gets disconnected. You now have the option for disconnected shots to be replaced with the red question mark, a transparency, or an image of your choice.
- **Fixes**
 - WIRE-17677: Fixed several small memory leaks on macOS.
 - WIRE-17662: Output Settings sidebar was not updating when the destination was changed. Now it does.
 - WIRE-17646: If you set a delay on your Video Shot it will no longer reset itself intermittently.

- WIRE-17643: Fixed a bug where if you selected Configure Monitor and then System Audio Capture your Config Monitor selection would get reverted to your previous selection.
- WIRE-17640: Removed Syphon Inject from User Guide.
- WIRE-17633: We've removed Syphon Frame as a Source Option. Syphon depends on the OpenGL framework, (which Apple is in the process of deprecating), and as of version 13.2, we've moved Wirecast to the Metal framework, which is not compatible with Syphon.
- WIRE-17629: Removed use of the word "Master" in Wirecast and documentation in favor of Main Shot Bin and Main Audio Mixer.
- WIRE-17627: Fixed drop shadows being upside down on macOS.
- WIRE-17622: The "Remove when finished" option for media playback works again.
- WIRE-17609: Fixed a minor issue that would result in Chromakey being selected when you meant to select Lumakey.
- WIRE-17608: Stinger Transitions now maintain their alpha channels
- WIRE-17605: Fixed a rare crash that could happen when a Rendezvous Guest joined a session.
- WIRE-17603/WIRE-17286/WIRE-16571: Fixed an issue that would cause capture cards to switch sources each time you rebooted your computer. See NOTE below.
- WIRE-17599: Fixed a crash that would occur when starting a Rendezvous Session when a disconnected audio source was in the Live Program Out Mix.
- WIRE-17598: Fixed a crash when changing the Solid Color sources' width or height to zero.
- WIRE-17593: Removed forced bold, italic and bold italic from fonts that don't support them.
- WIRE-17592: Fixed another rare crash on Windows.
- WIRE-17590: Teradek Sources no longer autofill Host, Port and Stream Name.
- WIRE-17580/WIRE-17578: Mattes now work again.
- WIRE-17489: Fixed a few issues with text scrolling that were known issues in Beta 1.
- WIRE-17282: Manual focus on NDI PTZ control now works.
- WIRE-17576: Fixed a crash when switching shots with certain transitions if the Rendezvous Live Output camera was set to the Document's output.
- WIRE-17574: Fixed rare crash on Windows.
- WIRE-17564: Fix rare crash when switching shots to a Rendezvous Guest that has disconnected.
- WIRE-17553: Fixed rare crash that could occur when a Dynamic Destination sends Wirecast an invalid XML file.
- WIRE-17527/ WIRE-16883: Fixed rare crash at quit on macOS.
- WIRE-17525: Fixed a bug where you could inexplicably no longer manipulate shots using your mouse
- WIRE-17512: In the Audio Properties panel, it turns out changes made to the gain channel sliders were not being sent live.
- WIRE-17490: The Select Screen Region feature of Screen Capture now works again on macOS.

- WIRE-17465: Fixed an issue where output destination names would rebel, if left unnamed, and take over a name from an existing destination.
- WIRE-17463/ WIRE-17420/ WIRE-16591/ WIRE-15317: Satisfyingly, fixed a number of rare crashes that could occur when switching shots.
- WIRE-17448: Removed Studio badges from Wirecast UI.
- WIRE-17440: Updated the Facebook Live API to make it possible to schedule a live event on Facebook from Wirecast again.
- WIRE-17427/WIRE-13538: Resolved a crash that could occur if you added more than 49 layers to a shot.
- WIRE-17412: Fixed a very rare hang when deleting a replay layer.
- WIRE-17408/ WIRE-17334: Fixed an issue that would let you close a document without saving some source properties settings - thus causing you to lose those settings.
- WIRE-17378/WIRE-17213: Fixed issue where your text and clock shots would suddenly go missing.
- WIRE-17373: Auto-Canvas was sometimes reporting the wrong resolution.
- WIRE-17343: Added a font face pop up to more accurately select font variations.
- WIRE-17323: Fixed a confusing error that would show a Wirecast crash error upon opening.
- WIRE-17315: The websocket connection to the server was closing unexpectedly when using a VPN service with Rendezvous. So now we add a periodic ping to keep the websocket connection alive.
- WIRE-17304: Restricted Virtual Camera to only output from one document at a time.
- WIRE-17302: Input fields in Output Settings are no longer unresponsive following a single factor authentication failure.
- WIRE-17279: Fixed a crash that could occur if your document freaked out and got into a state where it wasn't ready for the next action. This could occur when attempting a screen capture when an audio driver is not installed, or you have shots programmed to an Elgato StreamDeck.
- WIRE-17261/ WIRE-17174: NDI audio can now be sent joyously and distortion-free to Rendezvous participants
- WIRE-17259: Wirecast no longer fails silently when attempting to connect to a scan converter source that's larger than 8K.
- WIRE-17256: Now we don't prompt you twice to overwrite saved documents on macOS Catalina.
- WIRE-17236: Icons were incorrectly displaying mute in a browser connection when entering a Rendezvous session.
- WIRE-17226: Updated the Media File icons are the same in the Add Source dialog.
- WIRE-17210: Fixed a minor memory leak in the YouTube Destination.
- WIRE-17201: YouTube is deprecating the StreamNow functionality. All YouTube live streams must now be done through events.
- WIRE-17196: Worked around an issue where the NDI HX app provides invalid audio timestamps when sending to Windows.
- WIRE-17192: We disabled the Facebook Speed test when streaming via Wirecast Restream since the location wasn't local and optimizations were invalid

- WIRE-17189: Emojis, and other characters are showing correctly again in Rendezvous.
- WIRE-17169: Added a notification when attempting to install on Windows 8.x. (Psst: It requires Windows 10 or higher).
- WIRE-17164: Canvas Size limitations are now enforced when using custom presets.
- WIRE-17150: If your document was saved with a layer off in a previous version of Wirecast, and opened in Wirecast 13, the layer would not appear. We found your missing layer and brought it home.
- WIRE-17142: When sending live captions through our WebServices platform, certain platforms are not handling b-frames correctly resulting in garbled captions. To account for that, we added new "Cloud Captioning" encoding presets that turn b-frames off and increase bit rate (to account for inherent quality loss of turning off b-frames).
- WIRE-17278: Now your encoding preset won't spontaneously change after you create an event.
- WIRE-17133: Add documentation for sources that can be used with ISO Recording.
- WIRE-17126: Selected transition was not used when using Keyboard Shortcuts when AutoLive was enabled.
- WIRE-17124: Add ability to Screen Capture hardware accelerated applications on Windows 10 1903 and higher. Examples are Chrome, Firefox and Zoom.
- WIRE-17095: Improve the peak bitrate behavior of the Apple H.264 encoder. This fix only applies to macOS 10.15+.
- WIRE-17087: Fixed an error in the YouTube API caused by the reported user's region being unsupported
- WIRE-17084: Facebook recently made changes to Groups that restricts any app from accessing certain features, such as the Live API, until an admin grants access to the app. We updated our error message for this so you might actually know what it means and what to do about it.
- WIRE-17080: Increased the efficiency of data calls for Facebook scheduled events
- WIRE-17065: Fixed an issue using audio interfaces with Rendezvous on macOS.
- WIRE-17063: Improved resiliency when dealing with apps that feed us video timestamps that are off from the audio timestamps (e.g. JustWifiCam on iOS).
- WIRE-17055: Fixed a crash that could occur while setting up a YouTube event
- WIRE-16994: There were some unnecessary horizontal scroll bars on Windows that we removed. Now you won't be tempted to scroll when you can't.
- WIRE-16973: Made some under-the-hood fixes to reduce CPU on Mac
- WIRE-16963/WIRE-16904: Fixed an issue where sources on your Live and Preview would scale to 1/4 when dragging your document from one monitor to another on macOS.
- WIRE-16924: Added trace logs to improve our ability to track errors to YouTube streaming.
- WIRE-16917: Fixed issue where icons in the Main Shot Display were not handled consistently across audio sources and in some cases were not respecting the addition/removal of layers containing audio

- WIRE-16912: Fixed a horizontal misalignment of Bitrate in the Output Statistics
- WIRE-16911: Fixed horizontal alignment of Channel in the Rendezvous Audio Mixer in certain languages.
- WIRE-16910/WIRE-16905/WIRE-16903 /WIRE-16707/WIRE-16784: Fixed a variety of missing translations.
- WIRE-16908: Made our error message more understandable if you were to select Live Captions without having Telestream Cloud Settings selected.
- WIRE-16907/WIRE-16826: Fixed a couple of error messages that were displaying incorrectly, especially when in dark mode.
- WIRE-16906: Fixed text overflow in the Keyboard Shortcuts Preferences Pane in certain languages.
- WIRE-16869: Made some changes to the YouTube destination to more elegantly handle accounts that don't have pre-existing events
- WIRE-16835: Fixed the layout of our Support Assistant in several languages.
- WIRE-16825: Fixed a rare hang when exiting to Multiviewer while ingesting a BlackMagic source.
- WIRE-16820: Added CPU data to the trace log on exit.
- WIRE-16811: Added a manual configuration option for audio sample rate that will let you pick the value that matches your incoming source. (Note: you can only configure the audio sample rate when automatic format detection is disabled. We do this to prevent people (we won't name names) who don't know what they're doing, to set it to 196kHz - because they may think bigger is better - and then call support or get stuck because they don't understand what's happening. So, yeah. We're restricting this for your own good. When format detection is enabled, we assume the audio is 48 kHz.)
- WIRE-16799: Crash when declining a macOS prompt to install Osaka font.
- WIRE-16779: Fixed a crash that would occur when stopping two live streams to Twitter/Periscope.
- WIRE-16778: Fixed an issue playing audio from WASAPI devices.
- WIRE-16776: We've taken some extraordinary measures to ensure that web stream sources stay connected and don't freeze in Wirecast - even if they restart, end, enter an error state or we stop receiving data for any number of reasons. We now try our darnedest to reconnect.
- WIRE-16768: Output Settings UI has some minor alignment issues on macOS.
- WIRE-16763: Fixed a crash that could occur if you had a hotkey with no name, and you right-clicked a shot.
- WIRE-16762: Fixed an issue that could occur when using a source that produces JPEG frames, on a computer that is not fast enough to decode them in real-time. The result was a backlog of frames that would cause the source's video to be delayed and out of sync with any live audio. (This could've also happened when deinterlacing video from a task source (though less likely since deinterlacing is relatively quick).
- WIRE-16760: Wirecast was trying to use deselected/unused output destinations when Live Captions was selected. It won't do that anymore.
- WIRE-16747: Fixed our copyright date in the About window.

- WIRE-16745: Flash is dead. We're not going to warn you that it's not installed anymore.
- WIRE-16713: Reconfigured NDI Output to avoid "clocking" the output which was intended to help file-based outputs but effectively slowed down real-time sources, resulting in for example, dropped frames at 1080p60.
- WIRE-16694: Reconfigured NDI Output, which effectively improved several issues- one of which was an observed A/V sync issue on NDI Out.
- WIRE-16684: Fixed an issue that cause no video from the Logitech B910 when using Motion JPEG.
- WIRE-16643: The option to move a shot from a Playlist back to the Main Shot list... is back.
- WIRE-16627: Fixed an issue where Scheduled Events in YouTube were going live immediately.
- WIRE-16613: Restored the ability for keyboard navigation in dialog boxes on macOS.
- WIRE-16588: Fixed some artifacts that could appear when interacting with your document.
- WIRE-16457/ WIRE-15874: Implemented auto-reconnect for webstream sources if they unexpectedly disconnect
- WIRE-16306: Fixed an issue where you could drop frames after enabling Chroma Key.
- WIRE-16237: Fixed an issue that would cause NVENC encoding to fail on certain laptops with dual GPUs.
- WIRE-16020: Fixed it so that frames are no longer being dropped on certain transitions.
- WIRE-15781: Now, modifying the canvas size does not cause the Multiviewer to stop updating.
- WIRE-15729: Now, when an ISO/replay recording's source becomes unavailable, the recording stops and must be manually restarted. User is informed of the stoppage via the status bar.
- WIRE-14983: Fix very rare crash that could occur when activating a license on Windows.
- WIRE-14633: Users are now prompted to install the Telestream Audio driver when adding a System Audio Capture shot on macOS.
- WIRE-14511: We now require a subject to be entered in order to submit zip support file. Our Support department thanks you for that.
- WIRE-14277: Duplicate sources no longer show when adding an iOS camera source.
- WIRE-12047: Updated the names of some of the properties for text shadow for more clarity.
- WIRE-11406: Completely rewrote our text widget, which has greatly improved the quality of text scrolling.
- WIRE-6042: Now we provide a warning in output settings if folder you're trying to save to doesn't exist.

Known Issues

- NOTE: As part of the fix for WIRE-17286, on BlackMagic devices, we now identify them via hardware ID instead of enumeration order. The fallout is that if you have a document that once referred to one piece of hardware it may fail to initially reference a different piece of hardware. The workaround is to use the asset manager to replace the references to the new hardware. Once done, that document should save your new sources as expected.