



Prism v2.0 Release Notes

Features

- Allowing multiple Surfaces.
- Added Regions.
- Added Media Management:
 - o Show all media in Project.
 - o Import/Export Project with media.
 - o Relocate Media.
- Added Blend Modes.
- Added Pixel Map Adjustments.
- Added copy/paste of elements and properties: bank element properties, layer control, encode list properties, regions properties.
- Added Multi-Element Selection & Property Adjustment.

Updates

- Updated Synergy control:
 - o Managing multiple Surfaces.
 - o Added layer crop, blend modes and blend amount.
- Settings:
 - o Added inputs preset cache.
 - o Show AiM encoder CPU and RAM usage.
- Virtual Returns: added surface selection as source.
- Improvement on UI rendering.
- Updated NDI to v6.0.

Known Issues:

- Some webcams might not work on certain media servers: input will show as 'Failed'; this could be due to a not valid selection for the audio source.
- Reinserting dongle could not dismiss the 'No Valid License' full-screen popup: Prism currently needs to be restarted.
- UI can become unresponsive plugging or unplugging in a physical output.
- Synergy:
 - o Linking a surface from Titan might not retain the layers.
 - o On releasing a synergy surface from one console and linking it from another, all the layers on Prism are deleted.