

MoviejayHX release notes

Version 4.0.0 - 2.6.0.12514 - 10/02/2022

- moviejayHX 4 further improves the moviejayHX 3 user experience with more new features and a completely redesigned playout engine, now taking full advantage of GPU power for playback, CG and HTML5. As a part of the update, you can use DirectX11-powered preview with much better quality.
- Improved Webcapture virtual capture device that apart from opening a web page to insert into the main playlist, now also allows to interact with mouse and keyboard (for example, to type a search on Google or click to play a YouTube video) just like a regular web browser.
- In the moviejayHX Setup module, added a new window to synchronize all the databases (clips, commercials, programs, external feeds, overlays, commercial and playlist scheduling) on other instances of the application such as a 2nd license of moviejayHX for an additional channel. This new screen manages in batch and in the right sequence the same copy operations available on each of the databases. This way, you can now fill the new records and scheduling on the main channel, copy all the databases and finally make the only required changes, with great time savings.
- Improved logos database management, now handled as CG projects so to allow filing and recall of complex projects containing any kind of elements like animations, tickers, etc
- Added 8K formats support (available with UltraHD plugin) and high frame rate video formats (100, 119, and 120 fps).
- HTML5 is now supported on CG and Music Pack banners due to Flash being deprecated by the end of 2020.

- moviejayHX 4 now offers a dual encoder that can be set independently allowing 2 different destinations (for example, streaming and capture to file, with different codecs). Also, the playlist commands REC START / REC STOP now allow to selectively start/stop the 1st and/or 2nd encoder.
- Redesigned picture squeeze feature much easier to set with just a zoom cursor and target point.
- In the moviejayHX on-air module, inside the external feeds selection screen, it is now possible to set all the various parameters about the passthrough device on the fly (real or virtual device such as NDI and input line).
- In the moviejayHX Setup module, inside all the screens where the copy record feature to another channel is available such as clips, commercials etc. added a "toast message" (automatically hiding message) that inform the operation has been completed successfully.
- Improved playback of YouTube clips and live streams.
- Improved Skype-originated NDI streams detection
- Added AMD AMF h.264 and h.265 (hevc) encoder.
- Added support of TCC mode for NVIDIA encoding.
- HTML5 core CEF components updated to 83.0 version, added support for PDF.
- Added PGS subtitles support.
- Improved loading of PSD files in the CG
- Added native integration with Yuan devices.
- NVidia SDK components updated to 9.0.18 - it requires an update to 418.81 or newer NVidia drivers on your workstation.
- FFmpeg components updated to 4.3.1
- Blackmagic components updated to 12.1

- Bluefish444 components updated to 6.4.1.7 version.
- NDI core components updated to version 5.0
- AJA components updated to 16.1.
- Deltacast SDK updated to v6.15
- Magewell components updated to 3.3.1.1004 version.
- Lots of other improvements and fixes in the capture and playback engine and the application workflow.

Version 4.0.1 - 2.6.0.12514 - 24/02/2022

- In the moviejayHX on-air module, attempting to load a passthrough external feed (input/output 99-99) a violation access error was shown. Furthermore, any passthrough feeds inside playlists were skipped. Both faults have been fixed.