



New Features in Lyric 8.7 RU 1

Video Object (Software 3D DVE)

The new **Video Object** is a software-based 3D DVE. It allows full raster live video texturing to a 3D object and includes audio and video sync. It is available across all platforms.

Universal Windows 7 Touch Screen Support

Lyric now supports any touch device that is compatible with Windows 7 touch screen drivers for its native touch screen functionality.

Improved FFMpeg support

Includes supporting mp4 files and 44.1 audio with updated FFMpeg version (2.2.23)

Please note: Users can only have one version of FFMpeg installed on a system at a time. 8.7 RU 1 has a new version; to use older versions of software must uninstall 2.2.23 and reinstall the older version.

LYRIC PRO TOP TIP

LEIF Atomic Updates

Updates in a scene can be deferred until they are fully complete using the LEIF “scene.DeferUpdates = true” and “scene.DeferUpdates = false”. This could be used for example to prevent the update of multiple DB Linked fields until all have been updated, preventing the “ripple” update.

Add Luma Key to Matrox Clips

On Matrox Mosaic and Mosaic XL, users can now generate a clip key with an image. 2-boxes, Big/Littles, and any other keyed clip backgrounds are now even easier than ever to generate.

LYRIC PRO TOP TIP

Auto-Execute Macros on Startup

Name your macro Lyric.lyr, with auto-execute selected, and put it in the Program Files wherever Lyric is installed to run the macro upon startup.

eFX Feature Matching

Extract audio mov for Graffiti as well as Extract audio mov for Matrox is enabled for Lyric version 8.7 RU1.

LYRIC PRO TOP TIP

UI Improvements

Do you know the Scene Tree, Scene Graph, and Timeline windows are now able to be detached from each other and arranged on the screen however you like? Go to Preferences> Windows> Anchor Scene Windows to join or detach the windows.

Further Improvements

More extensive Unicode support

Lyric UI improvements (new, clearer labeling, Toggle Selection Guides icon)

Virtual Output Access - You can now access the virtual output from the View menu in offline systems.

Changes to Existing Features in 8.7 RU1

Browser UI Improvements

Clicking Up or down on arrows in browser moves one item at a time.

GPO Improvements

Users can now send more than one GPO out with a single macro call. In previous builds, users had to send a call for each trigger, but in Lyric 8.7 RU 1 the LEIF command has been extended to accept multiple GPOs to be triggered simultaneously

II Transmit Now Available Over Serial

An II Transmit macro command can now be set through a registry setting to transmit out the serial connection. To use II Transmit over serial, add the string value "IITransmit Port" under HKEY_CURRENT_USER\Software\Chyron\Lyric\Ilemulation and set to COM1 or COM2.

Advanced Data Object Improvements

Data Object Parameters

Application and scene parameters allow third party applications to drive external data into Lyric without having to be aware of any message elements. Designers only need to link scene elements to parameters. Parameters are available in the Lyric User Interface as well as the Lyric macro engine.

Data Object Preview on Canvas

The first record in the data object record set will be displayed in preview of the message.

Data Object with Updates

The data object can now persist between messages with updates in and out.

New Features in the Previous Build - Lyric 8.7

Advanced Data Object

The **Advanced Data Object** is a new interface designed to make mapping data onto your messages simple and fast. Data formats supported include Text files, Excel files, Database files, local and remote XML and RSS documents (including XPath queries and XSLT data formatting), DSN entries (file-based, system, and user), AP Web Feed subscriptions, and Google Spreadsheets. It can also be used to cycle through image or movie directories.

New Auto Formatting Tools

Lyric 8.7 supports two new automatic formatting features to make “smart” message construction even easier to accomplish without having to rely on scripting.

The **Auto Spacing** feature allows for dynamic spacing of groups within a designated area of the screen. **Auto Hide** allows for nodes to be visible or invisible based on whether there is text in a template. Used together, these formatting tools make messages like Bullet Points easy to create once and automatically layout properly.

Video Capture for Matrox Mosaic and Mosaic XL

Video Capture allows users to be able to save stills or video either from input or to record one’s output.

Matrox Mosaic and Mosaic XL and Graffiti Video Texturing

Video texturing onto geometry is now implemented for Matrox Mosaic and Mosaic XL as well as the Graffiti.

Changes to Existing Features in Previous Build - Lyric 8.7

Paste Special

Pasting into the alt+t window in previous versions of software would paste rich text formatting. Now, pasting into alt+t will result in unformatted text, and to paste in formatted text you would use the key combination of control + alt + v (“Paste Special”).

**Note:* The rich text formatting features that are respected are font type and justification only.

Video Texturing for Matrox

On a Matrox Mosaic or Mosaic XL, the process of video texturing a 3D object has changed slightly from the procedure of video texturing in eFX based systems. Information on how to accomplish video texturing can be found in the Lyric Help file.

Bug Fixes in Lyric 8.7 RU1

The following bugs have been fixed in Lyric 8.7 RU1:

ID	Title
24280	Undock Timeline / Scene Graph / Scene Tree
25416	Atomic multi-template update
26321	Globalization - File I/O: Cannot save to Unicode filename - Lyr
27542	Globalization - File I/O: Support Unicode/alphanumeric files in Ctrl-Record of Template Data Message
28376	Globalization - File I/O: Cannot open messages with Unicode pathnames
28377	Globalization - File I/O: Support Unicode path in preferred folder
28378	Globalization - File I/O: Cannot open LNO file with Unicode pathname
29332	Globalization - File I/O: Display Unicode message name\path in UI
29341	Globalization - File I/O: Open message with Unicode pathname from Explorer
29342	Globalization - File I/O: Need new type of template data message (W file) to support Unicode filenames
29422	Globalization - File I/O: Cannot save to Unicode filename - AVI
29423	Globalization - File I/O: Cannot save to Unicode filename - Quicktime
29424	Globalization - File I/O: Cannot save to Unicode filename - Image formats
29517	Globalization - File I/O: Support Unicode path for Intelligent Interface message directory
29520	Globalization - File I/O: Support save/load of user profile with Unicode pathname
29557	Globalization - File I/O: Update X Command to support Unicode filenames and object names
29671	Globalization - File I/O: Export 3D geometry to 3DO file with Unicode pathname
29726	Globalization - File I/O: Photoshop Images do not import as individual layers if pathname Unicode
29970	Message loads to Last frame buffer (FB2) if double-clicked to start Lyric
31134	Globalization: Objects with unicode names appear as question marks in the Masking Panel
31831	Save new default settings for SaveAs dialog
32547	Browser - Using Mouse Wheel in Text View does not show last set of entries
32565	Leif - Atomic update of images/movies
32612	Advanced Installer - Several descriptions missing from Custom Install
32979	Bullets Phase 1 - Restricted number of rows in 3D template
34314	LEIF support - enable/disable Auto Hide on object If Template Is Empty
34388	DataObject: Inherit Data Object from Update Out scene
34408	Autofollow: Relative to previous or next node
34413	Minimum size to fit may result in clipped characters

34426	Opening Lyric via dbl-click on a message shows an error and the UI doesn't fully load
34477	Data Object: Append updates if applied to 3d crawl/roll
34513	Auto Follow: Objects should only follow visible 3d text
34561	iSQ/LEIF: Lyric.Framebuffers should return AirCount and not FBCount
34756	Add keyboard shortcuts to Alternate buffers
34765	Auto Follow: Objects following 3d template disappear if there is an empty row
34793	Conditional Transitions: Duplicated rules always evaluate as false
34806	Globalization: Cannot add movie with umlauts in path
34810	Globalization - File I/O: Cannot extract XMP data from a movie with umlauts in path
34819	DeckLink: Add Audio Playback Capabilities
34829	Matrox: 3D DVE - Pixel Shader
34832	Matrox: 3D DVE - User Interface changes
34834	Matrox: 3D DVE - Licensing
34900	Globalization - Browser: Update database format for new browsers to support Unicode filenames
34901	Globalization - Browser: Load/save Unicode message filenames from/to browser
34902	Globalization - Browser: Load/save Unicode image filenames from/to browser
34906	Globalization - Browser: Update file watcher to support Unicode filenames
34908	LEIF: 3D Text returned from LEIF does not have soft breaks
34917	Autospacing incorrect in Update Out
34956	LEIF: Add method to directly activate an alternate buffer
34975	Globalization - File I/O: Support Unicode names for 2d text templates
34979	Globalization - File I/O: 2D window/template backgrounds with Unicode filenames do not read back correctly
35003	Add new CTRL-ALT-XFER semantic to clear all output scenes before transferring
35004	Matrox: Support Extract Audio
35020	Data Object: Preview on canvas
35021	Alt-T of 3D template does not update its selection range
35025	LEIF: Cannot activate RGB Font via Browser methods
35033	Data Objects do not update if Invert Dominance is enabled
35097	Data Object: Two-stage update for images
35098	Data Object: Two-stage update for movies
35126	Text gets clipped at the top in 3d template that is updating via Data Object
35129	Execute macro when Lyric starts up
35145	Browser - Fix scrolling
35168	Video Object: Add default texture
35169	Data Object: Preview on canvas from Edit menu item
35175	LEIF: Add method to trigger GPO
35191	Data Object : Use default texture if field is empty or asset cannot be found
35238	Keyframe Graph: Cannot right-click keyframes of some nodes in message
35258	Data Object Parameters Implementation
35285	Matrox: Video clip duration has shortened
35305	Add toolbar button to toggle selection guides
35307	UI Text Changes
35377	2D Template Properties can be opened without a template active

Known Issues in Lyric 8.7 RU1

Movies of Long Duration- One can experience an out-of-memory error on an FFMpeg function call when trying to play an excessively long audio/video movie (44.1KHz, .mp4) on an XP OS

Decklink Preview – If the Decklink preview on a Mosaic XL is being used as video inputs and not SDI preview it could potentially cause performance issues.

LBUs – Matrox clips are not included and must be zipped separately on some old messages, new messages will LBU correctly.

Advanced Data Object – Data Command keyframes on the last frame of their node will not fire correctly. Move them one frame off the last frame of the Data Object node or add at least one frame of pad after the keyframe to fix.

Licensing – When the Matrox hardware is licensed to the 500 SKU, the user loses access to ProRes codecs. If the hardware is licensed to the 500 SKU, then contact customer service to resolve the issue.

Network Transitions – When network transitions are enabled performance may suffer.

Touch Screen – If using Windows 7 universal touch screen, users cannot use Clone Canvas Window through Config > Preferences > Windows

Touch Screen – In Transition > Config Hotspots > Globals, On Liftoff is currently not supported. Please use On Touchdown instead.

ABOUT LYRIC SOFTWARE LICENSING

A dongle that has enabled older versions of Lyric on existing ChyronHego systems IS NOT compatible with Lyric Version 8.7 RU1. It must therefore be reprogrammed. Please contact ChyronHego Customer Service at +1 631 845 2132 if you are upgrading a ChyronHego system that you currently own to Lyric Version 8. There are also feature enhancements in Lyric 8.7 RU1 that will require reprogramming of the Lyric dongle.

Newly-purchased ChyronHego systems include the Lyric PRO version of the most recent Lyric 8 release, with the purchased options enabled. Hence, no licensing updates are required on a new system.

To purchase and enable additional software options, please contact ChyronHego Customer Service at +1 631 845 2132.

Newly purchased Lyric PRO Offline packages include a dongle kit programmed with the appropriate options.

Please contact Customer Service with any other questions regarding dongles.



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