



Chyron Lyric v5.24 Release Notes



About Lyric, Driver and Plugin Installation

Before installation of Lyric or a plugin, close any open instance of Lyric, and wait for thirty seconds. If, after the Lyric or plugin installation, an error message appears, indicating the presence of a duplicate LEIFLet, the system must be rebooted.

Lyric, all necessary plugins and drivers can be found on the Lyric 5.24 installation CD.

eFX Plugin

Systems with eFX frame buffers (some HyperXs, all HX200s) and/or eFX clip player options (some HyperXs/LEXs/LXs and all HX200s) must have **eFX plugin 161** installed. Do *not* uninstall the existing driver; just allow the new driver to install on top of it. The eFX plugin can be found in the *DuetUtilities\leFX* folder on the installation disk.

eFX driver installation defaults to **Custom**, which leaves the **eFX Driver** checkbox cleared (unchecked). Be sure to click (select) this checkbox for a full installation. During eFX plugin installation, Matrox codecs will also install. These are necessary for the Matrox-to-LTV file conversion utility.

When installing the eFX drivers, a prompt will be displayed with the following message:

Answer No to the question "Install Audio Drivers" to prevent Frame Buffer reversal in Lyric"

Click **OK**. A prompt will be displayed with the following request:

Do you want to install audio driver?

Click **No**. This prevents the eFX board enumeration from being reversed in Lyric. Note that the absence of audio drivers does not have a negative effect on Lyric and system operation, and in fact, prevents Window system sounds from accidental output from the eFX boards.

nVidia® Driver

nVidia driver 91.31 is provided with Lyric 5.24, and provides improved performance, especially with HD rendering. Updating the driver to 91.31 is recommended. nVidia driver 78.01 is provided as well. The nVidia drivers can be found in the *DuetUtilities\VGA Drivers\nVIDIA* folder on the installation disk.

CMix Plugin

If using a CMix with the system, then CMix plugin build 123 must be installed. The plugin can be found in the *CMix* folder on the installation disk.

New Feature

- Lyric's new Intelligent Interface option supports **Embedded Commands**. This option is enabled by default. With the option disabled, all characters in a template field are parsed explicitly as text. Accordingly, this option must be enabled in order for font/color change commands, ALTErnate characters or any other embedded commands to work.

Bug Fixes

- Resolved previous problems on eFX Frame Buffers, wherein **animations with a small preload** would wrongly use the *largest preload time* from previous animations. This problem increased the delay before starting an animation (including Clocks and Timers) on Output, but has been corrected.
- Resolved previous problems involving **shift in vertical position of animated elements**.
- Resolved the crash that sometimes occurred when the **Escape key was used on animations containing audio files**.
- Previous problems associated with **overlapping Global Masks** have been corrected.
- In situations where **auto-standard conversion** is performed on an animation, but the *dimensions* of the composition remain unchanged, the **timelines of objects** in the animation will no longer be altered.
- When recalling an **HD animation created with a pixel aspect other than 1.0** and auto-standards conversion enabled, the pixel aspect will be **set to 0.9**.
- Resolved problem wherein a Group member would **move, rotate or scale twice for each keystroke** when the **arrow keys** were used on the Canvas to adjust the animation.
- Systems running previous versions of Lyric without a CODI Squeezeback board experienced a **Squeezeback.ini file error** upon launch of the Lyric application. This problem has been corrected.
- Macros/LEIF issues:
 - **Macro script** will now appear in the user's specified "messagebox" font.
 - When **image data** is saved to disk via the Save method on the Image object, correct **alpha values** are now preserved.
 - **Auto-follow** is now engaged when template contents are **updated via LEIF**.
 - Lyric Version 5.24 adds the **UsePBuffer** property to Image objects so that **Canvas snapshots** can be rendered using the OpenGL pbuffer.
 - When a text window background is active, **updating a scene background** no longer causes an unwanted change in that text window background.
 - Escaping from an **auto-executed Macro** no longer causes an apparent read error.
- Intelligent Interface issues:
 - The **Access Denied** error that wrongly appeared when switching between dual- and single-port operation has been fixed.
 - When a **Read command** (V5 or Y) is executed on a Frame Buffer which is playing an animation, Lyric now waits until the animation completes before processing the command. Previously, the Read Command would be ignored with no error message returned.
- **Text window frames and captions** are now rendered even if the **Camera's Timeline** is shorter than the length of the animation.
- When saving a Lyric composition to image formats such as Targa (via a **Save-As** operation), the **Shape Video** option is now enabled by default.
- **Pauses** are no longer added between the **effect-in** and the **effect-out** of Advanced Text Effects.

- Previous versions of Lyric suffered a crash when **clearing a scene containing a 3D surface with multiple textures made from the same image file**. This problem has been corrected.
- Previous versions of Lyric suffered a **crash after a Wavefront file failed to load**. This problem has been corrected.
- Previous versions of Lyric caused **character corruption** in messages created with complex scripting disabled, when editing such messages with complex scripting enabled.
- Previous problems with **accurate placement of inserted 2D characters** at the user's cursor position have been resolved.
- Previous versions of Lyric had trouble placing numbers typed in a **2D text window in the correct order if Complex Scripting and RTL Input Mode were enabled and Digit Substitution disabled**. This problem has been corrected.
- Save and Recall of **character depth for 3D characters** has been added.
- **Font changes made to a 3D template** now affect all characters in the template.
- **Unwanted lengthening of timelines** no longer occurs when a timeline's handle is dragged to a position before frame 00:00:00.
- Lyric's **Canvas now refreshes** when justification is changed on a **Clock or Timer**.
- An error message now appears if an **Intelligent Interface telnet connection** cannot be initialized.
- **3D characters no longer appear off-screen** (as in previous versions of Lyric where the characters' initial position had an invalid value of -1000.00).
- Resolved **vertical shift** and/or **scaling** problems in messages **transferred** with a **default effect**.
- Resolved problem with **text flickering** after some messages were transferred and then played.
- Resolved intermittent problem wherein an **imported 2D image was not visible** on the Canvas.
- **eFX Board-based systems**: Resolved crash that occurred when **changing frame buffers after a Read-Next** operation.

Known Issue

- Lyric will throw an exception when the video standard is set to 720p, and a message containing a pause is played to output.

© 2006 Chyron Corporation, 5 Hub Drive, Melville, NY 11747

631 - 845 - 2132

sales@chyron.com

www.chyron.com

June 22, 2006