



# LSM-VIA | VERSION 1.7.27

## RELEASE NOTE

> November 2023

Author | PAILLOT, Julien  
Email | [j.paillot@evs.com](mailto:j.paillot@evs.com)

## CONTENT

Legal Notice.....	2
New Features.....	4
Bug Fixes.....	6
Known Issues & Limitations .....	9
Issues.....	9
Limitations .....	10
Compatibility .....	12
Software .....	12
Hardware.....	12
Deployment.....	12



## LEGAL NOTICE

Please note that the present product is supplied by EVS Broadcast Equipment SA or any other relevant entity of the EVS Group ("EVS") and is subject to EVS Software License Agreement (available on [https://evs.com/sites/default/files/2021-04/Software\\_License\\_Agreement.pdf](https://evs.com/sites/default/files/2021-04/Software_License_Agreement.pdf) or upon request) along with any applicable additional terms or policies.

By installing, copying, or otherwise using the present product, you agree to be bound by the above-mentioned terms.

## DISCLAIMER

This release note and the information contained herein are the sole property of EVS Broadcast Equipment SA and/or its affiliates (EVS) and are provided "as is" without any expressed or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. In particular, EVS makes no warranty regarding the use or the consequences of use of this release note and the information contained herein. Furthermore, EVS may not be held liable for any direct or indirect, incidental, punitive or consequential loss, damage, cost or expense of any kind whatsoever and howsoever resulting from the normal or abnormal use of this release note and the information contained herein, even if advised of the possibility of such loss, damage, cost or expense.

While every effort has been made to ensure that the information contained in this release note is accurate, up-to-date and reliable, EVS cannot be held liable for inaccuracies or errors that may appear in this publication. The information in this release note is furnished for informational purpose and use only and subject to change without notice.

This release note cancels and replaces any previous versions thereof.

## COPYRIGHT

Copyright © 2003-2021 EVS Broadcast Equipment SA. All rights reserved.

This release note may not be reproduced, transcribed, stored (in a database or a retrieval system), translated into any language, computer language, transmitted in any form or by any means – electronically, mechanically, printed, photocopied, optically, manually or otherwise – in whole or in part without the prior written consent of EVS.

## TRADEMARKS

All product and brand names are registered trademarks and trademarks of EVS or of their respective owners.

## IMPROVEMENT REQUESTS

Your comments will help us improve the quality of the documentation. Please send improvement requests, report any error or inaccuracy on this release note by e-mail to the responsible Product Owner (see e-mail address on the front page).



## REGIONAL CONTACTS

You will find the full list of addresses and phone numbers on the following webpage: <http://www.evs.com/contact>.

## RELEASE NOTES ON EVS WEBSITE

The latest version of the release note, if any, and other release notes on EVS products can be found on the EVS download center, on the following webpage: <https://docs.evs.com/>.

## NEW FEATURES

### IN 1.7.26

- > LSM-VIA 1.7 is compatible with Multicam 20.6, on top of the Multicam 20.5 compatibility.

### IN 1.7.25

- > The timer to map content to the LSM-VIA Remote Shortcut buttons through a long-press has been increased from 600 ms to 1 second.

### IN 1.7.14

- > **LSM-VIA now offers a MultiReview functionality.** The LSM-VIA MultiReview is an advanced mode which allows the LSM-VIA user to operate on the recorders from the whole network. It is used to view and browse the feeds from all the EVS server recorder channels of the network and select attractive camera angles to create and export clips or to build playlists.  
**The LSM-VIA MultiReview functionality is only available if the dedicated "LSM-VIA-MRV" license code has been installed on the XClient-VIA unit.**
- > The LSM-VIA configuration tool offers more flexibility to assign Server Players to the LSM-VIA Operators. Each Operator can select specific Players individually (max. 3 Player Channels per Operator), with the constraint to select consecutive Players only. Some Server Players can be left unassigned in the LSM-VIA configuration, in order to be exclusively controlled by other protocols.
- > LSM-VIA can fully access the content of network EVS Servers sitting on different PC LAN networks, which is especially useful when several OBTrucks must be interconnected for a specific event.
- > Growing Clips can be loaded more quickly, when the notion of Pref. CAM isn't defined yet on the EVS Server.
- > Navigating to a specific Page / Bank from the LSM-VIA Viewer is available by typing one (Page only) or two (Page + Bank) digits and hitting the F7 keyboard shortcut.
- > When navigating towards the Playlist View of the LSM-VIA Viewer application, LSM-VIA will land on the Playlist corresponding to the previous Clip Grid navigation, instead of landing on the previously selected Playlist.
- > Navigating back and forth between the current Server Clip Grid and the previously visited one from the LSM-VIA Viewer is available through the SHIFT+F9 keyboard shortcut.
- > When updating a configuration parameter that requires LSM-VIA to be restarted, the Operator has the option to restart LSM-VIA directly from the configuration tool.
- > Engineers configuring LSM-VIA setups have access to an "EVS Server connection check" button from the LSM-VIA configuration tool, to check if the local Server can be reached properly and if the connection between LSM-VIA & the Server is healthy.
- > When VIA-Xsquare 4.7 is deployed on the setup, the LSM-VIA Operator will be able to access the VIA-Xsquare monitoring tool from the LSM-VIA Viewer application, through a dedicated button or through the F11 keyboard shortcut.
- > Connectivity information is available in the LSM-VIA Remote About menu for the connected LSM-VIA Remote, XClient-VIA & local XT Server (PC LAN addresses, hostnames, XNet number & name).
- > Improvements of LSM-VIA Remote Shortcuts:
  - o The Shortcut categories have been reorganized. The functions impacting the controlled Channels & the shortcuts to the LSM-VIA control modes have been regrouped under the "Control" category. The functions relating to network content or search workflows have been regrouped under the "Content Access" category. The content of the "Generic" category has been reduced accordingly.
  - o Shortcuts to the "Multi-PGM" & "PGM+PRV" control modes have been added to the "Control" category.

### IN 1.6.30

- > Compatibility with VIA-Xsquare 4.6, enabling the following regarding Export workflows:
  - o Use source XT server as destination server
  - o Preserve LSM-id from EVS.xml to use as destination

### IN 1.6.19

- > The TimeCode of the Clip loaded on the smallest controlled Player can be restriped at the currently loaded TimeCode, from the LSM-VIA Viewer (Clip & CAM Modes are both supported).
- > The Keywords & Rating of a Clip can be edited for all angles at the same time (Clip Mode).
- > The Operator can export all angles of a given Clip to VIA-Xsquare target(s) at once (Clip Mode).
- > A portion of the Record Train loaded on the smallest controlled Player can be exported to a VIA-Xsquare target mapped to an LSM-VIA Remote Shortcut, without the need to create a Clip on the local XT Server first.
- > Improvements of LSM-VIA in Remote Workflows:
  - o The Clip creation workflow is now properly secured even at high latencies (Previously, Clips were created with IN Only if the Operator would hit "Save" quickly after "OUT", because we wouldn't receive the Server's answer on the OUT point in time because of the latency).
  - o The responsiveness of all basic channel control operations has been improved (Jog, Lever, Play, Load, Live, Swap, Sync to, Next, Skip, Step, Freeze).
- > Improvements of LSM-VIA Remote Shortcuts:
  - o The "Export" function can be accessed from the "Generic" section.
  - o Any Keyword defined in the Keyword File can be mapped to a Shortcut button, to enable fast Metadata tagging.
  - o The REC Names of Record Trains are displayed in all Shortcut interfaces on top of the LSM ID.
  - o The CLEAR key of the Remote panel allows to quickly clear a Shortcut mapping.
- > Improvements of LSM-VIA User Interface:
  - o The information displayed in the LSM-VIA Remote header has been reviewed, and the indication on the current Page / Bank is now bigger.
  - o The installed LSM-VIA version is displayed in the LSM-VIA web configuration tool.

## BUG FIXES

### IN 1.7.27

- > LSM-VIA was crashing when loading Playlists containing Record Trains as Playlist items, which can only be achieved from IPDirector (LSMVIA-13768).

### IN 1.7.26

- > LSM-VIA was sometimes becoming unresponsive when the Operator was quickly navigating through the Server Pages & Banks from the LSM-VIA Viewer application (LSMVIA-13746).
- > Going back to LIVE when VarMax, PGMSpeed or Second Lever Range was enabled was deactivating the function and was resetting the Lever range to default (LSMVIA-13622).
- > The Search functionality of the LSM-VIA Viewer application was generating excessive logging, leading to saturated hard-drives and to heavy log archives (LSMVIA-13672).

### IN 1.7.25

- > When both the LSM-VIA and LSM-VIA MultiReview licenses were about to expire at the same time, the Operator could sometimes experience a crash of the LSM-VIA Viewer application at startup when validating the license information pop-up (LSMVIA-13554).

### IN 1.7.17

- > When the LSM-VIA 1.7.14 ISO was deployed from scratch, the logging of the LSM-VIA applications wasn't functional straight away. As workaround, it was required to re-install the LSM-VIA 1.7.14 application (Applimage package) after the deployment of the ISO (LSMVIA-12577).
- > LSM-VIA was still installed on all XClient-VIA Hardwares when the "forceInstall" option was set to False in the centralized installer tool (LSMVIA-12730).

### IN 1.7.14

- > The LSM-VIA Viewer application was sometimes crashing at startup (LSMVIA-11601).
- > The LSM-VIA application was sometimes crashing when retrimming a Clip, going back to LIVE & reloading the updated Clip in quick sequences (LSMVIA-12341).
- > The LSM-VIA application was sometimes crashing when a Server from the XNet was quickly reconnecting / disconnecting from the network (LSMVIA-10916).
- > The connection to the local EVS Server was sometimes interrupted when a Clip was renamed from the TSL protocol and when the new name would contain special characters (LSMVIA-10914).
- > Setting Mark Points on pointed fields was not possible from the LSM-VIA Remote. Furthermore, in progressive formats specifically, the LSM-VIA Operator was not able to set IN and/or OUT points on pointed fields (LSMVIA-10066).
- > When creating Clips quickly, they were sometimes shown as growing for extensive periods of time (spinning wheel on the Viewer & blinking F-Key on the Remote) (LSMVIA-12127).
- > In some conditions, the Clip content displayed in the LSM-VIA Viewer Clip Grid was no longer consistent with the actual database of the EVS Server (LSMVIA-11624).
- > When cutting & pasting Clips from the LSM-VIA Viewer, some Clip angles were sometimes not showing anymore on the Viewer Clip Grid (LSMVIA-11564 & LSMVIA-12256).
- > When deleting Clip angles from the LSM-VIA Viewer, and when the Clip was later loaded on the local Server, the A-B-C-D-E OLEDs of the LSM-VIA Remote would sometimes not display the correct existing angles and the corresponding buttons would sometimes misbehave if the Operator would try to change the loaded angle (LSMVIA-10787).
- > When swapping a Clip from the PRV to the PGM channel, and if the Playout was paused on the PGM channel, the defined Clip Post-Roll was never played out on the PGM after the Swap (LSMVIA-11096).
- > The LSM-VIA application was sometimes crashing when editing & deleting Playlist items simultaneously (LSMVIA-11933).
- > The LSM-VIA application was sometimes crashing when the Operator was adding a CUT within a Playlist item (LSMVIA-12379).

- > It was sometimes not possible to go back to LIVE Mode on the LSM-VIA Remote when pressing E/E after a Playlist payout, while the EVS Server was effectively going to LIVE on the controlled channels (LSMVIA-10917).
- > When working with Playlists, LSM-VIA was sometimes going back to LIVE while it was not requested by the Operator (LSMVIA-12116).
- > In Audio Split scenarios, when the Operator was editing the transition effect duration (both Audio & Video at the same time), the transition point between the 2 Clips was incorrect. The OUT point of the second Clip was impacted as well, impacting the next transition as a consequence (LSMVIA-9605).
- > Clips inserted in the active Playlist from the LSM-VIA Viewer application were sometimes inserted with a CUT transition, instead of the default transition defined in LSM-VIA (LSMVIA-11444).
- > SLSM Clips inserted in the active Playlist from the LSM-VIA Viewer application were inserted with an Unknown speed, instead of following the "Insert SLSM at Native Speed" parameter defined in LSM-VIA (LSMVIA-10899).
- > When playing out a Playlist containing a single Playlist item, the Loop parameter was not taken into account (LSMVIA-7909).
- > When flattening a Playlist from LSM-VIA with CUT transitions between Playlist items, a false frame was sometimes inserted at the transition point in the resulting Clip (LSMVIA-12376).
- > The VIA-Xsquare password was visible in plain text from the LSM-VIA configuration source page (LSMVIA-11871).
- > A "Hashicorp Consul" component was deployed together with the LSM-VIA ISO. This component has been removed from the LSM-VIA packages because of the associated security issue (LSMVIA-11524).
- > **Some security vulnerabilities have been detected in the TeamViewer versions previously deployed on XClient-VIA units. In order to fix those vulnerabilities, the latest version of TeamViewer is now integrated into the LSM-VIA 1.7 ISO. To benefit from this fix, you can either deploy the full LSM-VIA 1.7 ISO or you can contact your local EVS Support in order to upgrade TeamViewer manually (LSMVIA-12394).**

#### IN 1.6.33

- > The LSM-VIA Remote was often being disconnected on large network setups (LSMVIA-11364),
- > The connection between the XT Server and the LSM-VIA application was sometimes not working properly. As a consequence, the operations triggered from the Remote didn't have any impact on the Server side (LSMVIA-11703).

#### IN 1.6.29

- > The LSM-VIA application was sometimes crashing while editing Playlists in PGM+PRV (LSMVIA-10783).
- > The LSM-VIA application was sometimes crashing when removing a Playlist item from a Playlist (LSMVIA-10845).
- > The LSM-VIA application was sometimes crashing when it was restarting after a network interruption (LSMVIA-10833).
- > When Operators were creating Clips quite quickly (IN/OUT/Save) on an XT Server sitting in a remote location, the LSM-VIA application was sometimes crashing (LSMVIA-10685).
- > The LSM-VIA application was sometimes crashing when the Operator was configuring / using his user-defined Shortcuts on the LSM-VIA Remote (LSMVIA-10789).
- > When the Operator was busy editing his user-defined Shortcuts on the LSM-VIA Remote, and when VIA-Xsquare was taking too much time to send the list of available targets to LSM-VIA, the LSM-VIA application was sometimes crashing, more specifically when the Operator was closing the Shortcut editing screen while VIA-Xsquare hadn't send its targets yet (LSMVIA-10686).
- > LSM-VIA sometimes failed to start properly when Mark Points had been set on Clips stored on the local XT Server (LSMVIA-10799).
- > The LSM-VIA configuration was sometimes not accessible after a fresh reboot of the XClient-VIA, due to a crash of the configuration service (LSMVIA-10934).
- > On very large setups (huge amount of XT Servers on the XNet-VIA network), it was sometimes not possible to export portion of Record Trains to VIA-Xsquare targets directly. As workaround, Operators were forced to first create Clips on the local Server (LSMVIA-10791).

- > On big setups where the XNet-VIA network was updated frequently, multiple entries could be created for the same Keyword inside the VIA-Search services database. As a result, Operators had to set multiple times the same Keyword as filter to find their Clips on the network (LSMVIA-10779).
- > When working in PGM+PRV, if an SLSM feed was loaded on the PGM channel and a standard feed on the PRV channel, the Operator couldn't access the SLSM sweet spots with the Lever on the PGM in PRV CTRL mode (LSMVIA-10786).

### IN 1.6.19

- > In the event of a crash of the LSM-VIA applications, it was sometimes not possible to restart afterwards without manually killing the processes or rebooting the XClient-VIA unit (LSMVIA-10325).
- > When adding a multi-selection of Clips to the active Playlist from the LSM-VIA Viewer, if the default transitions contained an Audio Split and if some Clips did not have enough guardbands to play the split transitions, the multi-selection was partially inserted in the Playlist (LSMVIA-6984).
- > When adding a multi-selection of Clips from the VIA-Search component to the active Playlist (LSM-VIA Viewer), some of the Clips were ignored and not inserted (LSMVIA-9992).
- > Loading or playing Clips or Playlists when Loop and Post-Roll were enabled at the same time wasn't possible. This correction is only available with Multicam 20.4 (LSMVIA-7583).
- > In PGM+PRV, when the Operator had defined an IN or OUT point on loaded Record Trains, it was then impossible to swap the loaded content between PGM and PRV channels (LSMVIA-10023).
- > When using Mark Points, it was sometimes not possible to reach some of them using the "Last Mark" key of the LSM-VIA Remote panel (LSMVIA-10137).
- > The Search functionality of the LSM-VIA Viewer sometimes didn't output the same results on all units in the same network (LSMVIA-7631).
- > The TimeCode information (Short IN, Short OUT) displayed in the VIA-Search UI of the LSM-VIA Viewer for Clips was sometimes not correct (LSMVIA-9298).
- > The duration information displayed in the VIA-Search UI of the LSM-VIA Viewer for Clips was empty (LSMVIA-9427).
- > When clearing all unprotected Clips & Playlists from the local XT Server, the Clips stored in some Playlists weren't sometimes deleted while all Playlists were properly deleted. The user had to execute "Clear all Clips & Playlists" a second time to effectively clear the content of the Server (LSMVIA-9574).
- > When flattening a Playlist to the local XT Server, the resulting Clip was sometimes staying in the creating state for several minutes (LSMVIA-10355).
- > When working in a mixed environment with XT-VIA & XT3/XT4K Servers on the same Network, an LSM-VIA Operator working on an XT-VIA Server didn't have the possibility to export Clips from the XT3/XT4K Servers to VIA-Xsquare targets (LSMVIA-9571).
- > In Clip Mode, when moving a Clip from a network Server to the local Server, then moving it to another position on the local Server, the second Move operation sometimes didn't work (LSMVIA-9520).
- > If a Move operation failed on a Clip, the Operator wasn't able to move that Clip anymore in his Pages and Banks. A workaround was to copy the Clip and delete the source afterwards (LSMVIA-5546).
- > Some special characters (e.g. japanese character set) were not displayed properly on the LSM-VIA Remote Screen (LSMVIA-10363).



## KNOWN ISSUES & LIMITATIONS

### ISSUES

- > When restarting LSM-VIA from the LSM-VIA configuration tool, the LSM-VIA processes might sometimes not respond anymore. The workaround in such scenario would be to manually kill the LSM-VIA processes and to restart LSM-VIA manually as well (LSMVIA-12392).
- > The LSM-VIA application might sometimes misbehave when the recording process of the local EVS Server is stopped, but also when it is restarted afterwards (LSMVIA-11612).
- > When the speed of a SLSM Clip is set to unknown within a Playlist, the remaining duration of the Playlist might not be correct anymore (LSMVIA-11666).
- > In Audio Split, the Operator will receive error notifications when trying to define transition durations that do not make sense for the Audio/Video tracks (transitions longer than the Playlist items before/after for instance) (LSMVIA-5354).
- > When editing the Speed of a Playlist item in a Playlist containing Audio Split, it will sometimes fail and revert to the previous Speed value (LSMVIA-10376).
- > When using Edit All on Playlist items Speed or Effect Duration from the LSM-VIA Remote panel, the update of the actual values is not smooth in all Playlist interfaces (LSMVIA-9217).
- > When the Operator deletes a modified Playlist item from the Playlist in Always Mode, the updated Playlist item lands on the PRV channel, and the Operator has the ability to insert it somewhere else in the Playlist afterwards while keeping the edits. If the Operator reloads the original Clip from the Viewer after the Delete operation, the PRV channel will properly jump to the boundaries of the original Clip, but if the Operator inserts the Clip in the Playlist afterwards, LSM-VIA will still insert the updated Playlist item instead of the untouched original Clip (LSMVIA-12175).
- > When trying to play out a Playlist in Loop, it won't work properly if the Playlist contains a single Playlist item with a CUT transition or if the Play command is triggered when the Playlist is loaded in Playout Mode. Furthermore, the remaining duration displayed in such scenario isn't correct (LSMVIA-12924 & LSMVIA-12332).
- > When the Record Train IDs of a Server on the Network change following an XNet disconnection / reconnection, LSM-VIA Operators will not be able to access the Record Trains of that particular Server afterwards. This behavior can also happen when a Server configuration is updated on the Network (6 OUT > 4 OUT > back to 6 OUT - then OUT 5&6 have different IDs), or when a "Clear Train" is executed on Server side (LSMVIA-10700 & LSMVIA-10530).
- > When clearing all unprotected Clips & Playlists from the local XT Server, the process will sometimes get stuck for a couple of minutes. However, at the end of the execution, the unprotected content of the local Server is effectively cleared (LSMVIA-10386).
- > When the Operator loads different Clips on his PGMs, and if the Operator controls PGM 2 or PGM 3, the Clip that is restriped from the LSM-VIA Viewer is the Clip loaded on the PGM1 even if it's not the smallest controlled PGM. Ideally, the restripe TC function executed from the Viewer should take the smallest controlled PGM on the Remote into account when triggering the function (LSMVIA-11107).
- > When a Clip is being played in Loop, and if the Operator presses "Play" again during the second Loop, the Clip Loop will play out the guardbands of the Clip (LSMVIA-11622).
- > LSM-VIA doesn't allow keywords containing the "=" character (LSMVIA-4898).
- > In the Search window of the LSM-VIA Viewer application, if the Operator scrolls through a big list of displayed results (e.g. several thousands of Clips), the counter at the bottom right of the Screen will display inconsistent values for the total amount of results (LSMVIA-11867).
- > When working in SplitMix mode from the LSM-VIA Remote, and if the Operator edits the Mix% between the 2 sources, the OSD feedback on the Server MultiViewer will not be available anymore, but the Mix% can still be adjusted by the Operator (LSMVIA-12071).
- > It can sometimes happen that all LSM-VIA processes are not closed properly when LSM-VIA is manually shut down (e.g. Remote software still running while the LSM-VIA Viewer has been shut down properly). Trying to restart LSM-VIA afterwards might cause issues. The workaround would be to manually kill all LSM-VIA processes before restarting the application or to restart the XClient-VIA unit (LSMVIA-11604 & LSMVIA-10670).

## LIMITATIONS

- > LSM-VIA doesn't support a Player channel locking mechanism in multi-operator configurations. Users must be very careful in such configurations to avoid having multiple Operators controlling the same Player channels. This limitation can lead to unexpected behavior of the product (e.g. when Operators are loading and playing different Playlists on the same channels) (LSMVIA-5743).
- > Manipulating Clips or Playlists from the Multicam VGA screen while the LSM-VIA applications are running is not supported. It could lead to database desynchronizations between the EVS Server and LSM-VIA, where the LSM-VIA Viewer wouldn't display the Server content properly anymore.
- > The LSM-VIA MultiReview advanced mode is not yet supported on Virtual Machines installed on a PMZ or similar Hardware.
- > The Operator might experience some responsiveness issues on the local Server when jogging heavily on the controlled Players for extensive periods of time. This issue is more likely to occur on large setups under heavy load. In some degraded cases, the whole application could stop working properly. Additional logs have been included in LSM-VIA 1.7.25 to further investigate the issue (LSMVIA-10674, LSMVIA-12162, LSMVIA-13030 & LSMVIA-13167).
- > In case of heavy operation load, the Operator might experience some slowness on Clip creation workflows (Clips appear slowly on the Viewer, F-Keys are highlighted slowly) (LSMVIA -2538).
- > The LSM-VIA Remote panel might take longer to start or reconnect when the active playlist contains large number of elements or if the XT Server contains a large number of Clips (LSMVIA -1871 & LSMVIA -1766).
- > The Operator might experience some slowness issues on the Remote when using the "Edit All" command repeatedly on big Playlists (LSMVIA-6169).
- > In the event of a connection microcut between the LSM-VIA Remote & the XClient-VIA, a "ghost" Remote can appear in the list of Remotes connected to the XClient-VIA. In that event, the Operator is asked to restart the whole LSM-VIA solution: XClient-VIA & LSM-VIA Remote (LSMVIA-9518).
- > When there is not enough hard drive space left on the XClient-VIA or when the XClient-VIA unit runs without interruptions for extensive periods of time (several weeks/months), the Operator can sometimes experience some freezes at the Operating System level. The workaround would be to restart the XClient-VIA unit on a regular basis (e.g. once a week) and to clean its hard drive regularly. Additional logs have been included in LSM-VIA 1.7 to further investigate the issue (LSMVIA-10308 & LSMVIA-12286).
- > "Switch to IN" is always enabled by default. However, the current implementation only works with Clips. "Switch to IN" is not managed properly when a Record Train with pending IN / OUT points is loaded on the controlled channels.
- > LSM-VIA allows the Operator to sync his Players with a distant Record Train loaded, but it will pause the Payout.
- > When swapping content between PGM & PRV channels, if the media loaded on the PGM channel was paused (e.g. Clip on its OUT boundary), the content swapped from the PRV won't be played out immediately and will stay at 0% (LSMVIA-12322).
- > The only supported effect transition for "Take" is Mix, other TAKE transitions are not yet supported.
- > The ability to copy or move a multi-selection of Clips from the Viewer is not yet supported.
- > Clips being moved on a given XT-VIA Server will be removed from the LSM-VIA Shotbox.
- > The Operator won't receive feedback on the LSM-VIA Remote F-Keys or in the LSM-VIA Viewer while Clips are being moved. LSM-VIA provides a notification when the Move operation is completed.
- > Editing Metadata from the Viewer is not yet available.
- > The "User TC" and "From/To date" options of "Go to TC" and "Search TC" are not yet supported.
- > When the Operator jumps to a given TimeCode using the "Go to TC" function and quickly changes the loaded CAM afterwards, the controlled Players will sometimes go back to LIVE instead of staying on the user-defined TimeCode (LSMVIA-10284).
- > When launching the LSM-VIA application with VIA-SEARCH deployment settings set to "Local", the VIA-Search Services will be launched at the same time as the application. As these services can take around 30-40 seconds to be up and running, if the operator accesses the Search interface just after launching LSM-VIA, the operator won't be able to properly use the interface for a few seconds and some "*Oups something went wrong*" notifications could be displayed during this period.
- > The lowest possible auto-refresh value for the Search Panel interface in the LSM-VIA Viewer is 5 seconds. Therefore, it might take up to 5 seconds to visualize updates made on Clips in the Search results (Move, Delete, Edit Keywords...).

- > The Creation date information is sometimes missing in the VIA-Search UI of the LSM-VIA Viewer depending on the way the clip has been originated. The information is properly available for Clips created from LSM-VIA. However, it won't be available if the Clip has been pushed through Gbe for instance (LSMVIA-9609).
- > The reset mechanism implemented to overcome unplayable Playlist transitions with Audio Split won't show a warning notification to the Operator in case of actual reset.
- > It is not supported to flatten Playlists which contain items with Speed above 300%.
- > Playlist Audio Swap function impacts the whole Playlist element, from its IN to its OUT points. Keyframing for Audio Swap is not yet supported. The "Add Cut" function can be used as a workaround.
- > Playlist Undo/Redo is not yet available.
- > When a Playlist is being played out, the remaining Playlist duration is not displayed on the Playlist panel in the LSM-VIA Viewer. In this version, the displayed duration is always the total duration of the Playlist. However, the remaining duration is available from the Remote panel screen.
- > When a Playlist is being played out in Loop and if the Operator tries to disable Loop in the last Playlist item, the playout will continue and the Playlist will be played out one more time (LSMVIA-9528).
- > When a Playlist is played in Loop, the "Next" command will not work on the last Playlist item.
- > When Loop and Post-Roll are enabled at the same time while playing out a Clip or a Playlist, the Post-Roll duration will be ignored (LSMVIA-7583).
- > Copying a local Playlist to another Server on the Network is not yet supported.
- > Displaying several Playlists side-by-side on the Remote panel screen is not yet supported.
- > Some Operators might not be able to load Playlists in Always Mode (while Conditional Mode will always work), depending on the Server Players assigned to the Operator from the LSM-VIA configuration. Loading a Playlist in Always Mode is only possible on PGM1&2, PGM3&4 or PGM5&6. Other combinations of Server Players are not supported (LSMVIA-5049).
- > The Playlist duration displayed in LSM-VIA is not always accurate when Mix-on-1-channel is set to OFF on the XT-VIA Server (LSM-VIA-5589).
- > LSM-VIA is not compatible with the ABRoll feature from IPDirector.
- > LSM-VIA does not support IPDirector Playlists containing Record Trains as Playlist items. LSM-VIA will allow such Playlist as active sequence, but editing such Playlist item will not work.
- > Timeline features are not yet supported.
- > When Export targets are added/removed from VIA-Xsquare, the list of targets displayed in the editing interface of the LSM-VIA Remote Shortcuts ("Export" category) won't be updated in real-time (LSMVIA-12351).
- > LSM-VIA won't display notifications linked to Export / Flatten jobs when the XClient-VIA and the VIA-Xsquare units are sitting on different PC LAN networks.
- > When opening the LSM-VIA configuration page with Firefox browser, if Firefox version is 60.x or older, some drop down menus could not work or misbehave (LSMVIA-9490).
- > A configuration interface is not yet available from the Remote panel.
- > Hypermotion is not supported with the LSM-VIA Remote panel. This option shouldn't be activated on the Server side together with LSM-VIA.
- > The only supported resolution to display the LSM-VIA Viewer is 1920x1080.
- > The ability to have several Remote panels per Operator is not yet supported. Each Operator must have his/her own XClient-VIA.

## COMPATIBILITY

### SOFTWARE

- > Compatible with **Multicam 20.5 & Multicam 20.6** only (and later patches)
- > Compatible with XT-VIA in Multicam LSM mode
- > Compatible with XT-GO in Spotlight mode
- > Compatible with VIA-Xsquare 4.6 and later versions
- > Compatible with Cerebrum 2.3

### HARDWARE

- > LSM-VIA can be installed on the XClient-VIA Hardware
- > LSM-VIA can be deployed as Virtual Machine on a PMZ or similar Hardware
  - o Since the LSM-VIA 1.7 package has been designed to enable the MultiReview feature, it includes a rework of the Workstation hard-drive partitions. As a consequence, installing LSM-VIA 1.7 on a virtual machine created with the LSM-VIA 1.4 OVA won't work (the previous hard-drive requirements are no longer valid). The deployment of LSM-VIA 1.7 in a virtualized environment therefore requires the deployment of a new LSM-VIA 1.7 OVA.
  - o Furthermore, the LSM-VIA MultiReview advanced mode is not yet supported on Virtual Machines.

## DEPLOYMENT

- > The LSM-VIA Remote and the XClient-VIA HW must always be at the same location and should not be deployed in a distributed architecture.
  - o The round-trip time (RTT) between the 2 HW should be 20ms max.
  - o Even if the LSM-VIA Workstation is virtualized, the latency between the LSM-VIA Remote and the Virtual Machine should not exceed 20ms.
- > The LSM-VIA MultiReview advanced mode requires specific deployment and configuration. Indeed, in this mode, the XClient-VIA receives the proxy streams multicasted from the EVS Servers and that need to be routed to the Control Network (PC LAN) through the switch. Please check the *LSM-VIA 1.7 Installation and Configuration Manual* and the *EVS Network Design Guide* for more detailed information.
- > **When working in remote conditions (LSM-VIA and XT Server in different locations), the maximum recommended round-trip time (RTT) is 100ms between the XClient-VIA and the XT Server. The usability of the Product and the overall user experience will be degraded with higher latencies.**



**EVS Broadcast Equipment SA**

RUE DU BOIS SAINT JEAN 13, B-4102 SERAING, BELGIUM

Copyright © 2003-2021 EVS Broadcast Equipment SA. All rights reserved.

This release note may not be reproduced, transcribed, stored (in a database or an retrieval system), translated into any language, computer language, transmitted in any form or by any means – electronically, mechanically, printed, photocopied, optically, manually or otherwise – in whole or in part without the prior written consent of EVS.

All product and brand names are registered trademarks and trademarks of EVS or of their respective owners.

**EVS.COM**