



TRAINING

**OPERATORS PRONEWS**  
GLUE & WORKFLOW ORCHESTRATION  
PACKAGE 15.2

JULY 2017

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### 1. INTRODUCTION

These are the latest updates to features and functions in Xsquare / XTAccess.

It's now possible to use XSquare / XTAccess to exchange files with 32 audio tracks – where previously only 16 could be processed. This is supported with AVC-INTRA and MPEG-Dash.

You can now add logo overlays within the EVS ecosystem, without having to use 3rd party hardware or software.

There are new supported formats in XTAccess and general improvements to HDR file management and the resolution of transcoding problems.

### 2. NEW FEATURES IN XTACCESS 3.9

#### 2.1. SUPPORT WORKFLOW WITH 32 AUDIOS

When an EVS server is running with 32 audio channels, it's now possible to use XSquare / XTAccess to exchange files with 32 audio tracks. Previously, only the first 16 tracks would have been processed.

This feature is supported with AVC-INTRA and Mpeg-Dash. It is valid for backup to/from EVS server, rewrap/transcoding and playlist rendering.

#### 2.2. BURNED IN LOGOS OR IMAGE OVERLAYS

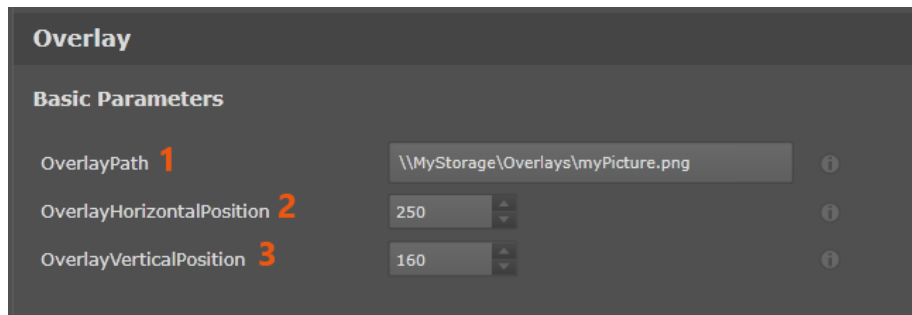
You no longer need external 3rd party software or hardware to overlay a logo on top of your video: you can now add a path to an external overlay image in your XTAccess rendering jobs.



Configuration in Xsquare is done in the encoder profiles.

Scroll down under the Burned Timecode on frame selection (transcoding is needed)

1. Specifies the overlay file path. This file must be a static JPEG/TIFF/TGA/PNG picture. Depending upon the file format, alpha channel and 16-bit images are supported.
2. Specifies, in pixels, the horizontal position of the overlay of the leftmost pixels.
3. Specifies, in pixels, the vertical position of the overlay of the topmost pixels.



## 2.3. NEW SUPPORTED FORMATS

In XTAccess 3.9 some new formats have been added:

- > XAVC 50 mp4 (decoding only)
- > GoPro Hero 3,4 (decoding only)
- > GoPro 5 (decoding only)
- > GoPro Hero Black MP4 (decoding only)
- > H264 4K MP4 (Encoding only)



The full list of available codecs and wrappers can be found in the download center on the EVS website.

## 2.4. GENERAL IMPROVEMENTS

- > XT4K/XS4K playlists in DNxHR 4K can now be exported via XTAccess to files. When exporting these files, in the sidecar XML the HDR format will also be listed as an additional field, so that we can keep track of the type of HDR that has been used during the recording. This is useful for post-production or when restoring content to the servers.
- > If the source file that has been sent to XSquare has some corrupted frames (different frame rates or resolutions, resulting in unreadable frame(s)) the XSquare status will now have a more detailed error message, including the timecode of the first corrupted frame.

## 3. SOFTWARE DOWNLOADS AND MANUALS

Please refer to the [Support Page of the EVS Website](#) and the Download area for manuals, release notes and software packages to download.

If you don't already have an EVS login, you'll be invited to create a personal EVS account, to help ensure that you're kept up to date with only the most relevant information and updates. This will also allow you to download all the information you need, completely free of charge.