

# PIXERA 25.2 Overview and Changelog

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In the following article, you will find a compact summary of all the important updates and also the changelog at the bottom of this article.

## 25.2 Features & Improvements

Hybrid Mode



Video Free Run with internal Loop



Layer Groups



Masks in Composting



Real Time Color Correction



CUE CSV Import/Export



Unreal 5.6 Implementation



Pixel Based Video Mapping



## Further Features & Improvements

- Engine: Enabled Deltacast [HDMI](#) audio input.

- Engine: Updated OCIO to v2.4.2.
- [API](#): [API](#) Command to activate and deactivate "Allow Protocol Outputs" Button
- File Versioning for Audio
- Cues - Individual Blend Times for Cues
- SP Lens Integration

## 25.2 Changelog

# Pixera 25.2 R27

23 April 26

## Fixes

\*Fix: DMX: Fixed not being able to set transport mode on layers in groups via DMX

\*Fix: Resources: Fixed not respecting suffix end when loading original file not containing suffix end

\*Fix: Resources: DMX controls in inspector are now available for layer reference resource.

\*Fix: Timeline: Selection problems with layers in groups fixed.

\*Fix: Timeline: Resolved an issue causing an endless re-parent loop when dragging a group onto itself.

\*Fix: Mapping: Deleting of additional mappings feeds for projectors fixed.

\*Fix: [GUI](#): Button visibility in warp engine fixed.

\*Fix: Studio Camera: Direct [API](#) 'cut to camera' fixed for multiple studio cameras which share the same compositing output.

\*Fix: Engine: Fixed potentially rendering at 1Hz when binding to swap barrier.

\*Fix: Engine: Fixed webresource texture sharing with preview engine on multi [GPU](#) systems

- \*Fix: Engine: Fixed switching between multiple studio cameras with lens correction.
- \*Fix: Engine: Fixed 8k projector signal quadrant processing.
- \*Fix: Engine: Fixed web resource only visible on first screen.
- \*Fix: Engine: Fixed closing outputs with Blackwell GPUs
- \*Fix: Engine: Fixed potential crash after "WARNING resynchronizing audio output"
  
- \*Fix: License: 25.2 can be started with UAP licenses but is valid for all build dates.
  
- \*Brush: Projector: Ignore lens limits in set methods to allow more extreme values from external calibration.
- \*Brush: Mapping: Limit softedge resolution to target resolution for projector using feed area.
- \*Brush: Service: Outputs: Synchronize display checkbox always enabled.

## Pixera 25.2 R12

25 Nov 25

### Fixes

- \*Fix: Unreal: Create lights from inside PIXERA again
- \*Fix: UI Layout: Fix engine stutter when detaching timeline.
- \*Fix: UI Layout: Fix broken Control layout after applying layout when Timeline is detached in Compositing.
- \*Fix: UI Layout: Fix detached Timeline after changing the layout.
  
- \*Fix: Mapping: DMX output mapping: unhandled exception fixed when entering alphabetic characters for stride, shift or value.
- \*Fix: Mapping: Load inspector with fallback mapping for marker calibration if external marker from [API](#) is selected.
  
- \*Fix: Timeline: Notch block is unloaded when the referencing timeline is stopped, even though preload (for effects and layer reference resources) is activated. Fixed.
- \*Fix: Timeline: Selection of Layers was possible in collapsed groups.
- \*Fix: Timeline: Improved consistency of clip selection within layer groups.
- \*Fix: Timeline: Layer group shows as muted only if all children are muted.
- \*Fix: Timeline: Snapping did not work properly in layer groups.
- \*Fix: Timeline: Timeline with non-integral framerate enabled: newly added audio clip with correct duration.
- \*Fix: Timeline: Cue blend behaviour of previous releases restored if no blend duration is set.

\*Fix: Engine: Fixed Notch block showing old frame on input change

\*Fix: DMX: Real time color correction of projector mappings can be controlled from dmx.

\*Fix: [API](#): Allowlist is not disabled anymore if dialog is closed by pressing 'Cancel'.

\*Fix: Multi User: Clip in timeline updates the used resource on import if the resource is not found or the file path doesn't match

\*Fix: Vioso: Loading vioso warp files on clients from Vioso 5 without [ip](#) address in file name fixed.

\*Fix: Notch: Notch Block Does Not Render With "Keep Notch Block Preloaded" On. Fixed.

\*Fix: [GUI](#): Import Cue window no longer appears after canceling cue import.

## Brushes

\*Brush: [GUI](#): Added warning to indicate impact when enabling "Refresh Resources On Load"

\*Brush: Resources: Project compatibility improved when opening projects in 25.1 which were saved in 25.2.

# Pixera 25.2 R3

14 Oct 25

## Fixes

\*Fix: Unreal: Create lights from inside PIXERA again

\*Fix: Engine: Audio input (for LTC Timecode in) sometimes does not work on PIXERA restart.

\*Fix: Engine: Blendmap transfer after reconnect.

\*Fix: Engine: Improved performance when tracking multiple screens.

\*Fix: Engine: Improved detection of lost LTC input signal.

\*Fix: Engine: Notch Blocks not showing up on multiple screens when not "Screen Aligned".

\*Fix: Engine: Fixed live input freeze for [NDI/Spout](#).

\*Fix: Engine: Freezing output causes live input preview to freeze.

\*Fix: Engine: Fixed rendering of multiple Notch samplers sharing one instance.

\*Fix: Engine: Audio does not loop when setting play mode to "Free Loop".

\*Fix: Engine: Improved Notch rendering performance when timeline is stopped.

\*Fix: Engine: Improved automatic adapter selection for web resource.

\*Fix: Engine: Fixed flashing preview when content is missing.

\*Fix: Engine: Fixed loop inputs causing vanishing output when you press dominant transport lock to

time button.

\*Fix: Engine: Fixed negative speed when set as layer dominant value.

\*Fix: Engine: Fixed alpha when making the output window transparent.

\*Fix: Engine: Rebuilt ffmpeg for compatibility with CPUs before Haswell/Excavator.

\*Fix: Engine: Not showing the last frame when loop outro ends.

\*Fix: Engine: Fixed "Refresh" on Notch resources.

\*Fix: Engine: Fixed Notch layers which are visible on multiple screens keep reallocating input textures.

\*Fix: Engine: Fixed cleanup of transfers when Presence is closed.

\*Fix: Timeline: Dominant Resource: Activate looping after starting dominant playback ignores loop. Fixed.

\*Fix: Timeline: Layer audio service selection uses multi selection.

\*Fix: Multi User: Control module pull no longer requires prior project transfer.

\*Fix: Multi User: Re-transferring missing files when pushing folder.

\*Fix: Multi User: Refresh of resource will also refresh on other mu members.\*Fix: Multi User: Number of Control modules that have external connections reset after multi-user content reception.

\*Fix: Multi User: File version distribution across mu members can handle multiple new versions added at once.

\*Fix: Multi User: Updating resource and engine after loading new file version.

\*Fix: Multi User: Replacing resource will be handled correctly

\*Fix: Multi User: Preview settings will be carried over to other mu members after replacing a resource

\*Fix: Workspace: Wrong UI element showing active dominant value in workspace fixed.

\*Fix: Workspace: Ctrl+9 shortcut with keyboard focus on workspace also toggles statistics in preview.

\*Fix: UI Layout: Prevent layout reset when adding log.

\*Fix: UI Layout: Fix incorrect CfWindow handling in detached Control.

\*Fix: [GUI](#): Possible problems with fixture channel visualization fixed.

\*Fix: [GUI](#): [GUI](#) freeze fixed when Discovery had unavailable adapter selected and audio settings were selected.

\*Fix: Resources: Image sequences imported by watch folder, get attributes set correctly according to tooltip/warning

\*Fix: Resources: Possible crash fixed if image sequence candidate contains '+' in file name

\*Fix: DMX: DMX Patch Table was not showing Lock To Time options to set

\*Fix: DMX: Issue with transport mode loop reset resolved

\*Fix: Screens: No panel array options for screens based on custom object.

\*Fix: UIB: Paths with a project name were displayed incorrectly in the block functionality of the scriptbuilder.

\*Fix: Projectors: Only show multi user controls for projectors in venue.

\*Fix: Control: Fixed broken stype module after added getFreq

## Brushes

\*Brush: Engine: Correcting colorspace when video has contradicting metadata (RGB vs. YUV).

\*Brush: Engine: Gracefully handling shortly disappearing [NDI](#) streams.

\*Brush: Engine: Automatically generating textureLod overloads in effect shaders.

\*Brush: Engine: Removed no longer needed trivial textureSize overloads in effect shaders.

\*Brush: Multi User: Multi User button in top bar with right click menu.

\*Brush: Multi User: Usage application is distributed via multi user.

\*Brush: UIB: Some options of self.utility.web were not available in [api](#) browser.

\*Brush: Resources: Plain path to cube luts replaced with color lut resource usage.

\*Brush: [API](#): Allowlist (accessible via top bar) to limit [API](#) access.

\*Brush: Studio Camera: Studio camera can change rotation order of DirectAPI input.

## Pixera 25.2 RC 9

29 Sept 25

### Feature

\*Feature: [API](#): [API](#) Command to activate and deactivate "Allow Protocol Outputs" Button

### Fixes

\*Fix: Unreal: Create lights from inside PIXERA again

\*Fix: Unreal: Set visibility of unreal objects correctly

\*Fix: Studio Camera: Set extension did not work reliably after start up. Fixed.

\*Fix: DMX: Fixed calculation of universes when absolute universe is entered

\*Fix: DMX: Fixed issues with editing the universe of a layer when multiselection was present

\*Fix: DMX: Auto Patch works for screens now

- \*Fix: DMX: Autopatch was still working in the background on universes when turned off, causing issues
- \*Fix: DMX: sACN universe readout mode did not show maximum of sACN universe
- \*Fix: UI Layout: Fix context menu handling in Compositing Inside and Mapping Screen Feeds
- \*Fix: [GUI](#): Fixed losing I/O routing placements when not opening I/O routing during last session and the saving.
- \*Fix: [GUI](#): Batch assigning dmx ids no longer possible when folder doesn't have one set.
- \*Fix: UI Layout: Fix broken context menu in detached control tab
- \*Fix: UI Layout: Fix strange scaling in Compositing when Control is detached
- \*Fix: I/O Routing: Crash when rerouting outputs
- \*Fix: I/O Routing: Losing warp when switching outputs in I/O routing
- \*Fix: UI Layout: Prevent resizing of Detached Control Window
- \*Fix: UI Layout: Fix wrong Layout scaling caused by detached Control
- \*Fix: UI Layout: Fix detached control's layout reset on app mode change
- \*Fix: Workspace: 2d oriented transformation of warp control points fixed.
- \*Fix: Viewport: Snapping in 3D space works again
  
- \*Fix: [Vioso](#): [API](#) command does not start a new Vioso instance if another one is already running.
- \*Fix: [API](#): Missing resource types added to Resource::getType().
- \*Fix: Control: Remove SetThreadDescription dependency
  
- \*Fix: Timeline: Fixed unintended deletion of layer groups.
- \*Fix: Timeline: In some cases clips on layers under a layer group were displayed at the wrong time.
- \*Fix: Timeline: Possible selection issues in preview with layers part of a group fixed.
- \*Fix: Timeline: Duplicated cue does not lose trigger on leave value anymore.
- \*Fix: Timeline: In some cases drag and drop of group into another group changed the layer hierarchy.
- \*Fix: Timeline: Layer group rename with shortcut F2 fixed.
- \*Fix: Timeline: Usage tags do not double anymore in layer audio destination combobox.
- \*Fix: Timeline: Shift + Drag Cues to copy/paste not working anymore.
- \*Fix: Timeline: Preview Edit: Cues execute network commands when edit nowpointer reaches them.
- \*Fix: Timeline: Preview Edit: Trigger cues are executed by preview edit nowpointer
- \*Fix: Timeline: Dragging a Notch block on two layers does not work correctly.
- \*Fix: Timeline: Dominant Resource: Activate looping after starting dominant playback ignores loop.
- \*Fix: Timeline: Selection of Bezier Curve Points was not possible.
- \*Fix: Timeline: Fixed Cue CSV import issue caused by Excel converting Timeline IDs into scientific notation.
- \*Fix: Timeline: Improved Layer Group Selection. A yellow selection box is now drawn when all clips in a group are selected.
- \*Fix: Timeline: Fixed an issue that Layer Groups have not been selected correctly on vertical scrolling.
- \*Fix: Timeline: Selection of Datalayers was not working via left mouse click.

- \*Fix: Timeline: Insert time now also affects layers in group.
- \*Fix: Timeline: Mismatch between nowpointer and scrolled position of timeline which happened in some situations after zooming in is fixed.
- \*Fix: Timeline: Timeline duration is extended correctly if a clip is added at the very end to a layer which is part of a group.
- \*Fix: Timeline: Free Loop Clips: Not starting playback when running into pause cue positioned at the beginning of the clip.
- \*Fix: Timeline: Added ability to select clips inside collapsed groups when drawing a selection box.
- \*Fix: Timeline: Fixed a dragging issue when groups and clips are selected together.
- \*Fix: Timeline: Fixed wrong layer index being used when duplicating layers within groups.
- \*Fix: Timeline: Problems with pause cue fixed introduced by change in previous version to fix problems with free looped clips.
  
- \*Fix: Effects: Possible crash in [GUI](#) with ScanLines effect fixed.
- \*Fix: Effects: Specific combinations of layer effects did not work correctly.
  
- \*Fix: Engine Integration: Output can be set to Free Run again.
- \*Fix: Presence: Default size corrected
- \*Fix: Live Systems: Unused files can be deleted from custom asset root on clients now.
- \*Fix: Live Systems: Utilized graphics device for Deltacast outputs was reset after engine restart. Fixed.
- \*Fix: Live Systems: Performance Monitoring: per output performance infos are cleared when service disconnects.
  
- \*Fix: Library: Reset LibrarySearch when resetting layout.
- \*Fix: Resources: Mask resource shows assets although they are not used. Fixed.
- \*Fix: Resources: Distribute newly added LUT resource to multi user members.
- \*Fix: Resources: Not possible to add notch block as custom effect anymore.
  
- \*Fix: Multi User: Cue network command properties are synced with incremental updates.
- \*Fix: Multi User: Pushing resource folders from system with different timeline state does not override timeline on receiving system anymore.
- \*Fix: Multi User: Pushing back and forth of resources between mu members breaks resources. Fixed.
- \*Fix: Multi User: [Multi User: r: [GUI-3603](#)] Changes in file versions will no longer be automatically pushed if incremental updates are turned off.
- \*Fix: Multi User: Local live input re-routing for incoming multi user projects fixed. Wrong device was chosen if service contains multiple devices of the same type (e.g. [SDI](#) input cards).
  
- \*Fix: Mapping: Correctly initializing warp meshes created from a MVR file.
- \*Fix: Mapping: Mapping errors fixed for screen with higher resolution than output.
- \*Fix: Mapping: Color correction (LUT and RT) are now applied correctly after startup/project load.
  
- \*Fix: Audio: Audio will no longer be routed to unconnected services, fixing backup audio takeover

\*Fix: Audio: Audio Clips Too Close On The Same Layer Won't Follow KeyFrames.

\*Fix: Content Mapping: Feed renaming in project tree fixed.

\*Fix: Warping: Catmul Rom modifier fixed for vertices outside the control points.

\*Fix: Cue List: Fix disappearing cues when resizing with horizontal scrollbar visible.

\*Fix: Cue List: Update cue color immediately

## Brushes

\*Brush: Vioso: [Api](#) function added to close a currently running Vioso calibration.

\*Brush: [API](#): More setup related functions added to Timeline::Layer.

\*Brush: [API](#): Added [Api](#) Calls for Real Time Color Correction.

\*Brush: [API](#): Paramter order changed for layer setup related functions added in 25.2 INTER 42 to match order in UI.

\*Brush: Database: LED and projector database updated.

\*Brush: Content Mapping: Non screen aligned compositing layer works with content mapping resource.

\*Brush: Content Mapping: Destination position shows values related to upper left corner of associated screen.

\*Brush:Pixel Based Video Mapping: Ensure black in unmapped areas

\*Brush: Content Mapping: Several changes to content mapping. Associated screen usage improved. Destination preview fixed.

\*Brush: Installer: Installer copies ExtTouchDesigner.dll into new data directory.

\*Brush: Live Input: Preview stream generation can not be disabled in Video Stream inspector anymore. The state is determined solely by the resource.

\*Brush: Settings: Changed default discovery filter to 255.255.255.0.

\*Brush: Timeline: Performance improvements when clip is deleted (avoid redundant updates if multiple clips are deleted from the same timeline).

\*Brush: Timeline: Setting Fade to Time/Cue duration should be allowed to be set to 0.

\*Brush: Mask: Resource is used for image as element instead of plain path to image file.

\*Brush: Resources: Resource inspector for Touch Designer and Generic Extension resources with more options.

\*Brush: Audio: Indicate when selected system for audio can't be used especially relevant for hybrid mode.

# Pixera 25.2 INTER 38

12 Aug 25

## Feature

- \* Feature: File Versioning for Audio
- \* Feature: Cues - Individual Blend Times for Cues
- \* Feature: SP Lens Integration

## Fixes

- \* Fix: [API](#): [API](#) while Preview Editing: Playback mode changes when calling methods that should exclusively set timeline time. Fixed.
- \* Fix: [API](#): [API](#): While in preview edit the currentTime methods return preview edit nowpointer time instead of output time. Fixed.
- \* Fix: Assets: Taking distribution target override into account when deciding if missing resource should be distributed on live system connect.
- \* Fix: Assets: Fixed unwanted transfers upon service connection that could happen under some circumstances
- \* Fix: CITP: Fixed an issue that Thumbnails were not displayed correctly in stored presets on GrandMA2.
- \* Fix: Control: Availability of Control keyboard shortcuts ensured after application startup.
- \* Fix: Engine Integration: Update camera matrices for generic extensions. Fix: [GUI](#): More checks added if drop after drag operation is allowed for tree elements.
- \* Fix: [GUI](#): Fixed shortcut processing after changes between different app modes.
- \* Fix: I/O Routing: Ensure single connection between node slots.
- \* Fix: Live Input Preview: Live input preview restored after engine restart.
- \* Fix: Live Systems: Client engine operations (e.g. start/stop) no longer lead to an undo stack entry, avoiding invalid engine state representations on undo execution.
- \* Fix: Live Systems: Client engine operations (e.g. start/stop) no longer lead to an undo stack entry, avoiding invalid engine state representations on undo execution.
- \* Fix: Live Systems: Ensure correct target location for preview tasks
- \* Fix: Live Systems: Setting to only consider preferred [IP](#) after application start fixed so that it is independent of other settings.
- \* Fix: Mapping: Possible freeze fixed when when backup is triggered and usages are applied to backup system.
- \* Fix: Multi User: Prevent application freeze when pushing settings immediately after project
- \* Fix: Node Space: Remove orange outline from nodespace.
- \* Fix: Resources: File chooser dialog for generic extension compositing resource is shown again.

- \* Fix: Resources: Fixed delay when importing content
- \* Fix: Resources: No longer ignoring global case sensitivity setting.
- \* Fix: Screen Groups: Undo/redo for different screen group changes corrected.
- \* Fix: Screens: Screen with negative scale does not lead to wrong perspective positioning anymore.
- \* Fix: Settings: Avoid empty settings pane even though setting sub section is selected.
- \* Fix: Timecode Input: Timecode input drift correction reacts more effectively to slowed-down input.
- \* Fix: Timeline: Audio: Rare, brief drops in volume within a continuously running timeline. Fixed.
- \* Fix: Timeline: Cues - Activity State: ""Ignore once"" not resetting after hit. Fixed.
- \* Fix: Timeline: Cues can not be moved above each other if timeline gap is closed between two cues.
- \* Fix: Timeline: Cues: Inspector wrongly shows timeline properties after selecting a cue very close (overlapping) to the right of another cue. Fixed.
- \* Fix: Timeline: Cues: Trigger on leave not working, when Cue was triggered from Cuelist Browser. Fixed.
- \* Fix: Timeline: Free Loop Clips: Inpoint handled incorrectly. Fixed.
- \* Fix: Timeline: Free Loop Clips: Wrongly pausing loop after replacing resource of clip with finite outpoint. Fixed.
- \* Fix: Timeline: Inner Loop: Stuttering Output When Entering Inner-Loop Inpoint or Leaving Inner-Loop Outpoint. Fixed.
- \* Fix: Timeline: Keyframes: Not snapping to frame raster anymore after changing Timeline fps. Fixed.
- \* Fix: Timeline: Layer Offsets: "Store and Reset" still adds former dominant value to the newly stored offset. Fixed.
- \* Fix: Timeline: Loop Inpoint/Outpoint: No restart of video when running Nowpointer is set from within a clip very close to the front of the clip (Loop Outro triggered via cue). Fixed.
- \* Fix: Timeline: Preview Edit via [API](#): `endPreviewEdit()` and `startPreviewEdit()` do not work as expected. Fixed.
- \* Fix: Timeline: Transport Keys: Missing update when using keyboard to move nowpointer. Fixed.
- \* Fix: Timeline: Undo of multiple layer properties corrected. Clip space position is now saved to project.
- \* Fix: Timeline: Fixed selection issue with bezier control points.
- \* Fix: UI Layout: Fix `CF_Window` in detached Control
- \* Fix: Usages: Usage application no longer reconfigures live inputs to match usage source (rather, routing is only via live input resource).
- \* Fix: Workspace: Do not draw selection box constantly for small layers.

## Brushes

- \* Brush: [API](#): [API](#): Added methods to set and get Preview Edit Nowpointer time and playback mode.
- \* Brush: [API](#): [DirectAPI](#): display user notification if reload is triggered due to automatic staleness check.
- \* Brush: Content Mapping: Content mapping resource can be duplicated.
- \* Brush: [GUI](#): Redundant error messages from render engine are filtered and not every message is presented as user notification.

- \* Brush: [GUI](#): Shortcut 'F2' for rename usable in librry trees and for cues in cue list.
- \* Brush: Live Systems: Client auto-start emphasizes manager/client relationship.
- \* Brush: Live Systems: Preferred [IP](#) allows association between manager and client.
- \* Brush: Presence: Option to minimize presence after startup added.
- \* Brush: Studio Camera: Studio camera screen group settings are preserved when different render targets of the camera are disabled and enabled again.
- \* Brush: Timeline: Fade to Cue: Also Apply Delayed Blend Time (Editable in General Settings) Analog to "Fade to Time".
- \* Brush: Timeline: Layers without home screen get a layer mapping if they are not set to "Only Render on Home Screen".
- \* Brush: Timeline: New Selection Mode Button to select either only Clips or Clips and Keys in Timeline.
- \* Brush: Timeline: Timelines can be excluded of render order change implied by "render on top at play" to keep them always on top.
- \* Brush: Effects: New effects added.

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### Was this article helpful?



## WELCOME TO THE PIXERA HELP CENTER!

The PIXERA knowledge base is the gateway to becoming a professional in AV Stumpfl's PIXERA ecosystem.

This Help Center covers different workflows and features in PIXERA. We are still in the process of expanding the available documentation. Although we try to maintain and add as much as possible, unfortunately not every feature is documented as of now. If there are certain topics missing, please send a request via the contact-form.

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