



NDI® SDK UNREAL ENGINE®

SDK VERSION 3.5

FOR USE WITH UNREAL ENGINE® 5.0, 5.1, 5.2, AND 5.3

RELEASE NOTES

VERSION 3.5

- Compatibility fixes up to and including UE5.3.2
- Removed support for UE4. The differences between UE4 and UE5 are becoming too great.
- Updated to NDI 6.0.1

VERSION 3.4

- Compatibility fixes up to and including UE5.3.

VERSION 3.3

- Implemented sending audio out of Unreal over NDI.
- Improved receiving audio from NDI into Unreal, including control over the number of channels.
- Fixed shader script compatibility with Shader Model 6.
- Fixed crashes when resizing the window while using active viewport streaming.
- Fixed crash when receiving stream switched from not having an alpha channel to having an alpha channel.
- Fixed compatibility issue with UE5.1 when the NDI Media Texture is opened in the editor.
- Fixed changing the name of a source in the receiver's properties panel not registering as a change.

VERSION 3.2

- Fixed UE5.0 compatibility for NDI Media Texture2D. Some missing functions were causing errors when attempting to open the texture's properties panel.
- Fixed initialization of NDI Media Receiver internal video texture potentially happening on the wrong thread, particularly in shipping builds.
- Added missing dependencies to example build script.
- Added support for UE5.1

VERSION 3.1

- Changed BGRA to UYVY conversion to work around missing texture readback functionality in the UE5 D3D12 renderer.
- Fixed receiver connection editor settings not updating properly when part of the stream name specification is changed.
- Updated NDI to latest 5.5.1 release.

VERSION 3.0

- Support UE4.26, UE4.27, and UE5.0. Dropped support for UE4.25 due to too many incompatibilities. Added support for Linux Arm64.
- Implemented support for Unreal Media IO Framework.
- Alpha channels work again, both receiving and sending.
- Added ability to mute audio and/or video on a receiving connection.
- Added support for disabling color channels (and keeping alpha).
- Viewport capture now uses the more capable scene capture component instead of the cinematic camera.
- Added PTZ support.
- Added support for sending, receiving, and parsing NDI metadata (including through blueprints).
- Added support for controlling UE properties from TriCaster macros (still somewhat experimental).
- More blueprint support (including NDI metadata handling, delegates for notifying when an audio/video/metadata frame has been sent or is being received, starting and stopping connections, more access to sender and receiver states).
- Added support for receivers to supply timecodes to a UE Timecode Provider.
- NDI source can now be selected through a pulldown menu in the connection settings.
- Received audio is now mixed to mono instead of dropping channels.