NDI® SDK UNREAL ENGINE®

SDK VERSION 3.8

FOR USE WITH UNREAL ENGINE® 5.1 TO 5.6

RELEASE NOTES

VERSION 3.8

- Compatibility fixes for UE5.5 and UE5.6.
- Removed support for UE5.0.
- Updated to NDI 6.2.0

VERSION 3.7

- Improved texture quality. Sampling in the shader code has been tweaked to make the texture generated by a receiver less blurry.
- Improved sound handling support. The submix from which a broadcast actor gets audio can be specified (requires UE5.4). For receive actors the soundwave settings are now exposed.
- Fixed crash when there is no active audio device.
- Updated to NDI 6.1.0

VERSION 3.6

- Compatibility fixes up to and including UE5.4

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.