

Dataton WATCHOUT® version 6.0.2

This version contains some minor bug fixes as well as improved H264 playback performance.

Bug Fixes

- Sort by Z depth for solid media now works properly.
- Adding a new display mask while editing another now works properly.
- Copying/pasting displays containing display masks now works properly.
- DMX recording now works also while in live update.

What was new in version 6.0.1

This version contains minor enhancements and bug fixes.

Enhancements

- Logo suppressed in display software when transferring new content while in Live Edit mode.
- Progress bar is shown in display software while analyzing a complex show.
- Dynamic Image Server renders still images originating from a HTTP server faster.
- Allow multi-channel audio playback through multi-channel sound interface, and not just using stereo pairs. This is done by selecting the same interface for each channel pair in Preferences (production software) or the Audio Out menu (display software) and de-selecting "Multiple Stereo Pairs".

Bug Fixes

- Incorrect indication of media transfer progress in Live Update mode.
- Analyzing a complex show no longer makes the display software lose connection with the production software.
- Copy/Paste of Audio cues didn't work properly with "By display name" selected.
- Looping of ProRes video now works properly.
- Undoing/Redoing edits in the display dialog now works properly.

3D File Format Support

WATCHOUT supports the following 3D file formats:

- 3DS (3D Studio Max)
- OBJ (Wavefront)
- DAE/Collada
- LWO, LWS (LightWave)
- LXO (Modo)

Irrespective of file format, WATCHOUT accepts only 3D mesh data with UV coordinates assigned. The list above is non-exhaustive. Some formats and application versions may not work as expected. If so, try exporting to a common interchange format, such as OBJ or 3DS instead.

What was new in version 6.0

This major, new version of WATCHOUT ushers in a number of significant new features.

Modernized UI

All new dark theme with clearly color-marked features provides both a modern look and reduces eye-strain when working in often darkened environments.

Live Edit

Streamlined show editing

Say bye-bye to the Update command! See all changes to your show live as you make them.

Optimized, manual mode

For cases when live update isn't desired, the old manual mode can still be used. This mode is optimized by minimizing the set of files copied to each display computer.

Video Playback

- HAP, HAP Alpha, HAP Q high performance codecs
- Apple ProRes native codec
- V210 uncompressed video
- Image Sequences

Play TIFF image sequences directly from disk for fully uncompressed video. Requires fast disks/SSD/RAID for best performance.

Virtual Displays

Create any shape of LED display, using non-standard resolutions and formats

Map each virtual display onto an area of a real display output from a display computer, for later mapping onto the LED display modules by the LED wall processor

Use as textures for 3D mapping

Create composite images using the familiar rendering and compositing capabilities of WATCHOUT and map the result onto 3D geometry

Provides composition-like objects clipped by their bounds

3D Models

Directly import variety of 3D file formats (e.g., OBJ, 3DS, Collada)

3D models can be used for image mapping or as "stage props" to improve pre-visualization of entire sets. Just drag the 3D model right into WATCHOUT, like other kind of media file.

Multiple textured areas

Each 3D model can have multiple independent areas, which can then be mapped and textured using any WATCHOUT image media, video or using the new Virtual Displays. Simply drag the image media onto the desired area in the 3D model.

3D Projector

An entirely new way of displaying images. While a traditional WATCHOUT Display manages an essentially flat image area, a Projector allows images to be mapped onto arbitrarily complex 3D geometry.

- Position Projector in 3D space
- Aim Projector at a target in 3D space
- Rotate projector for optimal image coverage
- Accurately Models Focal Length, Lens Shift and other parameters
- Marker-based, Semi-Automatic Calibration

A semi-automatic method for aligning the projector in 3D space. Simply line up a few well-defined corners or other features in the projected image with their physical counterparts on the geometry being mapped onto. WATCHOUT does all the hard work of matching the actual position, target, rotation and focal length of the projector.

Pre-visualization

- Use imported models to build "virtual sets"
- Combine static assets, with screens and mapped objects
- View from multiple angles using multiple "camera" windows

Masks

Create your own mask shapes

Use simple editing tools directly in WATCHOUT to create masks, while seeing the result projected live as you edit the masks.

Mask out individual objects on a per-projector basis

Block out doors, windows or other parts of objects you're projecting onto, independently of any content.

Custom designed, per-edge, edge blends

Each mask has individually editable soft edges with variable width and gradient. All live as you edit them.

Dynamic Image Server

Better performance

Performance is improved greatly by optimizing the data sent across the network, thereby significantly reducing the transfer time for large images.

Render HTML5 content

Simply point the Image Server at a URL to render the latest weather map or similar dynamic data. Content can be accessed either remotely over the Internet or stored locally on the Dynamic Image Server itself.

Multi-channel audio

- Route channels in multi-channel audio files to their desired outputs
- Control the volume of each sound channel individually
- Supports most multi-channel sound cards or external audio boxes

Solids

- Create simple rectangular shapes right inside WATCHOUT
- Apply a feathered edge for use as drop shadows and masks

Feathered Edge

Apply an adjustable feathered edge and/or rounded corners to video or images.

Video playback speed

Adjust the playback rate of video, allowing you to match the duration of a clip to some other content, or just as an effect. This works hand-in-hand with the built-in frame blending and precise video synchronization of WATCHOUT.

Insert/Delete Time

New command for opening up some new space along a timeline, optionally extending cues and adjusting tween point positions.

Show Export for WATCHNET

Export your entire show to a single WATCHOUT Bundle (WOB) file, for subsequent deployment through WATCHNET.

Faster show updates

Export a Bundle Update file, containing only the changes, for faster distribution of updates of existing shows through WATCHNET.

Multiple Display/Projector Windows**Simplifies geometry correction across displays**

Keep multiple Display windows open on screen for tweaking the geometry correction across blends.

WATCHPAX Fixed IP

Certain installation scenarios require the use of fixed IP addresses rather than the normal dynamic addressing used by WATCHPAX. You can now specify a fixed IP address along with router and DNS addresses, if desired.