

Arri Metadata Unreal Engine PlugIn – Changelog

12.08.2021 - V1.01

Fixed a crash that occurred, when you add a LiveLink Source with an invalid IP-Address.

Updated Prebuilt Unreal Engine Version to 4.27 Preview 4

06.12.2021 – V1.02

Dropped compatibility for all Versions older than 4.27.0 due to incompatible changes to LiveLink Camera in 4.27

Fixed Metadata Emulator crash, when selecting Unicast.

Fixed deadlock, when closing source from Unreal

Fixing compilation issues, for UEnum

Adding wildcard option for final part of subnet in Endpoint Address (e.g 192.168.0.*)

Added possibility for users to add their own names for LiveLink Subjects

Added ArriLiveLinkCameraController for Depth of field manipulation and automated sensor sizes

Added active sensor sizes for: Alexa Mini LF, Alexa LF, Amira, Alexa Mini & Alexa 65, depending on Sensor mode. Accessible via Blueprint or ArriLiveLinkCameraController