

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

02.09.2022 – V1.03

Compatible with UMC-4 Version: **umc4-2.3.2645.upd**

Now compatible with Alexa35: **SUP 1.03**

New Metadata added based on “CameraStreaming” JSON Schema

CameraState is now “Camera Major State” and “Camera Health State” (view Manual for Details)

Incorrect “Tint” Bug fixed for UMC-4 (**umc4-2.3.2645.upd**)

Added lens converter metadata, when present

Removed second UPLUGIN file from Prebuilt Versions

Fixed invalid sensor size Bug, when selecting Sensor Size Preset from ArriLiveLinkCameraController

06.09.2023 – V1.04

Added/fixed missing Sensor Size “ARRIRAW 16:9 3.8K” in EAlexa35 enum

Fixed incorrect Sensor Size Bug for Alexa 35, ARRIRAW 4.6K 16:9

Added ND, Roll, Tilt and Clipname variables to CameraFrameData