

## moviejaysX 4 release notes

### Version 4.0.0 - 13/01/2020

- moviejaysX 4 further improves the completely redesigned user experience introduced on moviejaysX 3 while adding new powerful features.
- HTML5 is now supported on CG and Music Pack banners due to Flash being deprecated by the end of 2020.
- moviejaysX now offers a dual encoder that can be set independently allowing 2 different destinations (for example, streaming and capture to file, with different codecs). Also, the playlist commands REC START / REC STOP now allow to selectively start/stop the 1<sup>st</sup> and/or 2<sup>nd</sup> encoder.
- New “clip palette” section added to the CG Editor, allowing instant recall of up to 12 CG projects with just a keyboard hotkey.
- Redesigned picture squeeze feature much easier to set with just a zoom cursor and target point.
- Improved triggers section, now offering a total of 8 triggers that can be freely assigned to corresponding keyboard hotkeys. Also, when using the “load playlist” option, you can set the desired playlist loading mode (loop, insert, append) with optional instant start.
- On the preview window, a volume cursor allows to set audio level for that specific clip or network feed. Similarly, the μMAM window allows to set and store the audio level value for each individual record into the database.
- On both the main application screen and CG editor, both the left panel (command icons) menu and right panel (displays and logo) are now wrapped inside scrolling panels. This helps to get all controls visible on small screen sizes such as laptops etc.

- The live feed section adds a “WebCapture” virtual capture card that can be set to add any web page to the main playlist.
- Registry keys are now used instead of INI files.
- Improved video window resizing in the CG window, the video occasionally going out of visible area in specific windows sizes and aspect ratio is now fixed.
- French added to available interface translation languages.
- Lots of other improvements and fixes in the application workflow.