# Cinegy Air 26.2 Release Notes

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# Features & Fixes

The full Cinegy Air package components are:

- **Cinegy Air** provides a software-based system for SD/HD/UHD/8K playout automation using standard PC server hardware. Cinegy Air performs video playout by acting as a TCP/IP-connected video "printer" that offers its services on the network. The Cinegy Air broadcast automation software connects to the Cinegy Air Playout service and instructs it what to "print" on air and when.
- **Cinegy Studio** is a modern, highly configurable, and customizable control panel for live and studio operations. It offers greater flexibility and additional advanced functionality, such as integration with Cinegy News workflows and third-party MOS-based workflows.
- **Cinegy Playout** is a universal tool that performs the final direct playout without rendering or export. This is a software-based system for SD/HD/UHD/8K playout using standard PC server hardware. It is controlled either by Cinegy Air or Cinegy Studio, connected via TCP/IP without any need to restart or reconfigure.
- **Cinegy Encode** allows the user to convert SD, HD, or UHD SDI streams into broadcast-quality, SMPTE-compliant RTP/UDP and NDI streams or vice versa.
- **Cinegy Prompter** is an optional component that runs on any commodity or tablet Windows-based PC and is compatible with any teleprompter hardware available on the market.
- **Cinegy EAS Gateway** is used for receiving US emergency alert messages from the TFT 911 device and playing them automatically.
- **Cinegy Title Studio** is a live graphics control application that enables fast, reliable playback of real-time graphics across multiple layers and Cinegy Playout engines, with built-in preview and on-the-fly editing for safe on-air operation. It organizes templates in playlist-driven workflows, including fully data-driven items fed from XML, JSON, CSV, or MS Excel for efficient automation, and uses production folders to load complete show setups instantly – ensuring consistent, high-speed operation across multiple live productions.
- **Cinegy CG** is a simple yet powerful live CG and channel branding tool, giving you the power to control graphics in real-time on one or multiple Cinegy Playout engines at once. If a loaded graphics template has variables, Cinegy CG will let an operator change the values and even update them on the fly on one of the ten available layers.
- **Cinegy Event Manager** is an event handler for managing secondary events used to control external devices, such as SDI switches or GPI signal generators.



Some components and features described in this release are available exclusively in advanced license bundles. Please ensure that your license includes the necessary bundle to access these features.

# Cinegy Air 26.2 Release 1

**Cinegy Air Release:** 26.2 R1
**Cinegy Air Build:** 26.2.0.5927.69
**Cinegy Cinecoder Version:** 4.16.13.36177
**Cinegy ML Version:** 9.1.5925.19158
**Compatible with:** Cinegy Title 24.11+
**Compatible with:** Cinegy Desktop 22.11+
**Release Date:** March 26, 2026



Please note that working with the AVID DNxHD/HR video codec now requires the additional purchase of a codec license and installation of a separate plug-in. For details, please contact the Cinegy Sales Team.



Please read the **Cinegy Air 26.2 – What's New** post to get acquainted with information about new useful features and important enhancements in Cinegy Air v26.2 and the introduction of the new product – Cinegy Title Studio v26.2 BETA.

## Major Improvements

– General

- added support for retrieving initial timecode from Sony Non-Real-Time (NRT) metadata (defect 17752, ticket CRQ-785-66484)
- fixed processing of TS files with very short frame size (defect 17788, ticket EIF-797-16975)

– Cinegy Playout

- fixed incorrect filling of invisible rightmost luma columns (defect 17814)

# Cinegy Air 26.2 Release Candidate

**Cinegy Air Release:** 26.2 RC
**Cinegy Air Build:** 26.2.0.5906.26420
**Cinegy Cinecoder Version:** 4.16.8.23667
**Cinegy ML Version:** 9.1.5883.27450
**Compatible with:** Cinegy Title 24.11+
**Compatible with:** Cinegy Desktop 22.11+
**Release Date:** March 5, 2026



Please note that working with the AVID DNxHD/HR video codec now requires the additional purchase of a codec license and installation of a separate plug-in. For details, please contact the Cinegy Sales Team.



Please read the **Cinegy Air 26.2 – What's New** post to get acquainted with information about new useful features and important enhancements in Cinegy Air v26.2 and the introduction of the new product – Cinegy Title Studio v26.2 BETA.

## Major Improvements

– General

- added support for hardware-accelerated 4:2:2 10-bit encoding and decoding on NVIDIA Blackwell graphics cards
- enhanced the implementation of communication between control applications and the Cinegy Playout engine to support cross-platform development (US 7735)
- added support for Vulcan technology to use the GPU resources for higher performance and efficiency (US 7736)

– Cinegy Air

- introduced an optional "Live Source URL" column enabling users to view and edit live item URLs directly in the playlist grid (US 7623)
- added display of the "Avail Id" value for blocks in the playlist grid and on the timeline (USs 7739, 7703, 7508)
- added support for channel grouping with customizable background colors for channel tabs in the playlist grid and the "Channel name" column in the Timeline panel (USs 7624, 7705)
- increased the maximum search query length (defect 17671, ticket WIX-446-73251)
- fixed an issue where changing the trigger from clocked to follow for a cued item did not update the start time (defect 17538, ticket JVG-996-26693)
- fixed an issue where the variance and start time of the next item were not updated while an overrun item was on air (defect 17639, ticket FTR-958-52323)
- fixed an issue where the generated SCTE-35/104 out event duration did not include a reset item when this item inside the opt-out block was skipped and then reset (defect 17516, ticket CEC-687-10370)
- fixed an issue with thumbnail display in the file browser on Windows 11, update 24H2 (defect 17532, ticket VGP-440-34482)
- fixed the alignment of custom fields (defect 17604, ticket XWE-236-69481)
- fixed the "Planned Start Diff" counter to correctly display positive and negative values (defect 17629, ticket XVZ-708-

68517)

- fixed an issue where using the `Delete` key could remove the wrong secondary event instead of the selected one when an item contained multiple events (defect 17630, ticket JHK-173-77417)
- fixed an issue where the menu bar of the application disappeared after editing keyboard shortcuts (defect 17646, ticket IOI-528-67999)
- fixed focus loss in the Secondary Events panel after executing "Undo" and "Redo" (defect 17634)
- fixed inability to open properties of played on-air blocks and programs in read-only mode (defect 17462)
- fixed an issue where an item could be inserted into an empty block within the already played portion of the playlist (defect 17512)
- fixed incorrect TCP/IP port number displaying in the Cinegy Playout connection error (defect 17767)
- added minor improvements in the GUI (defects 17557, 17539)

– Cinegy Studio

- added minor improvements in the GUI (defect 17557)
- fixed an issue where a newly created Rundown was not synchronized between multiple open Studio Control instances (defect 17470)
- fixed incorrect TCP/IP port number displaying in the Cinegy Playout connection error (defect 17767)

– Cinegy Playout

- achieved Nielsen watermark certification using the new SDK 6.1.1; supported new Nielsen watermarks time parameters: "Time Offset", "Destination DST State", and "Broadcast Delay" (USs 7665, 7645)
- supported handling the time signal splice messages from input signal; supported SCTE-104 pass-through mode for SDI-to-SDI workflows and MXF files-to-SDI for the time signal splice messages (US 7688)
- supported interlaced H.264 GPU encoding on NVIDIA boards that do not natively support it (Turing, Ampere, and Ada families)
- introduced a new approach to GPU device selection; implemented "Auto" mode that automatically selects the appropriate GPU device for the defined encoder in RTP/UDP/SRT output (US 7737)
- supported AJA SDK v17 (US 7575)
- introduced a dedicated error message shown when a control application cannot connect to the Cinegy Playout engine because the corresponding connection is not activated in the engine (US 7716)
- fixed an application crash when using NDI input (Shared RAM, etc.) as the audio source for the audio ducking secondary event (defect 17514)
- added stability improvements for the embedded Cinegy Route Source Browser (defects 17558, 17559)
- improved OS version reporting in proxy logs (defect 17269)

– Cinegy Title Studio



Please note that this is a beta version of a brand-new application that is still undergoing active development and receives frequent updates.

- brand-new live graphics control user interface
- creation of multiple references to the same template with different variable values
- broadcast playlist items with one click

- integrated Preview panel to verify animations, variable values, and final appearance of CG items before playout
- live variable editing directly in the Preview panel while working
- early error detection with the ability to correct content before it goes live
- data-driven template feeding from JSON, XML, CSV, and Microsoft Excel sources
- automatic stepping through rows and items in data source files
- auto-refresh when source files change
- fully automated, long-running workflows with minimal or zero operator interaction
- an adaptable user interface for different operational styles and show requirements
- per-show layouts with adjustable sizing and custom behavior
- seamless switching between multiple template folders hosted on a single machine
- full visibility of all CG layers
- clear visual status indicators for CG items to ensure confident operation
- individual tabs for multiple Cinegy Playout engines, providing easy preview and control of running servers

– Cinegy CG

- enhanced settings with an option to ensure that shortcuts remain operational even when the Cinegy CG window is minimized (US 7597)
- improved working with profiles (US 7581)
- enhanced voiceover audio input settings by adding a "Default" device option (US 7635)
- improved validation and handling of repository paths in "Settings" (USs 7582, 7643)
- enhanced profile switching to preserve on-air graphics on layers when different layers are selected in each profile (defect 17597, ticket DKG-243-30132)
- fixed text corruption when resizing text images (defect 17632)

– Cinegy Event Service

- renamed the "Cinegy Route" plugin (US 7602)
- corrected the application version formatting in the log file (defect 11928)
- fixed an issue accessing the Cinegy Route/Stream Switcher plugin settings (defect 17636)
- enhanced processing of Stream Switcher secondary events (defects 17164, 17165)

# Upgrade Notes

This section outlines important upgrade notes identified for Cinegy Air 26.2. We recommend reviewing this information carefully to understand both required and recommended steps for preparing your system, configurations, and related infrastructure, ensuring a smooth and reliable installation of the Cinegy Air software.

# Cinegy Air 26.2 Release 1

- Please note that during the installation of Cinegy Air, some dependencies, such as Microsoft Visual C++ Redistributable Package and .NET Framework 4.8, may be installed automatically if they are missing. In some cases, this may result in the system requiring a restart upon request after the installation of Cinegy Air components is complete.
- The minimum supported NVIDIA driver version for Cinegy Air v26.2 has been updated. Please ensure that the NVIDIA drivers installed on the system meet the current requirements before upgrading.
- Cinegy Air v26.2 supports upgraded AJA drivers (17.1.x.x–17.5.x.x). Until other Cinegy products, such as Capture and Multiviewer, are updated to support these drivers, customers should avoid running them on the same machine as Cinegy Air whenever possible. Please note that only the AJA OEM drivers available on the Cinegy portals should be installed. Do not install the retail drivers from the AJA website. Firmware for AJA NTV2 devices is available here.
- Preview player settings are extended and should be verified after upgrading to Cinegy Air v26.2 from v21.9.
- Changes to the playlist format to add HDR settings for items are not backward compatible with Cinegy Air v21.9 and earlier. Therefore, a copy of all active playlists should be taken before the commencement of the upgrade.
- Changes to the configuration for Cinegy Playout v26.2 are not backward compatible with v24.11 or earlier. Therefore, please ensure a copy of all existing engine .xml files is taken before the commencement of the upgrade.
- Before the installation, it is required to manually uninstall all Cinegy Air and Cinegy Titler components that you may have on your machine if the currently installed version is 21.2 or lower.

# Known Issues

This article highlights the current known issues identified in Cinegy Air 26.2. These issues may affect the functionality or performance of certain features or components. Wherever possible, workarounds or additional details are provided to assist users in mitigating the impact.

We recommend reviewing this section thoroughly to stay informed about potential limitations and plan your workflows accordingly.

# Cinegy Air 26.2 Release 1

## Important Known Issues in Cinegy Air

- SCTE-104 triggers on SDI input may not be received on Cinegy Playout engine in double-rate formats (defect 17851).
- The current limitation is that user data in the output stream is not supported by the AMD GPU manufacturer.
- An issue occurs with Intel GPU encoding when using HEVC with a B-frames GOP structure.
- Cinegy Air control legacy APIs will no longer start automatically and will need to be manually started.
- AAC audio in the Cinegy Air control application preview can be distorted in some cases (defect 13432).
- Frame numbering issue for IBBBP/IBBBBP output with AAC-LC audio with some specific video codecs and bitrate (defect 15917, ticket BVA-906-12970).
- Audio packet size decreases during audio silence on IP output with AAC-LC audio (defect 15950, ticket ENI-672-26743).
- Cinegy File Browser is missing in Cinegy Studio (defect 15091).
- Colors in semi-transparent areas within the media file used in the Cinegy Title template are displayed incorrectly if the color specified in the "Source Matted With Color" parameter is not black. The issue occurs for the Straight and Premultiplied rendering modes when previewing secondary events (Cinegy CG preview in the "Load Template" window, Clip viewer preview) and Sequences (Cinegy Title template as a main item) output. We recommend generating media files with Premultiplied alpha using the black background and not changing the black color in the "Source Matted With Color" parameter in the Cinegy Title template.
- Changes to the voiceover stream settings (e.g., SRT to RTP) require restarting Cinegy CG for the new settings to take effect on the Cinegy Playout engine.

## Third-Party Known Issues

- If you are using GPU-accelerated NVIDIA features, please ensure that your settings match the capabilities of your specific board. Due to an NVIDIA hardware restriction, interlaced H.264 encoding is only supported on Pascal and earlier boards, and also on Blackwell GPUs.
- Blackmagic Design DeckLink video cards occasionally play video without sound or with distorted sound on the output. This issue may be related to a PCI bus problem when working with the new generation of processors.

  The following recommendations can be tried to address the Blackmagic Design DeckLink stability issue, verifying the audio problem occurrence after each step:

  1. Install the latest Blackmagic Design DeckLink drivers.
  2. Update the BIOS.
  3. Enable the "Above 4G Decode" setting in the BIOS.
  4. Enable the "Resizable BAR" setting in the BIOS.

  If the issue is resolved after completing any step, the remaining steps can be skipped.

  If the audio issue persists, please contact Blackmagic Design for further recommendations.