



# *Etere*

a consistent system


**<New Release>**



## What's new in the latest version?

As with earlier releases, the new Etere version incorporates a complete set of new features developed following feedbacks from customers all around the world, a remarkable fact that illustrates how Etere reflects genuine needs, offering an unparalleled guarantee of work in the real world with an outstanding level of end-user suitability.

Each new Etere release offers significant new features and enhancements that greatly extend all the functionalities needed to comprehensively manage even the most complex workflows, including Ingest, Scheduling, Automation, Media Management, and Archiving processes, characteristics that results into an integrated solution that encloses the most of synchronization and efficiency into a cutting-edge product. Etere releases detailed in this document includes the following versions:

Etere changelog history		
	Released version	Release date
	<b>Etere 26.1.0.2</b>	<b>05/05/2016</b>
	Etere 26.1.0.1	<b>04/04/2016</b>
	Etere 25.2.0.1	<b>01/12/2015</b>
	<b>Etere 25.1.0.1</b>	<b>16/02/2015</b>
	Etere 24.x.x.x	01/01/2014
	Etere 23.x.x.x	01/01/2013
	Etere 22.x.x.x	01/01/2012
	Etere 21.x.x.x	01/01/2011
	Etere 20.x.x.x	01/01/2010

As usual, new versions will be available as a free upgrade for existing customers with current active licenses, providing them with a large number of new features that will certainly maintain ETERE at the forefront of innovation in the broadcasting sector.

Customers can request a custom changelog between their current installed version and the latest Etere version by **contacting the Etere's customers support service**; detailed information on how to upgrade an Etere system can be found in the **Upgrading your Etere System** chapter.

## Etere 26.1.0.2

Etere v26.1.0.2 (Release date: 05/05/2016)

### Bug fixes

Some known bugs submitted by our customers have been corrected in this released version to improve the quality and reliability of Etere, most important bugs fixed with this release includes the following ones:

Etere module	Bug description	Reference
Etere Scheduling	Fixed a bug that caused clip to end before fixed event starting time.	177957
Etere Configuration	Fixed a problem clearing the timeline when published on an emergency live with DSTILL on.	175735
Etere Automation	Corrected a problem on the driver that causes a bug with the change markout on events with initial TC different from 0.	179368
Etere Configuration	Fixed Auto Stop and Cue next clip bug, included improvements to better manage this type of errors.	174992

## Consulting related chapters

The new features and bug fixes detailed in the release notes can be consulted directly on the chapter of the module to which they are related, this, just by making click over the name of the **"Etere Module"** indicated in the list:

What's new in the latest version?:

Etere 25.1.0.1

Etere v25.1.0.1 (Release date: 20/02/2015)

**New Features**

New features included on this released version will be available throughout all modules that compose the Etere's integrated solution, amongst th

Etere module	Feature description	Reference
ActiveSync	Added the management of "Bundle Assets", to allow scanning a watch folder and import into Etere all files contained on it, maintaining the file structure and original names and paths.	127195
ActiveSync	Ability to create new assets for existing files, specifying a preset type and code rules.	150633
Adobe Integration	The Adobe Description of the ability to automatically download content from Adobe files are unavailable.	
Adobe Integration	The sec	
Adobe Integration	The pro	
Adobe Integration	Ad file	
Adobe Integration	Ad pro	
Air Sales	Mu	
Air Sales	The	
Air Sales	The pro	

**1.3.3.2 Bundle Asset Mode**

Enabling the **"Bundle Assets Mode"** option allows you to ingest **"bundle assets"** into Etere through a **watch folder**

1. A **folder** (e.g. \DubZ2015) is copied into the **main path** (i.e. \mfiles\watchfolder\)
2. The **main path** is scanned to detect **subfolders** and all files contained in them (at any deep level).  
**Note:** Files in the root of the **main path** are ignored.
3. A **new asset** is created to hold the files in the **subfolder** (e.g. \DubZ2015), featuring the following properties:
  - **Code** : Based on the **"Etere Codes Rules"** (e.g. PROJ40237)