



Version 2.16.0

March 23, 2022

- ▶ **Reach Engine Core**
- ▶ **REACH Engine 2.15 Patches**
- ▶ **Panel Extension 2.15.0**

The platform developed for the world's largest media creators, is now available to all the world's media creators.

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REACH ENGINE Core

Support for Dolby Hybrik

What's New?

An organization that is using or wanting to use Dolby Hybrik for essence transcoding can use the videoConvertStep to natively orchestrate the cloud transcoder.

Why is it Valuable?

- Reach Engine's workflow step videoConvertStep fully supports Dolby Hybrik Cloud Transcoder.

*May require updates to custom transcoding workflows

Active Workflow Management when Workflow Node is Not Responding

What's New?

An organization that is using multiple workflow nodes will now benefit from this feature which will ensure that active workflows will be gracefully handled when an unexpected issue occurs with a workflow node.

Why is it Valuable?

- Active workflows running against a failed node will go into a paused state

Improved s3 Remote File Location Browsing

What's New?

Improvements to S3 file ingest experience when browsing larger directories and interfacing with large numbers of files.

Why is it Valuable?

- Reduces the time a user needs to wait when ingesting content from s3 via the user interface
- Significantly improved the performance of the Filesystem browser when navigating S3 filesystems.

Technology Updates

Security Vulnerability Fixes

Upgraded Log4J to mitigate emergent security vulnerabilities related to [CVE-2021-44228]

Upgrade of Underlying Technologies

Apache Tomcat: Upgraded from 7.0.x to 9.0.x

Corrected Bugs

BUG	RESOLUTION
Ingesting from s3 Remote file location has slow loading times	Significantly improved the performance of the Filesystem browser when navigating S3 filesystems An S3 location containing 421 objects was available in 170.13ms as measured by the browser console's /api/filesystem/vfs?path request An S3 location containing 4,000 objects was available in 786.88ms as measured by the browser console's /api/filesystem/vfs?path request
Download Proxy in Spartan does not work for proxies in the cloud	Download proxy works for hybrid storage environments with source on-prem and proxy stored in S3
rqlQueryStep - if a query string contains any rql keywords a stall will occur	QueryStep will work properly when an RQL query string includes RQL keywords like "Size"
convertImageStep - Specifying thumbnailPercentage not null causes failure	thumbnailPercentage and convertImageStep will no longer throw an exception when thumbnailPercentage is set to an integer value (0 through 100)
Access Single Asset View - Refresh Issue	Access: Metadata groups will remain after a browser refresh in the single asset view
Watch Folder DataDef Entries are duplicated on edit	Data Def entries are no longer duplicated in the UI or workflow execution
Automatic Download a csv when hitting the ENTER key in search on Metadata Picklist Options	Access: When searching for a picklist value in the Admin Metadata Field page and pressing the Enter key, the system will perform a search and no longer download a CSV of all the values
Delete action does not remove dynamic properties with trailing spaces	New UI: Dynamic properties with trailing spaces can now be deleted from the UI
Non-admin users cannot see more than 15 categories in Facets on Spartan UI	Non-admin can now see more than 15 categories in Facets
HLS streams append randomized string with breaking special characters	HLS streams no longer use special characters when generating the live event random string
Access Single Asset View - Video refreshes while editing metadata	Access: Single Asset View - Video no longer refreshes while editing metadata
Workflow to Scheduler Feature Bug	Workflow to scheduling will now work properly at scale
Workflow Cleanup Failure	Workflow cleanup now works as expected

REACH ENGINE 2.15.x Patches

Patch Version	RESOLUTION
RE 2.15.1	Support for PostGres SQL 12+
RE 2.15.2	Support for Google Cloud Storage filesystems Inspector Panel refresh issue resolved when in single asset view
RE 2.15.3	Batch and Multiple Asset Upload Performance Improvements
RE 2.15.4	Batch download asset ID restoration Resolution for batch download failure when separate nodes are employed

REACH ENGINE Panel Extension 2.15.0

What's New?

- RAME Local Network Support
- Closed File notification on import
- Visual target-project at import and check-in actions
- Detection of previous jobs in the queue (avoids starting an ingest w/ wrong output)
- Warning notification when there is a difference in audio channels between proxy and source
- Support for multiple Irp's in LucidLink

Resolved Issues

- Asset name is now updating when checking in a renamed existing project
- Parent Status no longer shows success when children fail
- Assets are correctly imported into the project when working in multiple open projects
- Broken Project and Bin References now update the Status Screen accordingly