

System Requirements

Supported Operating Systems

Windows 7 SP1 64-bit, Windows 8.1 64-bit, Windows 10 64-bit
Mac OS X Yosemite, Mac OS X El Capitan, macOS Sierra

Internet connectivity

- Requires Internet connectivity with HTTP/HTTPS port 80 and RTMP port 1935 open for streaming.
- For lowest quality (240p) streaming an upload rate of at least 650Kbps is required.
- 720p streaming requires an upload rate of at least 2500 Kbps.
- 1080p streaming requires an upload rate of at least 4500 Kbps.

Note: Consider lowering your canvas frame rate and/or streaming resolution to lower CPU usage.

It is recommended that an upload rate of at least double the desired rate be available. Please consider that external game play may also require a portion of your Internet upload bandwidth.

For Replay functionality, SSD drive for Replay storage recommended.

Minimum Recommended Hardware Specifications

- Intel 'Sandy Bridge' Core i5 CPU @ 2.5Ghz or higher recommended for 720p streaming @ 30fps.
- Intel 'Sandy Bridge' Core i7 CPU @ 3.0Ghz or higher recommended for 1080p streaming @ 30fps. Note: 60 FPS streaming will result in increased CPU usage and a high bit rate (4Mbps or higher) for good quality.
- At least Intel HD, NVIDIA GeForce, or AMD Radeon class graphics adapter that are both DirectX 9 and DirectX 10 capable required.
- Minimum 4GB RAM, 2GB free hard disk space. Additional hard disk space required for recording to disk.
Note: Using the web-based Widgets may increase memory usage significantly.

Hardware accelerated encoding requirements

- Intel Quick Sync encoding requires an Intel CPU with an Intel® Quick Sync Video core.
 - [List of Intel CPUs supporting Quick Sync](#)
- NVIDIA NVENC encoding requires an NVIDIA GPU with Kepler architecture or newer.
 - [NVIDIA only maintains a general list of supported GPUs](#)
- Apple Hardware Accelerated H264 encoding requires a Mac with an integrated Intel GPU.

Gameshow 3.4

- **New!** Import scenes, sources and settings to Gameshow from OBS JSON files!
- Added a button to skip logging in to a streaming service from the document wizard
- Added the ability to wrap on word breaks or character breaks to Text rendering
- Automatically reload web display page upon Shot being sent live when Shutdown is enabled
- Fixed an issue where CPU usage was too high when using Hotkeys
- Fixed an issue where Twitch game title was being set every time a stream starts. Now the game title will only be updated the first time the stream is enabled
- Fixed a random crash when creating a new document
- Fixed crash on macOS when toggling video capture in Screen Capture source
- Fixed a crash when confirming a window selection in Screen Capture "select window" dialog
- Fixed an issue where enabling Replay would cause dropped frames
- Fixed a number of issues on High-DPI displays on Windows
- Updated branding of TwitchAlerts to StreamLabs

Gameshow 3.3

- **New!** Support for High-DPI displays on Windows.
- **New!** Display the number of stream viewers in the main UI. Works with Twitch, YouTube, and Hitbox.
- Fixed an issue where Global Hotkeys would not work until restarting Gameshow.
- Fixed a crash when deleting multiple hotkeys with the same name.
- Fixed an issue where multiple separate hotkeys using the same modifier keys were not triggering correctly.
- Fixed an issue where certain Widget source color selections could become reverted.
- Fixed an issue where Text Shadow would become stuck in the on state.
- Fixed a crash when closing a saved document.
- Fixed a bug where using a hotkey to switch shots would cause Auto Live to stop working.

Gameshow 3.2

- **New!** Can now nudge video sources in Preview by 10 pixels when holding down shift key.
- **New!** Shutdown Web Display sources when not active.
- Fixes and improvements to Hotkeys stability and usability
- Fixed an issue where system audio capture was not working on Mac OS X
- Fixed a hang that could occur when changing YouTube Event settings
- Fixed an issue where duplicating a Game Capture shot resulted in a lost feed
- Fixed an issue where text pasted into a text field would retain rich text formatting
- Fixed a crash that could occur when launching Gameshow with no internet connection

Gameshow 3.1

- **New!** Added the ability to bind single keys for Hotkeys
- **New!** Added ability to scale X and Y axis independently
- **New!** Ability to scale video layers while ignoring aspect ratio
- **New!** Subscribers widget will display data from Hitbox and YouTube destinations
- **New!** Drop shadow effect added to widgets with text properties
- **New!** Added multi-color gradient background effect for text and solid-color widget
- **New!** Document recovery if Gameshow is not exited cleanly
- Progress bar added to media file shots when live
- Hotkey manager fixes and improvements
- Addressed reliability issues with the audio filter chain

- Fixed an issue where device aspect ratio changes were not applied until re-positioning the layer
- Fixed an issue where Gameshow could crash when using Chroma Key with web cams
- Fixed a crash that could occur when creating a hotkey with multiple documents open
- Fixed game template exporter not packaging Widget settings
- Fixed an issue with audio drop-out when using multiple Dynamics audio plug-ins
- Fixed an issue with Czech localization not working properly

Gameshow 3.0

- **New!** Lifetime license system
- **New!** Free version
- Implemented special graphs for Elgato devices to improve experience and performance
- Complete re-factor of Directshow handling and performance!
- Optimized the performance of Blackmagic capture devices!
- Added Magewell SDK for Magewell capture devices!
- Added audio plugins to Gameshow!
- Added hitbox.tv as a CDN
- Added TwitchAlerts widget
- Added Anti-Cheat hooking compatibility mode
- Added D3D9 patches in game capture for Windows 10 anniversary update
- Added customizable defaults to Gameshow
- Added "Show Recordings" menu item
- Added ability to assign "Clear Layer", the special shot, to a keyboard shortcut/hotkey
- Added 1440p30 and 1440p60 encoder presets for YouTube in Gameshow
- Added hitbox.tv to social media widget
- Added tooltip that displays full source name in mixer
- Added incremental naming for Text shots
- Fixed – USB Webcam Handling – Bandwidth
- Fixed – Ensure Windows Webcams are using a Motion JPEG format when available
- Fixed – Gameshow does not always detect resolution changes for Elgato Devices
- Fixed – CEF based sources (web display, widgets) not rendering at full FPS
- Fixed – Lower end systems seem to struggle with the frame drop fix in 2.1
- Fixed – Text is mirrored between shots when using "duplicate" on a title.
- Fixed – Volume meters of the preview output are frozen when preview window is hidden
- Fixed – "Gamma" and "Hue" are enabled when no shot selected
- Fixed – Issue where CEF would crash Gameshow on some systems
- Fixed – Changing Device Aspect Ratio of a video source makes the video scale smaller
- Fixed – Game hook periodically fails
- Fixed – Entering a number into the reconnect attempts box moves cursor to the home position
- Fixed – Volume meters of the preview output are frozen when preview window is hidden
- Fixed – "Create Replay Hotkey" is not triggering (Mac only)
- Fixed – Mute and Monitor (mix-minus) buttons get cut off when Audio Mixer is re-sized to its smallest vertical size
- Fixed – Crash when two web displays are added
- Fixed – Audio Mixer controls function incorrectly when one source is used multiple times
- Fixed – Playlist Shots disappear from shot bin when saved with a document
- Fixed – Pressing the enter key to activate a license doesn't work
- Fixed – Tooltip for "Use Legacy D3D9 readback" needs to be updated in the "Preferences" window

- Fixed – Smooth transition is no longer applying audio volume ramps.
- Fixed – Audio interface selection not applying until after a restart of the application
- Fixed – [Win] Unable to log in using "Enter" key with some destinations.
- Fixed – Source volume meters are broken
- Fixed – "Audio Mixer" does not match the "Gameshow" color scheme
- Fixed – When system is set to Hebrew, Wirecast runs in English on Mac
- Fixed – Able to add a non-existing capture card
- Fixed – Detect if we are unable to play MP3, throw dialog when trying to add Web Display / Twitch Alerts
- Fixed – Background of Web Widget Output changes text background to black upon changing anything else
- Fixed – Unable to install custom templates into Gameshow (via double clicking)
- Fixed – Stream icon turns green from red when opening some menus
- Fixed – (Windows) Opening a saved document will create an extra shot
- Fixed – "Chat" widget is not working with "YouTube"
- Fixed – 'Buy/Upgrade' menu item doesn't work
- Fixed – (Windows) 'Alt+E' doesn't select 'Edit' menu
- Fixed – Replay MarkIn cannot be reset via menu or hotkey
- Fixed – Crash when clicking in the "Source Name" field
- Fixed – Crash if Elgato HD 60 Pro does not have a signal
- Fixed – TwitchAlerts Web Display not showing up alerts for actual follows but works for test follow alerts
- Fixed – Text of a live source is not aligned with text of the Master section on the right

Gameshow 2.6

- Added Playlists to Gameshow!
- Fixed – Issue with Shot thumbnails not updating until the window was manipulated
- Fixed – "Do Not Show This Again" checkbox in release notes pane not being respected
- Fixed – Game capture overlay could display garbage data for the stats
- Fixed – Replay mark-in clear button was not working
- Fixed – Web cam frame rate setting not being applied until application restart
- Fixed – Go to Layer menu items were not working.
- Fixed – Web Display source was not functioning in the Beta of 2.6
- Changed the default state of the AutoLive functionality to off due to customer feedback

Gameshow 2.5

- Additional performance enhancements to Game Capture to fix dropped frame issues
- Added a toggle between system-wide CPU usage display and Gameshow-only CPU usage display
- Added a zero detent to the shot layer property sliders
- Fixed – Twitter search with hashtags failing periodically
- Fixed – Solid color sources not displaying thumbnails properly
- Fixed – Black text in FPS indicator when stream/recording is started
- Fixed – Elevated CPU usage from Solid Color sources
- Fixed – DirectShow audio popping while source is in Preview and Live at the same time
- Fixed – Dropping a lot of frames when Gameshow is not the main application in focus
- Fixed – Slow updates to the Audio Mixer UI

- Fixed - Color controls not working properly if a layer matte is applied
- Fixed - Source shifting position when double-clicking on it
- Fixed – Twitter widget not displaying wide character sets correctly
- Fixed – YouTube event selection not retained when Output Settings opened
- Fixed – Auto-Live causing hot-keys not to function.

Gameshow 2.4

- **New!** Sub-Menu & Sort | Capture Cards & System Devices into one category
- Transitions Listed Alphabetically
- **New!** Update Stream, Record, and ISO buttons to be gold when active
- Fixed - Output Menu Item - Twitch Dashboard Link
- Fixed - Output Menu Item - Twitch Active Broadcast menu item
- Fixed - [Hotkey Manager] Don't allow the user to make two hotkeys with the same name
- Fixed - "Audio Inspector" and "Camera Preview" windows are endless and get closed when re-sizing them
- Fixed - "Movement menu item" pops up when right clicking on "Clear Layer" shots
- Fixed - "Panning Slider" is not balancing the sound
- Fixed - Adding a blackmagic device causing hang and memory leak
- Fixed - Adding a camera source for the first time initializes incorrectly
- Fixed - Audio and video go out of sync when changing output devices in "Audio Mixer"
- Fixed - Audio Mixer loses its persisted location when shown after a document is opened.
- Fixed - AVerMedia Live Gamer HD C985 no longer working in GS+WC
- Fixed - Change default solid color to be a solid color rather than transparent
- Fixed - Crash while capturing with Mac Screen Capture
- Fixed - Graphical issues after fix for Audio Mixer Draw Speed
- Fixed - meter peak lines are sometimes below the actual meter values
- Fixed - Minimized Audio Mixer window is not restored when selecting "Audio Mixer" from the Window menu. (Win. only)
- Fixed - Missing "Replay Shot Template" selection menu in Gameshow replay settings
- Fixed - NVENC H.264 encoder throwing exception in Gameshow 2.3
- Fixed - Preview/Live Window no longer resizes
- Fixed - Re-sizing "Audio Mixer" when "Master mute" is disabled in the main Wirecast window screws up the graphics of "Live Sources" in "Audio Mixer"
- Fixed - Stream may be unable to start if the live source is a complex still image.
- Fixed - Twitter logo isn't saved when opening a saved document
- Fixed - Unable to interact with Wirecast when the "Audio Inspector" or "Camera Preview" is minimized
- Fixed - Unable to re-size "Audio Mixer" after it was maximized and closed
- Fixed - Unable to re-trigger transitions.
- Fixed - Unhandled exception when opening the shot editor
- Fixed - Welcome screen appears below Audio Mixer when launching the app. (Mac only)
- Fixed -Scrollbar cuts the edges of the "Channel" drop-down menu

Gameshow 2.3

- **New!** Added Audio Mixer to Gameshow.
- **New!** Added Shot Layer Mattes (Image Masking) to Gameshow.
- Added ability to enter custom logos and handles in the Social Media Widget

- Added Snapchat field to the Social Media Widget
- Added a Solid Color source
- Fixed crash when opening the Shot Layer Properties editor or Chroma Key properties
- Fixed an issue where streaming would not start if the initial frame was a complex color still image
- Fixed an issue where hotkeys did not trigger correctly if multiple hotkeys shared the same modifiers
- Fixed an issue where certain hotkey combinations didn't use AutoLive even when it's enabled.
- Fixed issue where the user was unable to use single input hotkeys (E,R,Space) when the shot editor was open.
- Fixed an issue with the "No Game Feed Detected" box sizing.
- Fixed an issue where switching to a different app when monitoring live audio, and switching back loses audio.
- Fixed an issue where Monitoring of an audio input sources does not work until the System Device properties tab has been accessed for the first time for a particular device.
- Fixed an issue in certain situations where Gameshow would hang when accessing the Recent Documents tab of the Document Wizard.
- Fixed an issue where the OAuth dialog box displayed an additional 'cancel' button on the DocWizard window.
- Fixed a potential crash that could be caused when adding Intensity Pro device

Gameshow 2.1

- **New!** Mix Minus – Ability to remove sources from your audio monitor
- **New!** Added audio tab to the preview editing panel. Moved audio controls from the Shot Layer Properties tab
- **New!** Added "System Audio" option to sources list
- Improved stream framerate in some situations where GPU utilization is higher than 90%
- Fixed an issue where the "Audio Interface" drop-down menu is always blank until a device is manually selected
- Fixed an issue where system audio capture settings were not saved
- Fixed an issue where "Don't Show Again" preference for Release Notes HTML window is not retained when Gameshow is restarted.
- Fixed an issue where assigning a global hotkey will override other application's input on OS X
- Fixed an issue where certain users were unable to activate a license
- Fixed an issue where channel selection was not localized
- Fixed a crash on launch when the system language was set to Thai
- License file now cached in a location accessible to all users on the system

Gameshow 2.0

- **New!** Hotkey Manager which allows creating custom hot keys for switching Shots (Mac and Windows)
- **New!** Added controls to adjust Brightness, Contrast, Gamma, Hue and Saturation for video sources (Mac and Windows)
- **New!** Global and Shot-level channel selection from multi-channel audio input devices (Mac and Windows)
- **New!** Added default audio output device selection to Preferences (Mac and Windows)
- **New!** Added ability to mix a single left or right channel live audio source into dual-mono (Mac and Windows)
- **New!** Added ability to create, remove and edit YouTube events (Mac and Windows)
- **New!** Improved CPU performance of AVFoundation video sources (i.e. web cams) on Mac OS X (Mac)
- **New!** Added ability to display RSS feed text content in the Text Widget (Mac and Windows)
- **New!** Added visibility and audibility toggle buttons for individual video/audio layers within a Shot (Mac and Windows)

- **New!** Added true cross-dissolve transition on Windows version of Gameshow (Windows)
- Improved handling of system audio device sample rate changes (Mac)
- Fixed an issue where the bit-rate indicator was not displaying correct values (Mac and Windows)
- Fixed an issue where the year could not be set YouTube Event Manager (Mac and Windows)
- Fixed an issue with Image Carousel displaying the placeholder image when the Shot is sent live (Mac and Windows)
- Fixed an issue where horizontally oriented audio meters were displaying incorrect peak values (Mac and Windows)
- Fixed header spacing issues in Donors widget (Mac and Windows)
- Fixed a crash that occurred when opening a second document (Windows)
- Fixed incorrect directional scrolling in Widget Sources that implement scrolling text (Mac and Windows)
- Fixed an issue where Twitch Chat “Whisper” messages were being displayed in the Chat Widget (Mac and Windows)
- Fixed an issue where Opacity settings were not being preserved in exported Game Templates (Mac and Windows)

Gameshow 1.4

- **New!** Added Video Delay functionality to all live video sources! (Mac and Windows)
- **New!** Added Game Template for “Destiny” (Mac and Windows)
- **New!** Added Xbox Live and Playstation Network icons to the Social Media Widget. (Mac and Windows)
- **New!** Added Control+Command+F shortcut key to enter Full Screen mode on Mac OS X. (Mac)
- **New!** Added Scrolling Text functionality to all applicable Widgets. (Mac and Windows)
- **New!** Added an option to automatically scroll text exceeding the constraints of the Text Widget. (Mac and Windows)
- **New!** Added Clear History button to clear existing Twitch chat messages in the Chat Widget. (Mac and Windows)
- Fixed error messages displaying when connecting to YouTube Chat with the Chat Widget (Mac and Windows)
- Fixed a bug where text was not wrapping properly when changing dimensions of Chat Widget (Mac and Windows)
- Fixed an issue with AVerMedia Live Gamer HD not displaying with the correct aspect ratio. (Windows)
- Improved Replay Hotkey binding UI to indicate when a shortcut is already used by Gameshow (Mac and Windows)
- Added background color selection to the Donors and Image Carousel Widgets. (Mac and Windows)
- Fixed a crash when binding Replay Hotkeys using the Break key. (Windows)
- Fixed scaling issues with Widgets saved and loaded from Game Templates (Mac and Windows)
- Fixed an issues where game process and window information were not saved correctly when exporting a Game Template. (Mac and Windows)
- Fixed a hang which could occur when attempting opening the Widget Properties tab of the Shot Editor. (Windows)
- Fixed an issue where certain game titles were not appearing in the Gameshow Wizard's auto-complete listing. (Mac and Windows)
- Moved Device Aspect Ratio configuration from the Asset Manager to the Source Properties tab of the Shot Editor. (Mac and Windows)
- Fixed an issue where the color picker could become stuck open. (Mac and Windows)
- Improved line wrapping algorithm used in the Twitter display source. (Mac and Windows)
- Added a warning message when a third-party Game Template fails to load. (Mac and Windows)

Gameshow 1.3

- **New!** Template Exporting – Create custom Gameshow templates from your own layouts. Export, import and share your template creations with the community. <http://gameshow.net/share.htm>
- **New!** New Text Widget replaces single-line text source. The new Text Widget displays and formats text entered by the user or read from a text file.
- **New!** Text justification, wrapping, alignment, scrolling and “on change” transitions added to the Text Widget!
- **New!** Native system fonts are now selectable from Widget Font settings.
- **New!** Re-factored and renamed Twitch Chat Widget to “Chat” Widget, which can now display Twitch and YouTube chat messages depending on authenticated account.
- **New!** Added Release Notes HTML page display on Gameshow start-up.
- Updated FIFA 15 template to “FIFA 16”.
- Fixed issue where the document would open on a different monitor than the Document Wizard was run on. (Mac OS X, Windows)
- Fixed a crash when changing the text color for Widgets.
- Fixed an issue where Screen Capture could fail to hook a game when using Game capture mode. (Windows)
- Fixed inability to capture full-screen games on Mac OS X when the game's aspect ratio did not match that of the primary display resolution. (Mac OS X)
- Updated Twitch server ingest list to the most recent version.
- Fixed an issue preventing OLE scripting from working with Gameshow. (Windows)
- Fixed a rare crash on exit after stopping a stream. (Windows)
- Fixed a crash when opening Gameshow on laptops with NVIDIA Optimus. (Windows)
- Initial setup wizard will now default to the last opened tab.

Gameshow 1.2

- **New!** Added audio delay functionality for capture sources to the System Device Properties tab of the Shot Editor. (Mac OS X, Windows)
- Fixed issue which was causing dropped frames while encoding even with no live sources (Windows)
- Fixed issue where video and audio captured from the Elgato Game Capture HD and HD 60 would break up. (Windows)
- Fixed issue where the document would open on a different monitor than the Document Wizard was run on. (Mac OS X, Windows)
- Fixed issue where Gameshow would treat command line arguments as document paths. (Windows)
- Fixed issue where repeatedly pressing the spacebar or enter keys would sometimes prompt a spontaneous transition. (Mac OS X, Windows)
- Fixed issue introduced in 1.1 that prevented users from right clicking to edit sources in Shot Layers tab of the Shot Editor. (Mac OS X, Windows)
- Fixed issue where Gameshow would occasionally hang at the opening splash screen when the Elgato drivers were installed. (Windows)

Gameshow 1.1

- **New!** Added transitions on Windows: Cut, Smooth, Bowstring, Swoop, Slide Away, Cube, Swing Door, Long Slide, Slide Left.
- **New!** Added transitions on Max OS X: Cut, Smooth, Bowstring, Swoop, Slide Away, Cube, Swing Door, Long Slide, Slide Left, Blur Fade, Squash, Accordion Fold, Bars Swipe, Copy Machine, Disintegrate With Mask, Dissolve, Flash, Mod, Page Curl, Page Curl With Shadow, Ripple, Swipe
- **New!** Added GIF support to the native media support. (Mac OS X, Windows)
- **New!** Added scrolling and Fly-in/Fly-out transitions to the Donators, Followers, Subscription and Social

- Media Widgets. (Mac OS X, Windows)
- **New!** Added text justification to the Donators, Followers, Subscription and Social Media Widgets. (Mac OS X, Windows)
- **New!** Added Top Donors options to the Donors Widget. Now have All-Time, This Month, This Week, Today, Yesterday options. (Mac OS X, Windows)
- **New!** The Image Carousel Widget includes a file browser for selecting local image files. (Mac OS X, Windows)
- **New!** Added a background color option to the Followers, Subscribers, Social Media, and Donors. (Mac OS X, Windows)
- **New!** You can now specify a capture device as a game source in the New Document Wizard. (Mac OS X, Windows)
- **New!** Added a spinner to the startup screen that displays if there is a delay when starting up Gameshow.
- **New!** Improved hot key binding mechanism for controlling replay functionality in-game. (Mac OS X, Windows)
- **New!** Gameshow no longer require admin mode to run on Windows. (Windows)
- **New!** Drag and Drop a file into the main shot area of Gameshow now creates a shot with the file as a source. (Windows)
- **New!** Added a checkbox to the Social Media Widget that enables positioning the icons to the right of the text. (Mac OS X, Windows)
- **New!** Many small enhancements made to the Templates made to take advantage of new Widget features. (Mac OS X, Windows)
- Fixed issues that some users were having capturing League of Legends. (Mac OS X)
- There is no longer an option for hiding the main shot list. (Mac OS X, Windows)
- Screen capture sources no longer show green when no game feed is detected. (Mac OS X, Windows)
- Non-mixable audio sources are not longer displayed in the list of audio sources. (Mac OS X)
- Fixed tabbing between controls in the Preview Inspector. (Mac OS X)
- Translations for Japanese, French and Spanish have been added to the Select Template screen in the New Document Wizard. (Mac OS X, Windows)
- Fixed issue where the Image Carousel allowed users to add empty slides. (Mac OS X, Windows)
- Added "Replace Media" at the top of the context menu in Preview to enhance usability. (Mac OS X, Windows)
- Fixed problem where the Preview context menu did not appear in the correct location. (Mac OS X, Windows)
- Fixed issue where the uninstaller did not remove all files. (Windows)
- Fixed issue where the source selection highlight disappeared when the canvas size changed. (Windows)
- Fixed problems with multi-select in the Shot Layers panel. (Mac OS X, Windows)
- Added check mark next to Cut and Smooth transitions in the Switch menu to indicate which transition is selected. (Mac OS X, Windows)
- Now disable controls under New when selecting a Existing Widget in the New Widget dialog. (Mac OS X, Windows)
- Disabled drag and drop into CEF control. (Mac OS X, Windows)
- Fixed issue where top of live icon slider was cut off the Preferences dialog. (Mac OS X, Windows)
- Fixed delays when modifying shot properties in the Preview Panel. (Mac OS X, Windows)
- Now limit crop values to positive numbers. (Mac OS X, Windows)
- Now Gameshow shortcut is removed from the desktop when uninstalling on Windows 10. (Windows)
- Fixed color display in the text properties section of the Preview Inspector. (Windows)
- Fixed issue where Game Name field didn't reset to blank when changing template to Blank. (Mac OS X, Windows)
- Fixed issue where source input boxes/setting controls in the Preview Inspector would shift in size when clicking between the layers and properties tabs. (Mac OS X)
- Removed resize cursor from the New Widget dialog. The dialog is not resizable. (Windows)
- Improved performance of shot layer property value sliders. (Windows)

- Fixed deadlock that occurred when hitting enter in the New Widget dialog before it was fully instantiated that occurred only on Mac Pros. (Mac OS X)
- Now limits files displayed by the File Open dialog to only those with a .gms extension. (Windows)
- Fixed display of Twitter username in Twitter Setting dialog. (Mac OS X, Windows)
- Fixed inconsistent game hooking when moving between capture of game type and non-game type processes.
- Now the new Widget dialog does not increment the source name if the user cancels out of it. (Mac OS X, Windows)
- Now the correct error message is displayed if a timeout occurs when starting Gameshow. (Windows)
- The 'Deactivate' and 'Subscribe' buttons in Licensing tab of the Preferences dialog are now greyed-out when no serial number is installed. (Mac OS X)
- Now changing a Widget's start page in its description.xml does not break the Widget. Previously, the start page was not located correctly. (Mac OS X, Windows)
- Fixed issue with changing canvas sizes in secondary documents. Now change takes effect correctly. (Mac OS X, Windows)
- Fixed problem hooking Diablo 3 while it's splash logo was displayed. (Windows)
- Fixed line wrapping in Donors Widget with the numbered list enabled. (Mac OS X, Windows)
- Now grey-out line wrap checkbox in the Donors Widget when the layout is set to vertical. (Mac OS X, Windows)
- Fixed problem where Chroma Key sliders were not updating their position while dragging. (Windows)
- Fixed problem with the Chroma Key sliders flashing white when toggling Chroma key on and off. (Windows)
- Fixed issue where the Preferences windows showed "Standard Subscription when unlicensed. (Mac OS X)
- The Image Carousel Widget now ignores quotation marks in file path. (Windows)
- Improved error message displayed when trying to broadcast to a destination without existing authentication. (Mac OS X, Windows)
- Fixed scroll bar in Game Title dropdown in New Document Wizard. (Windows)
- Fixed resource leak which resulted in crashes while streaming to Twitch. (Windows)
- Removed resize cursor from the preferences window. (Windows)
- Fixed problem that resulted in a very small live window being displayed when changing canvas size. (Windows)
- Fixed issue where shot thumbnails were not getting updated promptly. (Mac OS X, Windows)
- Fixed issue where scaling objects in the Preview window resulted in jagged or pixelated images. (Windows)
- Disabled right-click menu on connection error window. (Mac OS X, Windows)
- Fixed problem where clicking in the Preview area disabled the ability to use specific "hot keys". (Mac OS X)
- Fixed issue where "Enter a different serial number" text was not linked to a page where the user could enter in a new serial number. (Mac OS X, Windows)
- Fixed possible hang on startup when Elgato drivers were installed. (Windows)
- Fixed unhandled sometimes occurred when creating a new document, especially with the FIFA template. (Windows)
- Fixed an issue that cause changes in a shot to go live unexpectedly when a source was added to the shot and the shot was both in Live and Preview. (Mac OS X, Windows)
- Fixed an issue where Gameshow was treating unrecognized command line arguments as document paths. (Windows)

Gameshow 1.0.1 (Windows Only)

- Added support for Elgato Game Capture HD, Game Capture HD 60, and Game Capture HD Pro. Note, you must install a 64-bit version of Elgato's Game Capture software and driver. A Beta version is available here: <https://www.elgato.com/en/game-capture-hd-support> (WARNING, we have experienced problems getting the Elgato beta software installed on Windows 7, we recommend using Windows 8 or 10 for the time being.)

Known issues

- Flash has been disabled in web-based sources (i.e. StreamLabs, Web Display, etc). This was done to prevent a crash. If you require this functionality please continue to use Gameshow 3.2 until this issue has been fixed.
- Gameshow will throttle the FPS of the Preview pane when Gameshow is not the foreground window, in order to improve game capture performance and decrease CPU usage.
- Elgato Game Capture HD may have A/V sync issues with 64-bit Beta drivers. We are working with Elgato to obtain a resolution to this problem. (Windows)
- An audio popping in the Preview audio monitor can occur if a capture source, such as Elgato, is in both Preview and Live at the same time. This popping does not affect the live stream or recordings. (Mac OS X, Windows)
- If you experience black and grey vertical striping in your Twitch broadcast while using NVIDIA hardware encoding with NVIDIA driver version 355.60, 355.82 or 355.98, please roll back to NVIDIA driver version 353.62. Until NVIDIA announces a driver that has the fix present, NVENC users are advised to use 353.62.
- If Gameshow is running when an iOS Screen Mirroring device is plugged into the computer for the first time, the device is not detected or listed as a source; Gameshow must be restarted after plugging in the device in order for the connection to be established. This problem will not manifest after the first time the device and computer have been connected and trust has been established. (Mac OS X)
- Replay recording may drop frames on Windows if the canvas resolution is set higher than 1080p30.
- The recoverable format adds 30MB of metadata to MOV and MP4 files, resulting in larger file sizes.
- Multiple Replay clips captured during the same replay session will not render correctly when played at the same time on different master layers or different shot layers.
- When loading a document containing a screen capture on Mac, and if the application to be captured is minimized and Screen Capture is in Window mode, you will see a “No Game Feed Detected” detected message and have to reconfigure the capture. To avoid this, maximize the application to be captured before loading the document. (Mac OS X)
- Some Intel integrated graphic cards lack driver support for D3D10. As a result Game capture mode of Screen Capture on Windows may display a green frame on machines using this card. A dedicated NVIDIA or AMD card is recommended for PC game capture. (Windows)
- The Game Overlay feature is currently only available for Direct3D 9 games. (Windows)
- Gameshow enables high performance game capture by passing captured frames from Direct3D, OpenGL directly to Gameshow on the GPU. This is not possible when Gameshow and the game are on different GPUs. As a result when running Direct3D9 or OpenGL Games that are using a different GPU than Gameshow, Gameshow requires moving data onto the CPU, which uses more CPU and results in slower performance. When running Direct3D10, Direct3D11 games on a different GPU than Gameshow, capture will fail. To enable high performance and avoid failures on systems with multiple GPUs, go to the Advanced tab of the Gameshow Preferences dialog and set the video display adapter of Gameshow to use the same GPU as the game. (Windows)
- When a game is using Scalable Link Interface (SLI) with alternate frame rendering, it can cause jittery video and dropped frames in the game capture. To remedy this either disable SLI or turn on SLI/multi adapter compatibility in the Gameshow screen capture settings. The latter will result in a slower more CPU intensive capture path. (Windows)
- Using Monitor capture option of Screen Capture on Windows 7 with Aero enabled can slow system performance and result is low frame rate desktop captures. Disabling Aero will solve the issue. (Windows)
- If a game has cheat protection it may fail to capture properly with Game source mode. Please try running the game in Windowed mode or Borderless Windowed mode and select Monitor or Window capture mode in the Screen Capture source.
- Gameshow may drop frames in the encoding on Mac OS X if a game is running at a high frame rate on a lower end GPU.