

7.0.0 Release Notes

DATE	06/04/2024
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VERSION	7.0.0_r32911
UPDATE	

Compatibility

Tactic Lite

Tactic Lite SP

Tactic Advanced SP

Tactic Pro

Tactic Pro SP

Tactic Draw

Tactic Scout SP

This version is compatible with projects from tOG 4.6.6_r31745 and above

Supported Operating Systems

- Windows
 - Windows 10 Home/Pro editions. Versions 21H2 and 22H2
 - Windows 11 Home/Pro editions. Versions 21H2 and 22H2
- MacOS
 - Monterey ≥ 12.0
 - Ventura ≥ 13.0
 - Sonoma ≥ 14.0

Drivers

For Nvidia Cards, you should always ensure that you are using the most up to date drivers for your card, available from their website.

<https://www.nvidia.com/download/index.aspx>

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|---------------------------------|---------------|
| ● Minimum Nvidia Driver Version | 520.06 |
| ● Minimum Intel driver Version | 30.0.101.1994 |
| ● AJA Version | 16.0.0.0 |

Risk

This is a bug fix release.

This changelog only shows changes between this and the previous version (7.0.0 r32626)

Bugfixes

- Football auto pitch calibration was not working with certain clips. The AI model has been retrained to solve this problem.

- Player clean-up was not copying the reference image when hitting redo/undo and save. The reference image is now copied alongside with other images
- Fix the case where the current clip camera was being overridden with stadium cameras when it shouldn't be. Also fix the default new camera name in the Stadium case.
- Fix the clip inside analysis being deleted when saving analysis
- When selecting a different pitch model when loading a package and running an auto pitch calibration model, the calibration did not change to the correct pitch model after confirming the message. This was happening because the pitch model has been loaded back using cache data.
- Tactic would crash when configuring LiveRecord