



# 9.0.0 Release Notes

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VERSION	<b>9.0.0_r36199</b>
UPDATE	

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# Compatibility

**Tactic Lite**  
**Tactic Draw**  
**Tactic Pro**

**Tactic Advanced SP/Tactic Advanced AI SP**  
**Tactic Scout SP/Tactic Scout AI SP**  
**Tactic Pro SP**

This version is compatible with graphics authored in tOG 4.6.6\_r35645 and above

## Supported Platforms

- Windows
  - Non SDI (Sports Professional)
    - i7 or i9 Processor (minimum eight cores)
    - 16 GB Ram
    - NVIDIA Ampere Graphic Card RTX4000 12Gb or better
  - SDI (Broadcast)
    - i7 or i9 Processor (minimum 16 cores)
    - 32 GB Ram
    - NVIDIA Ampere Graphic Card RTX4000 or better
  - Windows 10/11
  - Windows Server 2019/2022

NOTE: Intel/AMD GPU's are not supported

- MacOS
  - Apple (M) Silicon chips only
  - 8GB Ram (16GB for Player Detect)
  - Sonoma ≥ 14.0
  - Sequoia ≥ 15.0
  - Tahoe 26.0

## 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>

- Minimum Nvidia Driver Version 570.65
- AJA Version 16.2.0.0

## Risk

This is a minor bugfix version update.

## Bugfixes.

- Fix crash bug when laying off separate clips, where the clips have different video resolutions.
- When pre-processing clips, the analysis file will now have the movie extension stripped from the name - i.e. chance.mov will now be saved as chance.analysis instead of chance.mov.analysis. This means recording analysis will not have the movie extension duplicated (e.g. chance.mov.mov)
- Chained graphics did not work correctly with motion paths visible
- Clip Mark In/Mark Out trigger unsaved changes warning
- Fix potential crash bug when copying clips into the clips folder whilst browsing the clips folder inside of tactic.
- Fix crash issue when adding slow mo segments in some circumstances.
- Fix crash/corruption when generating pitch models with circles or cameras for tracking.
- Ice Hockey rink calibration model was missing configuration
- Fix install script of generic AI modules
- Crash fixes in pitch model and keyframe point rendering
- Verbose was turned on when building tensorRT engines on Windows
- Check for unsaved analysis before performing layoffs from the playlist/analysis view.
- When movies are loaded at a timecode somewhere in the middle of a clip, it was possible to see a flash of the first frame of the clip before the correct frame was found.
- Remove warnings about settings when certain license features are not available.
- Fix gui glitch where loading a clip could cause a red timecode to display, even though the clip was in the correct place.
- Saving an analysis with Ctrl+S could save in the wrong folder.
- Deleting all analysis files on broadcast version could crash.
- Mark In/Mark Out on an analysis would not trigger the unsaved analysis message dialog.

## Pitch Calibration

- Ice Hockey auto-rink calibration added for Windows and MacOS

## Installer Changes

## Graphics

- Fix to Player Circle 3D Flash and Glow shapes being smaller than they should
- Fix to Player Circle 3D Glow wasn't working with Change\_Colour event

- Setting DepthMask to false so Shaft and Player Circle 3D's Glow mode blend well with graphics behind
- Removed parameters from Circle 3D
- Added 3 texture parameters for the Glow option in Player Circle 3D
- Fixed Radius not working in Player Circle 3D
- New Glow option to Player Circle 3D
- Football Stadium - moved inputs to fix disappearing crowd and seats.
- New Trapezoid Area parameter to Stadium

## Miscellaneous