LUCID STUDIO RELEASE NOTES

Welcome to the Lucid Studio 8.1 Release Notes. Please read this document to find important information on areas of Lucid Studio that may not be covered in the Lucid Studio User Guide.

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VERSION HISTORY

VERSION 8.1 – JULY 2026

WHAT'S NEW

- **POSITION PANEL ITEM SELECTOR**

  Added an Item Selector drop-down to the Position panel to quickly navigate between items within the currently selected Set.

  The Item Selector displays all items in the active Set, making it faster to locate and edit individual items without manually stepping through pages.

- **ROUTER SETS**

  Added support for organizing Router Sources and Router Targets into independent Sets.

  Each Set can now be managed separately using Set selectors, making it easier to organize large routing configurations and quickly switch between groups of sources and targets.

- **ROUTER EVENT SET SELECTION**

  Router event actions now support selecting Source Sets and Target Sets. This allows Router events to operate directly on the desired Set, improving flexibility when working with multiple Router configurations.

VERSION 8.0 – MARCH 2026

COMPATIBILITY

Lucid Studio 8.0 is compatible with Voyager 8.0 and XPression 12.5.6127.

WHAT'S NEW

- **RVS PROJECT MANAGER**

  You can now publish your Lucid Studio projects to the XPression Project Server using the new RVS Project Manager application and then deploy the projects to each Lucid Studio instance.

  Added a button to the UI to launch the RVS Project Manager.

  Added web server endpoints and systems for integration with the RVS Project Manager.

- **LOGGING**

  Added the ability to configure the number of log files to save and the maximum size of each file.

- **NEW LENSES**

  Added the following new lenses: Panasonic UE 160 and Canon CJ24ex7.5B IASE.

- **POSITION PANEL ITEM NAMES**

  The **POSITION** panel item names now remain the same when updated in Voyager.

FIXES

- **HIDE TEXT TOGGLE**

  Fixed an issue where toggling **Hide Text** would affect all the **Events** buttons when creating them.

- **ICON DISPLAY**

  Fixed an issue where the icons at the top-right corner of the UI would get cut off when using a smaller width for the main application window.

- **SAVE TO FILE**

  Fixed an issue where re-enabling Save to File would replay the startup/setup logs every time.

- **LOG MESSAGES**

  Fixed an issue where the log viewer would reuse the previous entry’s height resulting in shorter messages rendering with excessive blank lines.

- **VISIBILITY ICON**

  Fixed an issue where the visibility icon was not updated when the visibility was changed by an event.

- **MAXIMIZING LUCID UI**

  Fixed an issue where the Lucid UI could not be maximized when using a 1920 x 1080 resolution, in Windows 11.

- **CHROMA PANEL SLIDERS**

  Fixed an issue where the Chroma panel sliders were adjustable even when they were disabled, when the Chroma panel was wider than 1 slot.

- **DATALINQ LOGIC**

  Fixed an issue where the DataLinq Logic node was not properly selecting the default value when connecting and receiving available DataLinqs.

VERSION 7.3.3 – JANUARY 2026

FIXES

- **DISTORTION VALUES**

  Lucid Track now uses 12 digits for decimal values for distortion values instead of 6.

VERSION 7.3.2 – JULY 2025

FIXES

- **CUSTOM LENS CRASH**

  Fixed an issue where using old custom lenses (v1) in Lucid Track was causing a crash when connecting to Lucid Studio.

- **LAYOUT LOADING IMPROPERLY**

  Fixed an issue where the **Chroma** panel was causing the layout to load improperly.

- **PANELS NOT ENABLED**

  Fixed an issue where using "Use on Startup" on a **Server Preset** was not enabling some panels.

VERSION 7.3.1 – APRIL 2025

FIXES

- **LICENSE VALIDATION PERIOD**

  Licenses valid for major versions will be valid for minor versions even if the maintenance period has expired.

VERSION 7.3 – MARCH 2025

COMPATIBILITY

Lucid Studio 7.3 is compatible with Voyager 7.3 and XPression 11.5.5821.

WHAT'S NEW

- **PUBLISHED/UNPUBLISHED NOTIFICATION**

  Lucid Studio now receives a notification from Voyager when an item is published/unpublished, and the UI is updated if the item is being used.

- **DUPLICATE ITEMS DETECTED**

  When loading a project, items with duplicate internal names are detected and the user has the opportunity to remove the duplicates.

- **LUCID THUMBNAILS FOR MOS EVENTS**

  Added generic Lucid thumbnails for MOS events in the MOS plugin.

IMPROVEMENTS

- **AUTOMATIC BACKUP**

  The project file is automatically backed up and saved with a new name when an issue with the file is detected. The correct information is loaded in the current file.

- **ROSSTALK**

  When creating an event and enabling RossTalk with a user-determined GPI, the GPI number retains its value even when the RossTalk option is cleared (rather than resetting to 1).

- **IMPROVED HANDSHAKE**

  Improved the handshake between Lucid Studio and Lucid Track on first connect, when the version information, custom lenses, and tracking configuration is sent from Lucid Track to Lucid Studio.

- **MORE VISIBLE ACTORS**

  More types of actors from Voyager are now visible in Lucid Studio, as long as they have been published in **Template Links**.

- **MOS PROPERTIES**

  MOS properties fields are now visible even if the MOS checkbox is disabled in events.

FIXES

- **LUCID TEXT ITEM**

  Fixed an issue where a **Lucid Text Item** logic node was not sending the value to the renderer.

- **DATALINQ**

  Fixed an issue where updated DataLinq values were not being refreshed in the **POSITION** panel when using **User Input Control** and new values were not being sent to the renderer.

  Fixed an issue where the DataLinq warning text remained in the **Options** panel after changing the input source to a **Static** or **Global List**.

- **SEND COMMAND TO RENDERER**

  Fixed an issue where when creating a **Send Command to Renderer** in a **Misc** action, the drop-down command remained blank after making the selection.

- **COPYING EVENTS**

  Fixed an issue where copying events would leave the target event in a bad internal state if the source event had a thumbnail.

- **ROUTER PRESETS**

  Fixed an issue where the **Router Preset** action in an event was not being executed if there wasn't a **ROUTER** panel in the layout.

- **SERVER TABLE**

  Fixed an issue where selecting **Cancel** when deleting an entry in the **Server** table was deleting the item anyway.

- **RENDERER SERVICE**

  Fixed an issue where selecting **Cancel** when deleting a **Renderer Service** was deleting the service anyway.

- **LUCID STUDIO/LUCID TRACK COMMUNICATION**

  Removed some unneeded communication from Lucid Studio to Lucid Track, and from Lucid Studio to the renderer engines when changing Server table content, as these messages were also being sent to assignations that were not being changed.

- **SENDING TO AN ENDPOINT**

  Fixed an issue where the **Send** button in the event action wasn't working when attempting to send to an Endpoint.

VERSION 7.2 – OCTOBER 2024

COMPATIBILITY

Lucid Studio 7.2 is compatible with Voyager 7.2 and XPression 11.5.5821.

IMPROVEMENTS

- **INFORMATION ABOUT UNPUBLISHED OBJECTS**

  Additional information is now displayed when the user attempts to access objects in the **POSITION** panel that were previously published but are no longer published.

- **SUPPORT FOR VOYAGER TEMPLATE LINKS FUNCTIONS**

  Added Template Links support for pre-selected Actor and Level Functions.

- **SSL DISABLED BY DEFAULT**

  SSL is now disabled by default for Lucid's Web API.

FIXES

- **COLUMN DISPLAY ISSUE**

  Fixed an issue where columns did not display correctly in some table-based UIs.

- **EXECUTING EVENTS ON RENAMED RENDERERS**

  Fixed an issue when attempting to execute events on renderers after the renderers have been renamed.

- **LUCID TEXT ITEM IN LOGIC NODE**

  Fixed an issue where the Lucid Text Item in the Logic node was not working properly when using DataLinq – based User Input Controls.

- **DATALINQ RELATED FIXES**

  Fixed an issue where the **DataLinq User Input Controls** were not visible if the text item DataLinq values in the **POSITION** panel were not shown first.

  Fixed a stability issue when the **DataLinq Logic** node could not connect to a DataLinq server.

  Fixed an issue where selecting **Set** in the **DataLinq Logic** node with an invalid source could open the popup automatically, when changing the invalid source to a valid DataLinq Server IP and port.

  Fixed an issue where adding a DataLinq source pointing to the same DataLinq server as a DataLinq Logic node required an app restart to make the source available to the **User Input Control** feature.

  Fixed an issue where updated DataLinq values were not being refreshed in the **Position** panel or sent to the renderer, when using DataLinq in **User Input Controls**.

- **SAVED SELECTED ITEM**

  Fixed an issue where a selected item in the **Lucid Text Item** logic node using User Input Controls was not being properly restored despite having been saved.

- **SCROLLBAR IN LOGIC NODE NOT UPDATING**

  Fixed an issue where creating a new Logic node near the scrollbar was preventing the scrollbar from updating until the new node was moved by dragging with the mouse.

- **APPLY TO ALL TRACKS**

  Fixed an issue where selecting **Apply to All Tracks** could change **Garbage Matte** values when having only one Lucid Track available in the Server table.

- **SECURITY**

  Made various security improvements.

- **VERTICAL SCROLLBAR NOT PROPERLY DRAWN**

  Fixed an issue where the vertical scrollbar in the Lucid Logic popup was not properly drawn.

- **VALUE NOT SENT TO RENDERER**

  Fixed an issue where the **Lucid Text Item** logic node with a User Input Control was not sending the value to the renderer.

VERSION 7.1 – AUGUST 2024

COMPATIBILITY

Lucid 7.1 is compatible with Voyager 7.1 and XPression 11.5.5821.

WHAT'S NEW

- **DATALINQ SUPPORT FOR USER INPUT CONTROLS**

  Added DataLinq support for User Input Controls.
- **STARTING REMOTE ENGINES IN GAME MODE**

  Added the ability to start remote Voyager engines in **Editor** or **Game** mode.
- **SWITCHBOARD LAUNCHER SUPPORT**

  Added the ability to start and stop an XR Project using Switchboard Launcher.
- **SWITCHBOARD LISTENER SUPPORT**

  Added the ability to start and stop Switchboard Listener on remote systems.

UPDATES

- **RVS ENGINE SERVICE**

  Updated the RVS Engine Service to support starting and stopping the Switchboard Listener application on remote systems.

FIXES

- **USER INPUT CONTROL STATIC LIST**

  Fixed an issue where the **Static List** content table could appear empty when accessing the popup from the Position panel.
- **USER INPUT CONTROL GLOBAL LIST**

  Fixed an issue where the **Global List** that was selected in the **User Input Control** window was not the list that was displayed in the **Edit Global List** dialog.
- **COPY FROM EVENT**

  Fixed an issue where attempting to **Copy from Event** resulted in an error message.
- **ADDING SERVER PANEL TO LAYOUT**

  Fixed an issue where a **Server** panel could not be added to the layout.
- **ADDING STREAMLINE ASSETS**

  Fixed an issue where adding Streamline assets to the **Router** panel could cause Lucid Studio to become unresponsive and eventually crash.
- **ENGINE SERVICE INTERACTION**

  Fixed an issue where interactions with Engine Services would block the UI.

VERSION 7.0 – MAY 2024

COMPATIBILITY

Lucid 7.0 is compatible with Voyager 7.0 and XPression 11.5.5821.

IMPROVEMENTS

- **USER INPUT CONTROL**

  Added the ability to create and import static and global lists for updating text items and for adding text strings in Lucid Logic.

  Includes MOS support. Requires XPression, the XPression MOS plugin and the XPression Gateway, version 11.5.5821 or newer.

- **NEW LUCID TRACK LICENSES**

  Licenses are now available for **Position** and **Position and Rotation**.

- **COMMAND LINE HELP**

  The command line parameter "-help" shows a popup with all available command line options.

FIXES

- **MULTIPLE FAST CLICKS CAUSING SELECTION LOOP**

  Fixed an issue where clicking multiple times quickly in **Position** panel sets could cause an odd selection-changing loop.

- **SPECIAL CHARACTERS INCORRECTLY SENT**

  Fixed an issue where special characters were not being properly sent to the renderers from a Lucid Text logic node.

- **UI ISSUES IN CHROMA PANEL**

  Fixed some UI issues in the Chroma panel.

- **DATALINQ PARSING ISSUES**

  Fixed a parsing issue when trying to parse data fields containing subfields called 'data'.

  Fixed another issue that occurred when parsing inline information for XMLs.

- **LUCID TRACK/RENDERER CONNECTION**

  Improved the mechanism that watches the connection between Lucid Tracks and Renderers.

- **TRACKING CONFIGURATION**

  Improved the way the tracking configuration is sent from Lucid Track to Lucid Studio.

- **NAMING CONFLICT**

  Fixed an issue where the descriptions of **Position** actions in events were sometimes not shown properly if the internal item name was different from the display name.

- **MOS RUNDOWN UPDATE CRASH**

  Fixed an issue where updating long MOS rundowns would randomly cause a crash.

- **MICROSOFT® EDGE UPDATE**

  Updated the Microsoft Edge web browser to 120.0.2210.133.

VERSION 6.5.4 – FEBRUARY 2024

FIXES

- **LUCID PERFORMANCE ISSUE ON EVENT CREATION/EDITING**

  Fixed an issue where the performance slowed down significantly when creating or editing an event in a project that contains a large number of events and event-related logic nodes.

- **NODAL ISSUE**

  Fixed a nodal issue that occurred when using MoSys with Lucid Curves.

VERSION 6.5.3 – FEBRUARY 2024

FIXES

- **RANDOM CRASH WITH MOS RUNDOWNS**

  Fixed a random crash that occurred when updating long MOS rundowns.

- **CRASH WHEN OPENING COLOR CORRECTION PANEL**

  Fixed a crash that occurred when opening the **Color Correction** panel.

VERSION 6.5.2 – FEBRUARY 2024

FIXES

- **MOSYS ISSUE**

  Entrance pupil distance parameter was not being processed.

  Rotation Order needs to be set to ZXY and **Position Scale** to 0.1 in Lucid Track.

VERSION 6.5.1 – DECEMBER 2023

COMPATIBILITY

Lucid 6.5.1 is compatible with Voyager 4.27 R3 or higher. To get the most out of the latest improvements and fixes, Voyager 5.2 R2 is recommended.

IMPROVEMENTS

- **MOUSE WHEEL BEHAVIOR**

  When the cursor is at the end of a decimal number in an editor, the mouse wheel will modify the extra decimal to the right (as if there was a zero at the end).

- **BLUEPRINT FILTERING AND FUNCTION PUBLISHING**

  Optimized the way Lucid handles the information coming from Voyager, to minimize the impact of having a large number of functions visible in the Lucid Renderer and Renderer Logic nodes.

- **MAXIMUM NUMBER OF ITEMS LISTED**

  The maximum number of items listed in engine logic nodes is now set to 5.000.

FIXES

- **CHARACTER USAGE IN STRING PARAMETERS**

  The characters = ; , ~ ’ and ‟ can now be used in string parameters in the the Lucid Renderer event action.

- **RENDERER VARIABLES IN LUCID LOGIC**

  Renderer nodes in Lucid Logic could lose the selected renderer variable when reloading the available renderere variables.

- **FOCUS VALUE CALCULATION**

  Tracking calculations were using the **Zoom** min-max range instead of the **Focus** min-max range to calculate focus values.

VERSION 6.5 – NOVEMBER 2023

WHAT'S NEW

- **COMPATIBILITY**

  Lucid Studio 6.5 is compatible with Voyager 5.2 and XPression 11.5.5806.

  Lucid Studio 6.5 is compatible with Voyager 4.27 R3 and 5.1 with limited support.

- **AUTO-CREATE NEW ITEM PRESET**

  Added the ability to generate a preset for any item added to the **Position** panel after this setting is selected.

- **ENDPOINTS POPUP**

  Added a popup editor to allow the user to quickly change the IP address and port number to which to send commands, for multiple event actions simultaneously.

  EndPoints can be stored as Presets and called from the **Send**, **Robotics** and **Miscellaneous** events.

- **WEB PANEL**

  When in Fullscreen mode, the HTML title of the site is displayed.

- **SEQUENCER**

  Added an option to **Go To Event**, to quickly find an event selected in the **Sequencer** in the **Events** panel.

  Added a **Search** function when adding an event to the **Sequencer** that displays the name and page number of the event.

- **ROUTER PANEL PRESET**

  You can now restore a **Router** panel preset from an event action.

- **VOYAGER BLUEPRINT FUNCTIONS**

  Blueprint function parameters can be edited in the **Renderer** event action.

- **EVENTS PANEL**

  Made the **Event Position Button** drop-down larger to make the list of events easier to read and added tooltips for each event.

- **LICENSE DONGLE**

  Added support for more than one dongle.

- **3D CURVES SUPPORT**

  Added support for curves generated with the Lens Calibration tool.

VERSION 6.4.3 – AUGUST 2023

WHAT'S NEW

- **WEB API**

  You can now select which events are visible through the Web API.

- **CAMERA CALIBRATION**

  Added advanced rotation order and offsets.

- **NEW CAMERA MOUNT**

  Added support for a new camera mount for the Ross X350 camera.

- **INSTALLATION**

  Updated Python to version 3.11.5, providing overall performance improvement.

- **COMPATIBILITY**

  Lucid 6.4.3 is compatible with Voyager 4.27 R3 and Voyager 5.1.

- **UNITS SELECTION BUG FIX**

  Fixed an issue where Lucid was still using preset units values (inches) for camera mounts, even when the user elected to convert the unit values to centimeters.

- **SPECIAL CHARACTERS BUG FIX**

  Fixed an issue causing special characters used in Lucid logic graphs to be displayed incorrectly in Voyager.

VERSION 6.4.2 – FEBRUARY 2023

WHAT'S NEW

- **IMPROVED THIRD PARTY LIBRARIES**
- **FIXED BUGS**

COMPATIBILITY

The following table provides information about which version of Voyager is required to access the listed features of the Lucid version.

Lucid Version	Features	Voyager Version
6.0	• UX rebranded to Lucid Studio. • User interface redesign. • Multiple layout options with panels instead of quadrants.	4.0
6.2	• Color Correction and Video Walls panels added. • Streamline integration.	4.26
6.3	• The item name matches the Voyager Display name rather than the internal ID name • Support for empty actors in Position panel. • Start/Stop PIE actions for Events. • Supports actors list filter using metadata.	4.27
	• Send Command to Renderer in Misc. Event action to send specific commands to the Renderer.	4.27 R2
6.4 and 6.4.2	• Auto-discovery (SLP) of Voyager and Xpression engines.	4.27
	• Event thumbnail can be queried directly from the output of the connected Renderer. • New options "Play From Start", "Play From Start Loop", "Play From End" and "Play From End Loop" for the Animation Event actions.	4.27 R2

VERSION 6.4 – JULY 2022

WHAT'S NEW

- **COMPATIBILITY**

  Lucid Studio 6.4 is compatible with XPression 10.5 and Voyager 4.26 and 4.27.

  The following new features will require Voyager 4.27R2:

  Animation Event Type options – Play From Start, Play From Start Loop, Play From End, and Play From End Loop

  Miscellaneous Event Type option – Send Command to Renderer

- **AUTO-DISCOVERY**

  Multiple Renderers and Lucid Tracks can now be found automatically, making it faster and easier to add them to the **Server** panel.

  Auto-Discovery uses the standard SLP protocol.

- **VOYAGER OUTPUT THUMBNAIL**

  An image of the Voyager output can be captured and used as a thumbnail in the **Events** panel.

- **LOCK SCALE CONTROL BEHAVIOR ADDITION**

  In the **Position** panel, the **Lock Scale** control can now be used to maintain the original aspect ratio when changing any of the axis values.

- **SPORTVISION PROTOCOL RENAMED**

  The **Sportvision** protocol has been renamed to **SMT**.

- **SUPPORT FOR EXTERNAL CUSTOM LENSES**

  In the **Track Setup** panel, custom camera lenses can now be added to the **Lens** list and used in place of the default lenses. A path to the custom lens must be added in both Lucid Studio and Lucid Track.

- **LOGIC FEATURES**

  Added **Utility Logic** nodes which generate an output of the same type (boolean, decimal, integer or string) after a delay of the specified decimal input.

  Made the **Logic** nodes context-aware. Dragging off a **Logic** node pin displays only those inputs or outputs that are compatible with the node.

- **EVENTS FEATURES**

  Added the **Renderer** event action type providing the ability to set and run **Logic Renderer** node equivalents for string, float, vector, rotator, and color from an event.

  Added the **Miscellaneous** event action, **Send Command to Renderer** providing the ability to display send Voyager/Unreal console commands and display selected stats on the screen in **PIE** mode in Voyager and in the **Virtual Output** window in XPression.

  The **Event Page** drop-down now indicates in bold, white font the pages that have content.

  In the **Animation** event type, added new options (**Play From Start**, **Play From Start Loop**, **Play From End**, and **Play From End Loop**). These options are available only with Voyager version 4.7R2.

- **WEB API**

  Changed the options in the **Web API Setup** tab to allow the user to enable/disable both API and Web access or to enable only API access (no Web access).

  The **Documentation** button is now only enabled when the **API & Web Access** option is chosen.

  The Lucid API is now **OpenAPI** compliant and generates automatic Swagger documentation.

- **INSTALLATION**

  The installer now checks for a dongle with a valid license for the new version before starting the installation.

  Added the XPression license tool to the installer, allowing you to check and update your Lucid license.

  Python 3.10 is now included in the installer.

VERSION 6.3 – OCTOBER 2021

WHAT'S NEW

- **COMPATIBILITY**

  Lucid Studio 6.3 is compatible with XPression 10.0 and Voyager 4.26 and 4.27.

- **LOGIC FEATURES**

  Made the logic nodes color-coded to help visualize which blocks are needed as inputs or outputs.

  In the **Renderer Logic** node, added a dropdown list to select a specific renderer to which to apply the logic.

  Logic tooltips for outputs now show actual values.

  You can now copy and paste logic nodes.

  Added an indicator in new logic graphs displaying the number of nodes, number of connections and the average computing time for the logic.

  A much larger number of nodes are now supported in logic.

- **WEB API**

  Added a Web API tab in Lucid Studio Settings to integrate Lucid with third party applications.

  Enables the execution of events from a web browser.

  Includes a QR code for mobile operation using the Web UI and Web API.

  With the Web API enabled, API documentation can be accessed using any Web browser.

- **POSITION PANEL**

  Added a **Search** option in the **Position** panel to make it easy to find any item in a set.

  Empty actors can be added to a set and controlled in the **Position** panel (Voyager 4.27 and newer).

  The item name matches the Voyager **Display** name rather than the internal **ID** name (Voyager 4.27 and newer).

- **NEW MISCELLANEOUS EVENT COMMAND**

  In the **Events** panel, added the **Start/Stop PIE** command in the **Miscellaneous** event action to start and stop playing Voyager in the editor.

- **LOG IN**

  In Lucid Studio and Lucid Track settings, in the **User** tab, double-clicking on a user name behaves the same as clicking the **Log in** button.

- **INSTALLATION**

  Lucid Track can now be installed independently from Lucid Studio.

  A changelog is now included as part of the installation and can be found in **C:\ROSS\Lucid**.

  The Lucid Studio User Guide and Release Notes are included in the installation and can be found in the Windows Start Menu and also in **C:\ROSS\Lucid**.

  Added the Lucid Plugin for Stream Deck in the Lucid Studio installer.

- **STREAMLINE INTEGRATION**

  Streamline assets can now be accessed from MOS.

VERSION 6.2 – AUGUST 2021

WHAT'S NEW

- **COMPATIBILITY**

  Lucid Studio 6.2 is compatible with XPression 10.0 and Voyager 4.26.

- **TRACKING PROTOCOL**

  Added the Radamec tracking protocol option.

  Added support for **Distortion** in the Trackmen protocol.

- **NEW PANELS**

  Added the **Color Correction** panel for customizing color settings and saving them as presets.

  Added the **Video Walls** panel for calling presets created in a Brompton Controller.

- **NEW EVENT ACTIONS**

  Added an event action to set a color correction preset.

  Added an event action to set a video wall preset.

- **RECT LIGHTS**

  Rect Lights from Voyager (version 4.26) are now visible in the **Position** panel.

- **STREAMLINE INTEGRATION**

  You can now drag and drop assets from Streamline loaded in a **Web** panel to **Router** panel sources, **Sequencer** panel sources (over the text editor with the path) and onto **Event** buttons to be used as thumbnails.

- **ROSS TAB**

  The **DashBoard** tab in the **Setup** configuration tool is now called **Ross** and contains settings for Streamline.

VERSION 6.1 – JUNE 2021

WHAT'S NEW

- **COMPATIBILITY**

  Lucid Studio 6.1 is compatible with XPression 10.0 and Voyager 4.1.

- **CHROMA PANEL**

  A **Chroma Keyer** panel has been added to enable adjustment of the chroma key settings of a video or live feed in a Voyager project and to create and save presets.

- **CHROMA EVENT ACTION TYPE**

  Added the **Chroma** event action type allowing users to apply a chroma key preset to a composite plane.

- **START MAXIMIZED OPTION**

  Added the **Start Maximized** option in the **Lucid** tab of the **Setup Tool** to enable Lucid Studio to be started in fullscreen mode.

- **LAYOUT**

  When restoring a layout with the window maximized, the window remains maximized unless the new layout doesn't fit the screen.

- **NOTIFICATION**

  If the user tries to change the text in an event item and the text is being used by Logic, a notification is displayed.

VERSION 6.0 – FEBRUARY 2021

WHAT'S NEW

- **COMPATIBILITY**

  Lucid Studio 6.0 is compatible with XPression 10.0 and Voyager 4.0.

- **REBRANDING**

  UX has been rebranded to Lucid Studio.

  UX VCC has been rebranded to Lucid Track.

  UX Driver for XPression has been rebranded to Lucid Driver for XPression.

  UX MOS Service has been rebranded to Lucid MOS Service.

  UX Renderer Service has been rebranded to Lucid Renderer Service.

  In the **Logic** panel, the UX Logic function blocks have been rebranded to Lucid Logic and the. VCC tracking parser has been rebranded to Lucid Track.

  In the **Sequencer** panel, the UX tab has been rebranded to Lucid.

  The UX Plugin for Voyager has been rebranded to Lucid Plugin.

- **USER INTERFACE REDESIGN**

  Panels (rather than Quadrants) are used for the various functions.

  Multiple panels of the same type can be displayed simultaneously.

  Layouts can accommodate more panels and panels can be rearranged and resized.

  Multiple layouts can be saved.

  Drag and drop functionality.

  A single-line log field has been added to call attention to errors or issues.

- **ADDED VISUAL STUDIO 2010 SP1 REDISTRIBUTABLES TO THE INSTALLER**

  For compatibility with Motion Analysis SDK DLL Cortex_SDK.dll.

- **SETTINGS**

  Lucid tab:

  - The **Window Size** dropdown has been replaced with a **UI Scale Factor** dropdown that allows scaling of the application window to 1.25 percent of its current size.
  - Added the **Trigger Servers** section to select the ports for RossTalk and MOS servers.
  - Added the **Notifications** section to enable notifications and select on which side you want the notifications to appear.

Users tab:

- Added the ability to insert a users photo when adding a new user.

- **EVENT PANEL CHANGES**

  In the **Event** action type, when an event as been set to run as a playlist, added a checkbox that enables looping of the playlist.

  In the **Router** action type, added an option to select lit or unlit shading.

- **ROUTER PANEL CHANGE**

  Added an **Updates/No Updates** button to indicate when **Router** resources need to be refreshed.

- **WEB PANEL CHANGE**

  Added a **Zoom** control to allow the user to zoom in or out on the selected web page.

- **LOG PANEL CHANGE**

  Added a button to clear the visible log entries.

- **ADDED A NOTIFICATION WHEN DETECTING OPENGL V1.X DRIVERS**

  The notification was added before starting lucid so that the user can choose to quit, continue or restart with software OpenGL and also after starting Lucid Studio (as a reminder).

- **CAMERA LENS SUPPORT**

  Added support for the following camera lenses:

  - Canon HJ11ex4.7B IASE-TWC
  - Canon HJ11ex4.7B IASE – URSA
  - Canon HJ14ex4.3B IASE
  - Canon HJ22ex7.6B IASE Football
  - Fuji HA23x7.6BERD-S6
  - Fuji HA23x7.6BERD-S6 – URSA Broadcast
  - Fuji HAS18x7.6BZD-T5DD
  - Fuji UA 13x4.5BERD-S9
  - Fuji UA 22x8BERD-S8
  - Mobile Tracked Camera

- **STYPE CAMERA MOUNT**

  Added support for the Stype camera mount.

VERSION 5.1 – APRIL 2020 (UX)

WHAT'S NEW

- **XPRESSION COMPATIBILITY**

  UX 5.1 is compatible with XPression 9.5.

- **MICROPHONE AND CAMERA PERMISSIONS**

  The Web module now automatically grants permission for the microphone and camera.

- **CAMERA LENS SUPPORT**

  Added support for the following camera lenses:

  - Canon HJ14ex4.3B IASE (HH14.010 / 01619973)
  - Canon HJ22ex7.6B IASE (Finepoint 00045247 / 01219060)
  - Canon HJ22ex7.6B IASE (v2-Finepoint 00045247 / 01219060)
  - Canon HJ14ex4.3B IASE United#01619972
  - Canon CJ14ex4.3B IASE S
  - Canon CJ14ex4.3B IASE S - voyager spherical
  - Panasonic AW-UE150KEJ

- **PUBLIC IP**

  Disabled checking the public IP on startup in UX and UX VCC. Command line parameter "-getPublicIP" can be used to try to get the Public IP.

- **APPLY TO ALL VCCS**

  The state of the Apply to All VCCs checkbox in UX Garbage Mattes is now saved in the config file.

VERSION 5.0 – DECEMBER 2019 (UX)

WHAT'S NEW

- **LICENSE DONGLE**

  UX and UX VCC now utilizes a license dongle to operate, rather than a generated license file.

- **64-BIT**

  UX is now 64-bit.

- **UX MOS SERVICE**

  A new utility has been added.

- **SEQUENCER QUADRANT**

  A SEQUENCER quadrant has been added for playing a series of UX events or MOS stories.

- **VCCS STATUS**

  In the right toolbar, added a new section called VCCs that indicates whether or not a VCC is connected and getting tracking data.

- **MOS SUPPORT**

  Added MOS support for Events.

- **CAMERA LENS SUPPORT**

  Added support for the following camera lenses:

  - Canon CJ12ex4.3B IASE S URSA Mini
  - Canon CJ12ex4.3B IASE S 2/3"
  - Fuji XK6x20-SAF - SonyF-55
  - Fuji HA14x4.5BERD-S6B - URSA Broadcast
  - Fuji HA23x7.6BERD-S6 - URSA Broadcast
  - Fuji UA18x5.5BERD-S6

- **MOSYS STARTRACKER/F4 PROTOCOL**

  Added the MoSys Startracker/F4 protocol v1.3 with lens distortion information. e-Crane and MoySys have been merged, so e-Crane is no longer listed and MoSys is valid for both.

- **FRAME-B PROTOCOL**

  Added the Frame-B protocol format for Spidercam.

- **LOG VERBOSITY LEVEL**

  Added a **Log Verbosity Level** (Low, Normal, All) drop-down in each of the following utilities:

  - UX
  - UX VCC
  - UX MOS Service
  - UX Renderer Service
  - UX Driver for XPression
  - UX Plugin for Unreal

- **SAVE TO FILE**

  When clicking Save to File in any of the above utilities, all of the current content of the log window (usually more) is saved to the file.

- **DRAG AND DROP LISTS**

  Lists that can be re-ordered now use "drag and drop" instead of up and down arrows.

- **LOGIC QUADRANT IMPROVEMENTS**

  Added two new Tracking parsers: Stype and VCC.

  Added the following new Utilities logic blocks: Case Integer, Case String, Switch Boolean, Switch Decimal, Switch Integer, Switch String and Units Converter.

  Divided the Math logic blocks into three groups: Math, Math – Vector and Math – Trig.

  Added Trig logic blocks for cos, arccos, sin, arcsin, tan, and arctan.

  Added a warning message "No data available" in all Tracking parsers which is displayed if no data has been received for more than 3 seconds.

  In the Server block (in the Communications group), added "To Send" as an input. This sends the data to all the connected clients when the input changes. Its use is optional.

- **POSITION QUADRANT IMPROVEMENTS**

  Added more slots for items, grouping them into 10 Sets of 25 pages. Each page contains 2 items, making the maximum number of items 500.

- **VOYAGER'S INTERNAL COMPOSITE PLANE CAN BE DISCOVERED UNDER OBJECTS.**
- **THE FOREGROUND/BACKGROUND BUTTON TURNS ON/OFF THE VISUALIZE OPTION OF VOYAGER COMPOSITE PLANES.**
- **VOYAGERCAMERAACTORS CAN BE DISCOVERED UNDER CAMERAS.**
- **EVENTS QUADRANT IMPROVEMENTS**

  Events can now have a thumbnail image.

- **ADDED SEQUENCER EVENT ACTIONS TO BE ABLE TO SELECT, TAKE, SKIP OR RESET A SEQUENCE.**

- **ADDED THE FOLLOWING MISC EVENT ACTIONS**

  Assign VCCs and renderers preset table

  Change Renderer Scene

- **UX RENDERER SERVICE (PREVIOUSLY UX SERVICE FOR XPRESSION)**

  Now supports XPression or Voyager.

  UX Renderer Service automatically detects the renderer executable on first launch.

  It is possible to switch back and forth between XPression and Voyager without having to reconfigure the service.

  In the **Settings** panel:

  - An **Auto Relaunch** checkbox has been added. When checked, if the renderer quits working, it will be automatically relaunched with the last-used configuration.
  - Added a **Launch PIE on startup** checkbox, when the Voyager renderer is selected.
  - Added a **Run** button in the View All pop-up, so that a project can be selected and run directly from UX Renderer Service.
  - Added an extra input field **Extra Command Line Parameters** to define command line parameters for the renderer being loaded. This is more likely to be used with the Voyager renderer.

- **UNREAL PLUGIN**

  Added a UX Exec node for Unreal Blueprints.

  Added an option to log all the messages to a file (in the project's Saved/Logs folder).

  The level can be changed when running in PIE mode.

  Added support for Lit/Unlit materials from UX, as well as an Emission Factor to adjust the level of emission.

GETTING HELP

- After-sales service and technical support is provided directly by Ross Video personnel.
- During business hours (Eastern Standard Time), technical support personnel are available at the numbers listed below.
- After hours and on weekends, customers will automatically be put through to the technical support person on call. For serious issues which need urgent attention and tracking, please ensure you are given a ticket number and refer to this in future communications.

TECHNICAL SUPPORT: (+1) 613-686-1557

TOLL FREE TECHNICAL SUPPORT: 1 833-859-0499 (North America)
+800 3540 3545 (International)
1 300 007 677 (Australia)