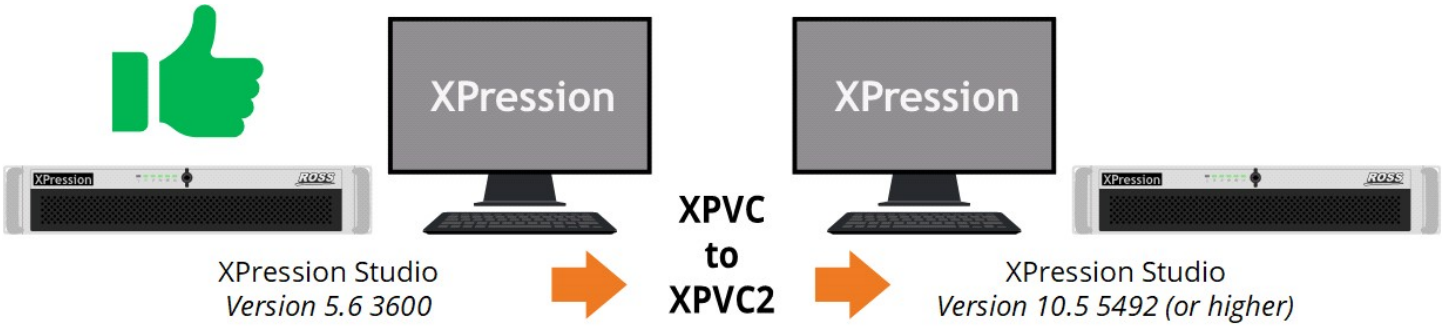
Working with the New XPression Video Codec 2

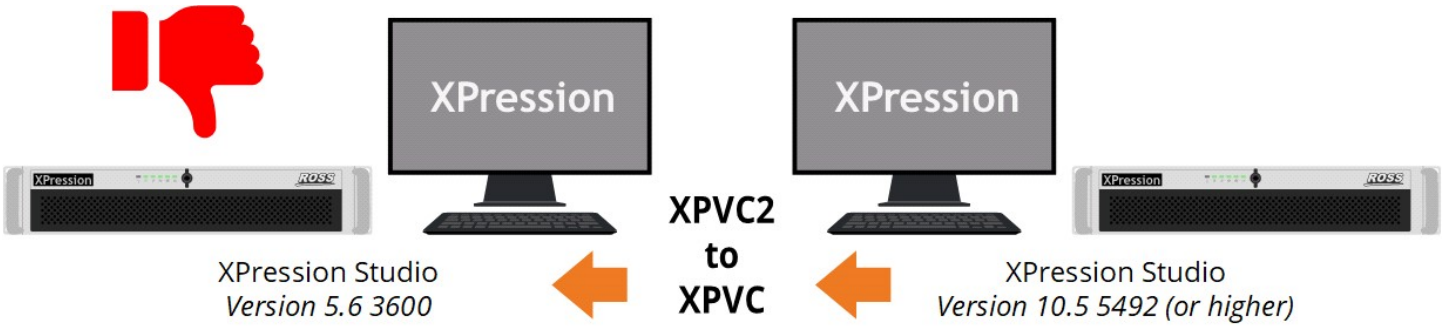
Starting with the release of XPression version 10.5 build 5492, Ross Video is introducing the XPression Video Codec (XPVC) 2. The XPression Video Codec 2 introduces an even more efficient Video for Windows® codec capable of even faster encoding and decoding speed, and enabling UHD/4K video asset workflows for XPression. The XPression Development team has redefined the XPression video codec to take Ross Video customers into the next generation of video formats, and at the same time they have protected the ability to continue using existing XPression content.

Backwards Compatibility

To preserve existing content created with previous versions of XPression, Ross Video decided that the new codec must continue to play existing materials. This means that any existing graphics created in any prior version of XPression using the original XPVC will continue to play in new versions of XPression that are using the new XPression Video Codec 2. Existing materials are not lost and continue to play.



Customers with content created on XPression software or with the XPression codec from versions prior to XPression version 10.5 build 5492 (or any of the 10.7 beta builds of XPression software) will not see any issues with their video assets when used in XPression materials or in XPression Clips workflows.



Customers on XPression software older than XPression version 10.5 build 5492 and receiving content from a third-party designer or other creative partner who might be using the XPression Video Codec 2 from XPression version 10.5 build 5492 or higher will see an issue with video asset content. Since the new XPression Video Codec 2 has new capabilities, those assets will not play when using the original XPression Video Codec.

Phone: +1 613-686-1557 • Technical Support: +1-833-859-0499 (North America) • +800 3540 3545 (Int'l) • 1 300 007 677 (Australia) • +91-22-5016-6177 (India) • 3500DR-551 • October 2026 © 2026 Ross Video Limited. Ross® and any related marks are trademarks or registered trademarks of Ross Video Limited. All other trademarks are the property of their respective companies. PATENTS ISSUED and PENDING. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, mechanical, photocopying, recording or otherwise, without the prior written permission of Ross Video. While every precaution has been taken in the preparation of this document, Ross Video assumes no responsibility for errors or omissions. Neither is any liability assumed for damages resulting from the use of the information contained herein.

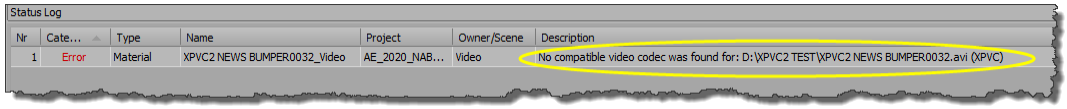
ROSS

Identifying a Compatibility Issue

There are a few tell-tale signs that there will be an issue with an asset used as a material or shader in XPression. The most obvious ones are a message in the status log that appears when a project is loaded on an XPression renderer and settings in the Material Editor when a video asset is applied to a shader.

Status Log

In a situation where a video asset created with the XPression Video Codec 2 has been utilized in an XPression project that is opened in an XPression system without the new codec, the operator will see the following warning in the status log as the project is being loaded on XPression.



The user should be alerted at that point, as the error description states:

No compatible video codec was found for: <assetName> (XPVC)

The video asset is encoded with the XPVC attribute tag in the same way as the original XPression Video Codec. However, the contents of the file are structured differently and require the XPression Video Codec 2 to decode and play the essence of the asset.

Material Editor

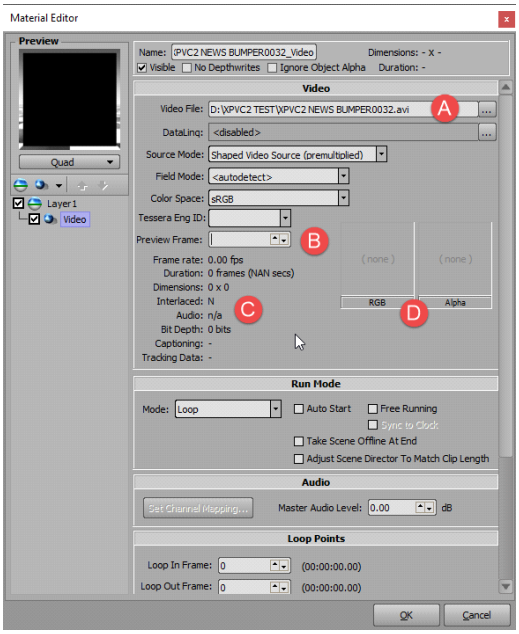
When an XPression user attempts to apply a video asset created with the XPression Video Coder 2 to a material shader on an XPression with the original XPression Video Codec installed, they will see 4 indications of a problem:

A. The file path is accepted and shows an **.avi** file extension, but won't play on the viewport or frame buffer output.

B. A number in the **Preview Frame** input field is not shown in the Material Editor panel.

C. No file metadata is shown for the video in the Material Editor panel.

D. No thumbnails for the **RGB** or **Alpha** channels are shown in the Material Editor panel.



Resolving the Missing Codec Issue

The XPression Video Codec 2 is backwards compatible. It is possible to uninstall the original XPression Video Codec and install the XPression Video Codec 2 with older versions of XPression. Customers may acquire the new XPression Video Codec 2 from Ross Video Tech Support and install it onto XPression render or preview engines, XPression Designer, or XPression Developer workstations running XPression software versions 10.5 build 5491 or earlier to support video assets encoded with the new XPression Video Codec 2.

How to Identify the XPression Video Codec Installer

The installer (also known as an executable) files used to install all XPression software, including the XPression Video Codecs, are titled in a way to identify the properties of the installed software.

XPression Video Codec Installer Prior to 10.5 build 5492

The title of the installer of the original XPression Video Codec is **xpvCodec** and is followed by the product version and build number.

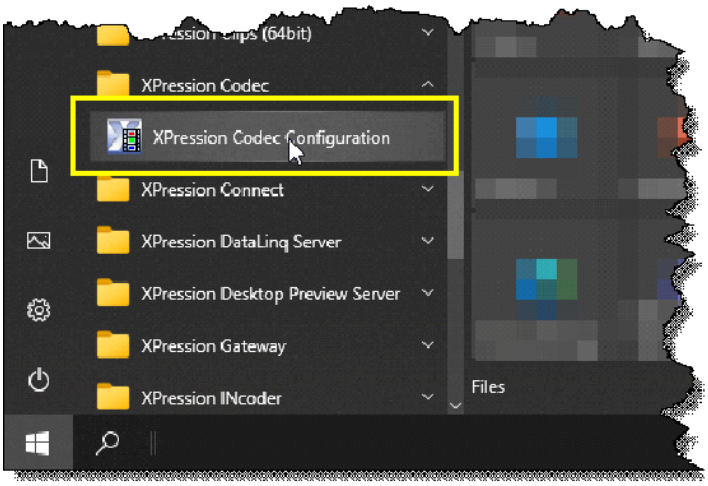


XPression Video Codec 2 Installer Starting with 10.5 build 5492

The title of the installer of the new XPression Video Codec 2 is **xpvCodec2** and is followed by the product version and build number.



Identifying Which XPression Video Codec is Installed

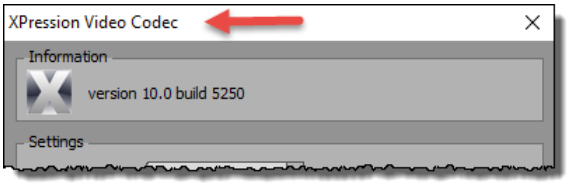


The installer for both XPression Video Codecs adds an **XPression Codec Configuration** tool to the Windows **Start** menu by default.

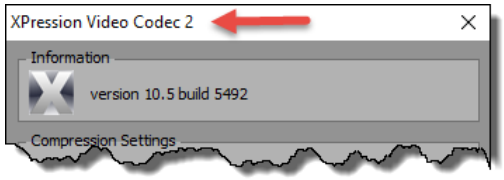
1. From the **Start** menu, locate and open the **XPression Codec** folder.
2. Then launch the **XPression Codec Configuration** application.

When the **XPression Codec Configuration** tool opens, the title bar of the window will have the application name on it. The XPression version and build are also noted.

XPression Video Codec



XPression Video Codec

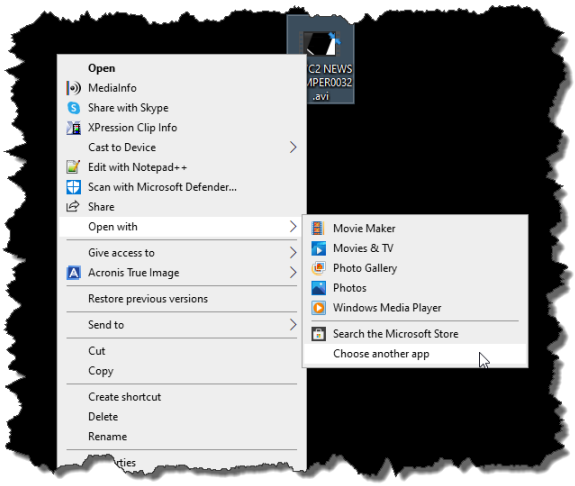


Identifying Which XPression Video Codec was used to Create a Video Asset

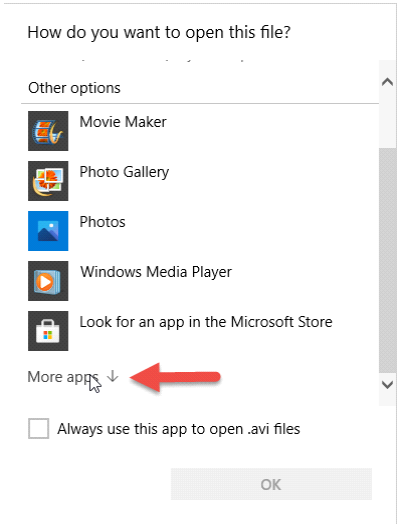
The XPression Video Codec 2 provides an additional tool as part of the installation: XPression Clip Info. The XPression Clip Info provides detailed information about video assets encoded with the XPression Video Codec or XPression Video Codec 2. To review an XPression Video Codec Asset, right-click on it and choose **Open with** to launch. If the XPression Video Clip Info application is not present, use the following steps to add it to the **Open With** options for an XPression Video Codec File.

1. Right-click an XPression Video asset and select **Open With > XPression Clip Info**.

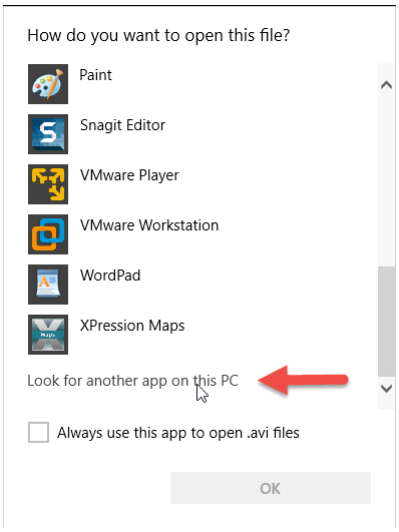
   If **XPression Clip Info** is not in the list, navigate to **Choose another app**.



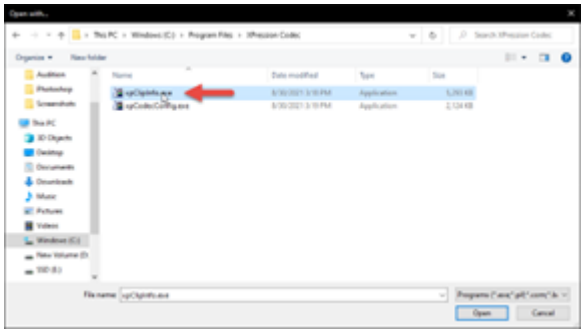
2. In the **Open With** dialog, select **More Apps**.



3. Select **Look for another app on this PC**.

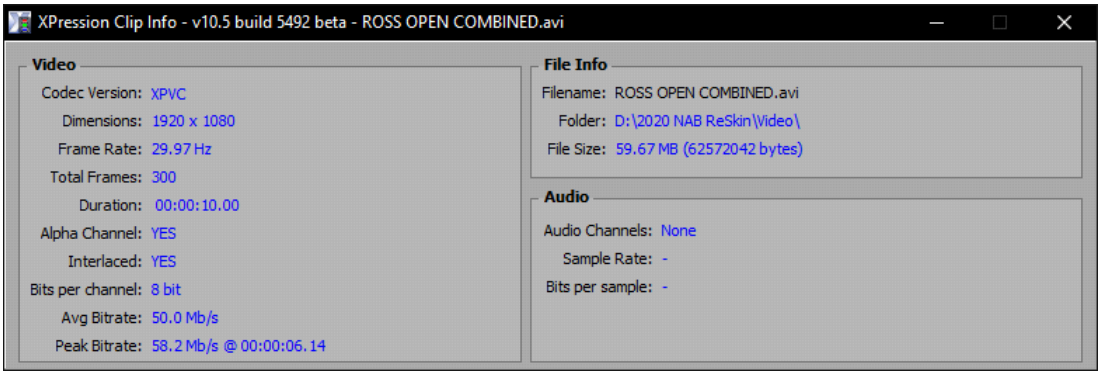


4. Navigate to **C:\Program File\XPression Codec\XpClipInfo.exe**.

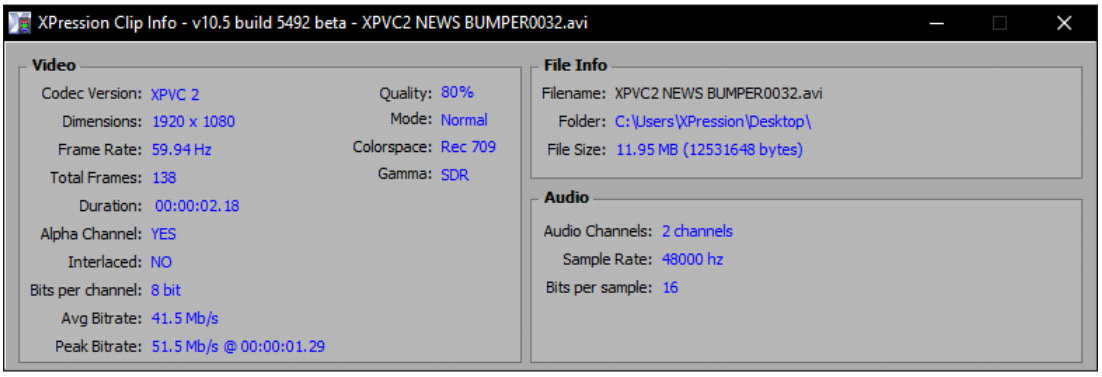


The XPression Clip Info Application

Once launched, the XPression Clip Info application provides metrics on the physical details of video assets encoded with both of the XPression Video Codecs. The data shown in the XPression Clip Info application varies based on the version of the XPression Video Codec used. However, the most important stat for determining if the video asset will play on systems with only the original XPression Video Codec installed would be the **Codec Version**, shown in the **Video** section of the panel.



Video Asset Encoded with the Original XPression Video Codec



Video Asset Encoded with the New XPression Video Codec 2

The XPression Video Clip Info panel indicates the video asset was encoded with the XPression Video Coder 2 and also displays information for the **Quantization Level** setting (**Quality**), **Colorspace**, and **Gamma** properties. These are new features of the XPression Video Codec 2 and highlight the advancements Ross Video has made over the original codec.

Getting the Latest XPression Software, Including the XPression Video Codec 2

Customers with an active software maintenance contract for XPression can reach out to the Ross Video Tech Support team to request the latest XPression software, including the XPression Video Codec 2.

Contacting Technical Support



North America

Monday to Friday 8:30 am to 6:00 pm EST, with 24/7/365 on-call service.

+1-613-652-4886

+1-844-652-0645 (Toll free within North America)

Europe Middle East and Africa (EMEA)

Monday to Friday 8:30 am to 5:00 pm GMT

+44(0)1189502446

+800 1005 0100

Australia and New Zealand (Oceania)

Our Australia/Sydney office is located in Alexandria, NSW.

1 300 007 677*

E-mail: techsupport@rossvideo.com

Installing the XPression Video Codec 2

Customers upgrading their XPression systems to version 10.5 (or higher) should install the new XPression Video Codec 2 on all their XPression engines, Offline Preview Engines (XPression Gateway or other installations), XPression Designer or XPression Developer workstations, XPression Maps Designer and XPression Maps Servers, and desktop software (Adobe Premiere, After Effects, Photoshop, etc.) PC's that might create or play back video assets for use in XPression.



Appendix

Introduction of the XPression Video Codec 2

- The XPression Video Codec 2 has been added to the XPression software starting with XPression version 10.5 build 5492. Builds of 10.5 higher than 5492 should have the new XPression Video Codec 2 as part of both the XPression render engine software installer and a stand-alone XPression Video Codec 2 installer.
- XPression 10.7 is a pre-release branch of software that is developed in parallel with later builds of XPression. While some users may have pre-release versions of 10.7, and 10.7 is considered a higher version of XPression, that does not mean that all features of 10.5 are in the 10.7 builds. As of this time, the pre-release XPression 10.7 builds do not have the XPression Video Codec 2.
- Video assets encoded using the XPression Video Codec 2 may be considerably larger file sizes than the same video if encoded with the original XPression Video Codec. Customers should assume assets encoded with the XPression Video Codec 2 to be up to two times larger file sizes than if encoded with the original XPression Video Codec.