

XPression Trial Edition

The XPression Trial Edition requires a software license and has no time limit for usage. However, it has limitations and restrictions on features and functionality, and is only available in 64-bit editions.

This document describes the XPression Trial Edition limitations and restrictions on the following features and functionality:

Scenes

Take Items

Projects 

Sequences 

Visual Logic 

Transition Logic 

Outputs 

Tessera 

Clips 

XPression Apps 

DataLink 

Scripting 

Scenes

- Limited to 25 scenes per project, including any scripting method used to create new scenes.
- Imported scenes from trial projects will have a watermark and are identified as trial in red text in the Scene Manager.
- Imported scenes from commercial projects will have a watermark.

Take Items

- Limited to 50 take items, including any scripting method used to create new take items.
- Drag and drop, including from Clip Browser, is supported but watermarked.
- Creating take items for MOS workflows is disabled.
- Creating take items via CII commands is disabled.
- Export of take items to still images is supported but watermarked.
- Export from Viewport to still image is supported but watermarked.

Projects

- Limited to two loaded projects at a time.
- Commercial projects are limited to first 25 scenes and 50 take items.
- Commercial projects are loaded and saved in the trial version will reload as trial projects if reloaded into the commercial version (a warning dialog will provide notification of this).
- Imported scenes from commercial projects will be watermarked and limited to 25 scenes.
- Trial edition projects can be saved to XPF files but scenes will be watermarked when loaded and played in commercial versions.
- Trial edition projects can only be loaded into commercial versions of XPression 9.7 or higher.
- Trial edition projects loaded in a commercial version will not support copy and paste Scene Directors, Animation Controllers, etc. into other scenes (it will support duplication, but playback is watermarked).
- Trial edition projects loaded in a commercial version will support copy and paste of objects into other scenes but playback will be watermarked.

Sequences

- Exporting of sequence playlists to XML or text file is not supported.

Visual Logic

- Exporting of Visual Logic to XVL files not supported.

Transition Logic

- Exporting of Transition Logic to XPTL files not supported

Outputs

- RossLinq outputs are watermarked.
- Matrox and AJA framebuffer boards do not work.
- Trial version outputs limited to virtual outputs (no SDI outputs, etc.) and are watermarked.

Tessera

- Tessera, Tessera SE, and Region Map not supported.

Clips

- Full connectivity to XPression ClipStore which allows import, trimming, renaming, and managing of clip content on a central ClipStore.

XPression Apps

- XPression apps (such as Gateway, BlueBox, Remote Sequencer, CII Gateway, Media Control Gateway, Desktop Preview Server, etc.) will not function with the trial edition without a license dongle.
- Only deploying from XPression Project Server is supported; publishing back to the Project Server is not supported.

DataLinq

- DataLinq is functional, including all DataLinq types.

Scripting

- Scripting is supported, but not .NET API.
- DashBoard RPC is not supported.