

PRODUCT RELEASE NOTES

Welcome to the XPression v12.5 Release Notes. Please read this document to find important information on areas of XPression that may not be covered in the User Guide or the User Help system.

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VERSION HISTORY

VERSION 12.5 – SEPTEMBER 2025

WHAT'S NEW IN XPRESSION

VIDEO PLAYBACK IMPROVEMENTS

- Improved the allocation of CPU resources when decoding a few UHD and a few HD clips (XPVC2).
- Improved the CPU usage when launching multiple video engine threads.
- Added an option to select a High Bitrate mode for the XPression Video Codec (XPVC2) that improved decode performance for certain clips with high bitrate content. This option can be enabled in the codec configuration or overridden as an INcoder processor setting.
- In Preferences > Video Engine, added the GPU color space conversion option to perform 4:2:2 color space conversion on the GPU for video codecs that support it. The Cache Clips on GPU instead of Host Memory option must be enabled. This improves GPU upload/transfer times. When enabled, don't load clips if the installed XPVC2 codec doesn't support it.
- In Preferences > Video Engine, added the Enable memory caching of video files option to make video clip playback more robust. It can be monitored using the Video File Cache Monitor found in Tools > Debug.
- Improved the performance (video file caching and video decoding) when unpreparing a take item with video shaders.
- The video cache monitor now shows the current bitrate for each active clip.

CINEMA 4D ANIMATION IMPORT

- Added support for importing animations from C4D (requires using .c4d files generated with "Save for Cineware...").
- Added support for importing animations from FBX for objects that contain animation information.
- Added an option to import all animations from a 3D model as a single animation controller.
- Added support for importing Cinema 4D "RS Cameras" as perspective cameras.
- A placeholder material is imported even if the original C4D material type is not supported.
- Expanded the availability of the depth of field effect.

OTHER IMPROVEMENTS

- Improved TCP connection checking for servers.
- Increase the number of small XPVC video clips that can be simultaneously opened for playout.
- The xpLogCollector now highlights required fields.
- In Hardware Setup > GPI /Tally Boards, in the Smart GPI /RossTalk Setup dialog, added the Secure Listen option to secure RossTalk using TLS.
- XPression RossLinq can now use FTPS.
- Improved performance for 3D text stagger animations.
- Added XKEYS USB GPIO for output pins.
- Material quad previews now match the default scene lighting for Diffuse color.
- The Log Collector will now back up any DataLinq DSC files stored in the DataLinq Configuration folder.
- Improved the behavior when restoring a hidden/minimized Log window with DPI scaling considerations.
- Implemented a blocklist feature for TCP connections based on configurable period, threshold, and window registry values.
- A Chroma Keyer license is no longer required for the Depth of Field effect.
- XPression now renders the effect stacks of a layer with a depth check at the pixel level.

WHAT'S NEW IN THE CLIP STORE

CLIP STORE AND PBus IMPROVEMENTS

- Clips and subclips can be imported from another project or exported to a .XCP file and saved to be used in another project.
- PBus mapping now supports duplicate Recall IDs.
- You can now drag and drop multiple clips from the Clip Browser into the PBus register.
- You can now use global macros in the Recall ID column of the PBus register.
- Timecode is now allowed through server channels, even with scenes that are not directly clip items.

OTHER IMPROVEMENTS

- Improved logging in the Clip Store when failing to complete receiving a clip from the INcoder.
- The Clip Store Manager can now request large clip sets.
- Clip proxies are automatically generated when XPression Studio sends clips to the Clip Store.
- The Clip Store now logs the remote IP and Port of the Record Client uploading clips.

WHAT'S NEW IN THE SEQUENCER

- Added an option in Preferences > Sequencer to display MOS take items together in groups with the slug header as the group name, making them easily identifiable in the Sequencer.
- The SetOffline (minus) key now takes all selected items offline rather than just one.

WHAT'S NEW IN TESSERA

- Added support for a new Tessera Master Duo license.

WHAT'S NEW IN THE REMOTE SEQUENCER

- The Channel Preview can now be re-sized.
- Added an option in the XPression Gateway, in the Remote Sequencer panel, to send all running order elements to the Remote Sequencer at once when activating a running order.

WHAT'S NEW IN THE MOS WORKFLOW

- In the XPression Gateway, in the HTTP Server panel, in the Server Settings section, added the option to select the Gateway Index, to distinguish between HTML5 plugins.
- In Preferences > MOS Settings, added an option to use advanced NLE stream compression if the network connection is saturated.
- Rundown information (RoID, StoryID, and UUID) can be copied from the rundown in the XPression Gateway.
- In the NLE Plugin, the connection status is now shown in the title bar.
- In the ActiveX Plugin, the MOS Abstract will be prepended with the recall ID, if the object is a placeholder.
- Improved handling of project load notifications for MOS plugins.

WHAT'S NEW IN THE API

- Added an OnEngineInit script event to execute a script after XPression finishes initializing.
- The xpEventManager script now has a “self” parameter in the Show() and Hide() event.
- Added xpSceneCategories and xpSceneCategory object classes.
- Added the following new API functions:
 - xpProject.GetMetadata
 - xpScene.HideFromMOS
 - xpTessera.IsNode
 - xpTessera.NodeID
 - xpProject.SceneCategories
 - xpScene.Category
 - xpEngineLoadMostRecentProject
 - xpScene.Import3DModel
- Added the following new API properties:
 - xpProject.DescriptionInfo
 - xpProject.ClientInfo
 - xpProject.AuthorInfo
 - xpProject.CompanyInfo
 - xpProject.DepartmentInfo
 - xpProject.MajorVersionInfo
 - xpProject.MinorVersionInfo
 - xpProject.RevisionInfo

WHAT'S NEW IN THE PROJECT SERVER

- XPression Project Server now uses PostgreSQL 17.
- The XPression Project Server installer now detects if the database folder selected for the database engine contains an existing compatible database.
- Improved the Project Server sync process to prevent sync blockage when multiple servers are offline.

WHAT'S NEW IN DATALINQ

- XPression supports multiple table change notifications from the DataLinq Server.
- Added the PGA Meekus WebSocket DataLinq source.
- In the NBA NGSS DataLinq source, made the following improvements:
 - added SubType, Descriptor, and Qualifiers to the ShotCart table.
 - created a new structure that separates league, conference, and division standings into unique JSON elements.
- In the XML/JSON TCP DataLinq source, made the following improvements:
 - Log entries have been limited to avoid multiple, redundant entries.
 - Start of Message and End of Message are now configurable.
 - Added an option to Save Last Message to restore the last received message for a table, if the XPression DataLinq Server is restarted.
- In the Raiden DataLinq Source, there are now separate Forecast Daily and Forecast Hourly tables instead of one large Forecast table.
- In the Bodet Scorepad DataLinq source, made the following improvements:
 - Added support for Futsal.Bodet
 - Added a Misconduct Penalty Time message to ice hockey.
- In the Genius Live Stream DataLinq source, added support for American Football.
- In the WebSocket DataLinq source, made the following improvements:
 - Added Table Presets.
 - Added SChannel support.
 - Added the option to add header parameters to the WebSocket requests.
 - Enhanced connection reliability and dead connection detection.
 - Added the option to add basic authentication in a separate dialog.
- In the RSS/HTTP DataLinq source, made the following improvements:
 - Added OAuth2 support for Static URLs.
 - When Table Presets is enabled, updated table names are sent in data change notifications.
- In the XML DataLinq source, improved logging and XML file reading.
- In the ADODB DataLinq source, made the following improvements:
 - Added CSV support.
 - Added MSOLEDB support for SQL Server.

- In the ASCII DataLinq source, made the following improvements:
 - Added TCP client support.
 - Improved data parsing for the Table Presets – String Delimiter option.
 - Added a Duplicate Table button to allow multiple tables to be added quickly.
 - Added the ability to set input/output parsing on individual fields in Table Presets.
 - Added an option to configure blank digit replacement.
- In the JSON DataLinq source, made the following improvements:
 - Added a Clear Data button to clear all table data.
 - Log entries have been limited to avoid multiple, redundant entries.

WHAT'S NEW IN THE HTML5 PLUGIN

- You can now use CTRL+C/CTRL+V to copy clips from the Clips tab into a graphic that has a published video field.
- Improved logging.
- HTML5 Plugin has visibility of scene subcategories.
- The HTML5 Plugin can now retrieve the XML for a single template.
- Upgraded Hunspell to v1.7.2.

WHAT'S NEW IN THE XPRESSION MONITOR

- XPression Monitor can now notify XPression Status Clients of pending windows updates.

WHAT'S NEW IN THE INCODER

- INcoder now transcodes H.264 (AVC1) clips using FFmpeg.

WHAT'S NEW IN THE XPRESSION STATUS CLIENT

- Added a column called Up Time which indicates how long XPression Monitor has been running on the selected machine.

WHAT'S NEW IN THE MEDIA CONTROL GATEWAY

- Server channel updates originating in the engine are now logged in the Media Control Gateway.

WHAT'S NEW IN FRAMEBUFFERS

- Added the new Ross GeminiIO framebuffer card.
- In the Matrox DSXLE4 IP cards, added the ability to configure the Multicast join type.
- In the Matrox DSXLE5/XMIO5 IP cards using 2110-40 ancillary data flows, added support for input and output timecode.
- Removed an extraneous reload of the framebuffers after some project loading.
- XPression Direct Display Output framebuffer renders directly to a physical monitor or NVIDIA Mosaic display that has been removed from the Windows desktop.
- Added the new XPression Direct Display Output framebuffer, which renders directly to a physical monitor or NVIDIA Mosaic display that has been removed from the Windows desktop.
- NVIDIA vertical sync is now set to "Optimize NVIDIA settings on startup" by default. This setting can be disabled in Preferences > Hardware Renderer > GPU Optimizations.
- NDI outputs now output black immediately after initialization.
- In addition to <from project>, XPression Direct Display outputs now list only the formats supported by the selected display (including non-broadcast resolutions and rates).
- Improved the performance of the Record Client when recording to 24-bit with GPU color space conversion enabled.

GETTING HELP

- XPression Online Help system opens in your default web browser.
- Our 24-hour hotline service provides access to technical expertise around the clock. After-sales service and technical support is provided directly by Ross Video personnel.
- During business hours (Eastern Standard Time), technical support personnel are available by telephone.
- After hours and on weekends, emergency technical support is available. A telephone-answering device will provide the names and phone numbers of technical support and field service personnel who are on call. These people are available to react to any problem and to do whatever is necessary to ensure customer satisfaction. For serious issue which need urgent attention and tracking, please ensure you are given a ticket number and refer to this in future communications.
 - **Technical Support: (+1) 613-652-4886**
 - **After Hours Emergency: (+1) 613-349-0006**