

PRODUCT RELEASE NOTES

Welcome to the XPression v12.6 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 12.6 – FEBRUARY 2026

WHAT'S NEW IN THE MOS WORKFLOW

- Added an option in the XPression Gateway to direct the engine(s) to keep a take item from a MOS rundown on the framebuffer output even if the MOS object or MOS story is deleted or floated from the active MOS rundown.
- Output engines in a MOS workflow will now automatically deploy any new version of a loaded project published to the Project Server without affecting online items.

WHAT'S NEW IN XPRESSION TESSERA

- Added support for XPression Tessera and MOS workflows using XPression Project Server to allow updates to scenes, materials, and other objects within an XPression Project without having to erase the framebuffers and load the new version of the project manually.
- Added an option to monitor live framebuffer outputs in a browser (requires HTTPS and an NVIDIA GPU that supports NVIDIA NVENC).
- Added an option to view the up-next preview of each framebuffer output in a browser (requires HTTPS and an NVIDIA GPU that supports NVIDIA NVENC).

Verified on XPression M6 and newer hardware.

Security certifications need to be added to the XPression engine(s) to allow the NVIDIA software to share the webserver outputs.

- Implemented fullscreen mode for live output monitoring; double-clicking an output displays it fullscreen.
- Added an option to show or hide the output name overlay when using the output preview and monitoring server.
- Improved the log when enabling the confidence and preview streaming server when using an NVIDIA driver too old to support it.

WHAT'S NEW IN THE API

- Added the API function `xpSceneCategories.DeleteCategory`.

IMPROVEMENTS

- Added an option "Use legacy render order when effects are enabled" to allow for existing projects to preserve their pre-12.4.6060 look when using opaque objects with an effect stack. This is the default for any existing project saved before 12.5.6131.
- Improved the rendering of per-pixel depth on opaque objects with an effect stack when "Use legacy render order when effects are enabled" is not used.

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)