PRODUCT RELEASE NOTES

Welcome to the XPression v14.0 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 14.0 – NOVEMBER 2026

WHAT'S NEW IN XPRESSION

ROSS GRAPHICS CERTIFICATE MANAGER

- Implemented the Ross Graphics Certificate Manager to manage secure connections across all XPression editions and the following products:

  XPression DataLinq Server - Standalone

  XPression DataLinq Server - Bundled

  XPression ClipStore

  XPression Project Server

  XPression Remote Sequencer

  XPression Gateway
- Ross Graphics Certificate Manager is a selectable component, selected by default, that installs as an independent application and remains installed when the parent product is removed.

SUPPORT FOR CHAMELEON

- XPression can now export projects as Chameleon HTML5 renderer projects.
- The XPression MOS Gateway can now have a preview engine set to request preview for Chameleon HTML5 projects using the respective Chameleon HTML5 driver.
- The XPression Project Server now supports Chameleon HTML5 projects.
- Chameleon export will now convert TIF, TIFF, and TGA images to PNG.
- Transition logic will be exported with Chameleon projects.
- Maintain aspect ratio properties for quads are now exported to Chameleon HTML5 projects.
- Scene director items that are set to be in reverse direction will be exported to Chameleon HTML5 projects with key frames reversed.

OBJECT INSPECTOR IMPROVEMENTS

- Individual material faces on a published object can be published or unpublished.
- Added the new options "Auto Size", "Maintain Aspect Ratio of Texture" (along with its "Mode") and "Ignore Object Alpha" for each of the Slab object faces; front and back bevels by default share the same options as the front and back faces respectively.
- Added a new square bevel style to allow for flat borders on Slab objects.
- Added anchor point options for the Slab object.

- Added an Overlay blend mode for Layer Objects.
- Added an Overlay blend mode for shader fragments.
- Added the option “Allow Empty Rows” in XPression Data Source User Input Controls, to include empty entries in the source list in the user input control at runtime.
- Added an option "Use legacy render order when effects are enabled" to allow for existing projects to preserve their look prior to 12.4 6060 when using opaque objects with an effect stack; this option is the default for any existing project saved before 12.7 6215.
- Improved the rendering of per-pixel depth on opaque objects with an effect stack.

OpenMAM Improvements

- Added an option in the Tools > Advanced menu to flush OpenMAM assets that are no longer used.
- Added an option in Preferences > OpenMAM to configure a flush interval.

Logging Improvements

- Uncaught script exceptions are now logged (debug level).
- Added XpProject Server TCP server logging – “xpProjectServer”.
- Additional logging for loading of configuration files.
- Improved logging when CII gateway is shutting down.
- Windows Error Reporting will now create dump files for XPression.
- Improved DataLinq Collection Timeout logging.

RossTalk Improvements

- Added the RossTalk command LAYEROFF [buffer]:[Layer1]:[layer2] to remove a range of layers from a scene.
- Added RossTalk Commands to the Stream Deck Plugin for LAYEROFF Range, ROFOCUS, ROTAKE, PREVIS, and REPLACEPVLAYOUT.
- Added the RossTalk command REPLACEPVLAYOUT to replace the Tessera preview layout (custom scene or dynamic grid) on an output.
- Added RossTalk commands for Tessera previsualization (PREVISCLRA, PREVISSEND , PREVISREMOVE).
- Added two new RossTalk commands (ROTAKE and ROFOCUS) for Remote Sequencer.

Licensing Improvements

- Improved the License Tool.
- Improved license activation.
- Improved license server connection recovery at startup.
- Improved NDI licensing.

Other Improvements

- Online rendering is now unaffected by unloading a project revision.
- Implemented fullscreen mode for the live output monitoring (double-clicking an output shows it fullscreen).
- Enabled the CTRL + ALT + UP/DOWN keystroke to cycle though online take items in the Local Sequencer.
- Server channel viewport windows now have adjustable sizes for their info.
- Added a CII GW option to interpret hexadecimal storyIDs.
- Added a version endpoint to xpGWAPI.
- Added support to 64bit editions of XPression for the Sealevel GPIO card.
- Removed the Input Grabber from XPression as the Record Client is a more robust tool.
- The OnOnline, OnOffline, OnBeforeOnline and OnBeforeOffline scripts now have an extra parameter that can be used to determine if the script is being called for a scene going online/offline on a framebuffer (OnlineType.ot_FrameBuffer), or being sent to or removed from previsualization (OnlineType.ot_Previsualization).
- The Find window in the XPression sequencer now remains open after selecting "Find Next".
- Improved the impact of loading a project with 3D models while other items are online.
- Updated openssl to 3.6.1.
- Updated VC++ redistributable to 14.44.35112.
- Set NVIDIA power management to maximum performance on startup (can be disabled in Preferences by disabling "Optimize NVIDIA settings on startup").
- Direct Display Outputs support all 8-bit monitors.
- In Preferences > Video Engine, added an option to throttle the read-ahead in the video file cache background tasks.
- Improved disk access to a video clip file during cueing.
- xpClipInfo will now display a clips field mode.
- IGMPv3 receiver setting now persists after NMOS IS-05 request.
- The Window Capture shader can now capture applications that use hardware acceleration.
- Added the ability to create a keyboard shortcut for setting object pivot to min/max/center.
- Added an option in Preferences > Advanced “Allow System Power Saving” to reduce system load and save power while the system is idling.
- Added the ability to revert an action for an individual property of a template object and for template objects of the datalinqkey type.

- Video coder will now take a fieldmode parameter (upper, lower, or none).
- Item deletion is now delayed for transitions so that they do not get cut off.
- When importing materials and assets from another project, there is now an "Import as new scene" option, that creates a new scene, if a scene already exists with the same file name, preserving the original scene and appending a "1" to the file name of the new scene.
- Updated openssl to 3.6.3.

WHAT'S NEW IN DATALINQ

- Added the AMQ (Advanced Message Queuing) DataLinq source.
- Implemented ADODB DataLinq support for the ACE OLEDB 16.0 data provider.
- In the ADODB DataLinq source, Oracle compatible SQL Queries are now supported.
- In the ASCII DataLinq source, added an Option to Save Last Message.
- In the ASCII DataLinq source, improved the performance for Save Last Message under high-frequency input.
- In the ASCII DataLinq source, added an option to create and update tables dynamically using a Table Key.
- In the ASCII DataLinq source, added HEX Message Identifier support for Table Presets.
- The Bodet Scorepad basketball DataLinq plugin now supports 15-player rosters, normalizes score and foul data to a consistent per-slot basis, and has a combined game-clock field that updates at sub-second resolution during the last minute of play.
- In the Daktronics DataLinq source, Soccer TV Feed Rev 2 is now supported.
- In the JSON DataLinq source, cached data is returned when the source is slow.
- In the JSON DataLinq source, reduced load time and improved responsiveness when loading large files.
- Added Folder Watch Mode to the JSON DataLinq source.
- In the Raiden DataLinq source, Timeout is now in seconds (default 5 Seconds).
- In the Raiden DataLinq source, users can set the minimum Observation Interval to 1 minute.
- In the Raiden DataLinq source, added the Default Protocol HTTP and Default Port 8083.
- In the Raiden DataLinq source, reduced load time when browsing data in DataLinq Server.
- In the RSS/HTTP DataLinq source, cached data is returned when the source is slow.
- The WebSocket DataLinq source now processes application data sent in binary WebSocket frames.
- Improved XML/JSON TCP DataLinq performance when excessive data is processed.

- In the XML/JSON TCP DataLinq source, added TLS encryption and application-level authentication.
- XML and JSON DataLinq table lists are sorted alphabetically.
- In the XML DataLinq source, cached data is returned when the source is slow.
- In the XML DataLinq source, improved the performance when loading lots of files.
- Added Folder Watch Mode to the XML DataLinq source.
- Added an option to Remove deleted tables in Folder Watch Mode in an XML DataLinq source.
- Added an option in the XPression DataLinq Manager to allow invalid certificates for secure connection.
- Browse DataLinq dialog now validates and auto-completes table names typed by the user.
- Added Authenticode signing for all DataLinq connectors.
- Added TLS Support for Secure Connections in DataLinq Server.
- Added Root element attribute filtering support to DataLinq.
- DataLinq Server Secure Connection is now a local setting that any user can change.

WHAT'S NEW IN THE MOS WORKFLOW

- The 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.
- Added an option in the XPression Gateway (Miscellaneous settings) to direct the engines to keep an item online when it is deleted. The delete will be honoured when the item goes offline.
- The embedded XPression Maps plugin remains open throughout the workflow, eliminating the need to keep logging into it.
- The HTML5 Plugin optionally supports drag and drop from any embedded OpenMAM server.
- The HTML5 Plugin can optionally embed the OpenMAM window inline instead of popping it out
- The HTML5 Plugin can paste an OpenMAM resource into a material field (Ctrl+C in OpenMAM, Ctrl+V on the field).
- The HTML5 Plugin can optionally choose to preview a scene using the full real estate of the plugin.
- Added XPression Gateway support for Secure TLS Connection with DataLinq Server.
- Added an option to xpGateway to use either X-REAL-IP or X-FORWARDED-IP for reverse proxy headers.
- The HTML5 Plugin will now automatically re-connect to websocket service if the XPression Gateway is restarted while the plugin is open.

- The XPression Gateway now interprets the name of any oxt dictionary.
- In the HTML5 Plugin, the Cancel button has been changed to Close and the OK button has been changed to Add and Close.
- In the HTML5 Plugin, improved keyboard navigation on Graphics and Clips views.
- The HTML5 Plugin will return the user to the edited object if they try to select a clip, Lucid object, or CG and then cancel when prompted to lose their changes.
- HTML5 projects will now be saved as HTML5-compatible .cpf files.
- Loading an NRCS running order to the XPression Gateway no longer rewrites unrelated manual rundowns' local items, avoiding load delays.
- Improved XPression Gateway preview request routing for XPression and Chameleon projects.
- Improved the handling of project load notifications for MOS plugins.
- Improved the contrast for what is in focus when using keyboard navigation.

XPression Gateway API (xpGWAPI) for NLE workflows

- New API supporting single-frame and sequence rendering, render-job status monitoring, endpoint discovery, and job removal.
- xpGWAPI has a getitemchannels endpoint to fetch a list of item channels to use with generatemosobject.
- xpGWAPI getrenderedframe can process template data and MOS data.
- xpGWAPI generatemosobject can take a channel parameter to set the virtual channel field.
- XPression engine and XPression Gateway versions are exposed via xpGWAPI.
- Removed throttling from the API endpoint GetRenderedFrame when total pixels are 70% or less than FHD.

WHAT'S NEW IN XPRESSION TESSERA

- Tessera nodes no longer take items offline when the project is saved and published on the Tessera master.
- Implemented a Tessera Preview & Monitoring settings dialog to map different preview layouts and/or custom scenes to engine outputs for Confidence Monitoring, Up-Next Preview and Previsualization purposes.
- Included a default "dynamic grid" layout that can be used to monitor, preview or previsualize all outputs from all engines in a Tessera workflow (custom-built scenes using Tessera Preview shader materials are an alternative).
- Added Tessera Preview shader material, which can serve as a render proxy to a Tessera Destination or Tessera Destination Region in the context of a Tessera Preview custom scene.

- Added a Tessera Preview Node, that can render a confidence monitor and/or an up-next preview (of the focused item in the Tessera Master sequencer) as part of a cluster in a Tessera workflow, in a visualization layout specified by a user-defined "Tessera Preview" scene.
- Implemented a Tessera Previsualization Engine, that can locally render the Tessera take items available in the sequencer for previsualization purposes (scaled down and following the configured preview layouts).
- A Tessera Master can now be configured to previsualize Tessera take items on virtual outputs.
- A Tessera Master can now be configured to output live Confidence Monitor and/or Up-Next Previews layouts of the Tessera workflow on virtual outputs.
- A Tessera Single Engine can now be configured to output Tessera live Confidence Monitor, Up-Next Previews and Previsualization layouts on any output excluded from Tessera.
- The Tessera Master can now send previsualization requests to Tessera Preview Nodes (configured by assigning previsualization layouts to Preview Node outputs instead of Tessera Master virtual outputs).
- Added support for audio on Tessera previsualization outputs (playing the audio that would be on the very first Tessera channel).
- The scenes active on the different Tessera Previsualization layers are now shown under "Tessera Previsualization" in the Output Monitors of a Tessera Previsualization engine or the Tessera Master when applicable.
- Transition Logic support in Tessera previsualization.
- Tessera previsualization sequencer actions can be added as shortcuts.
- Added a Gateway option to use the Tessera custom preview scene layout a Tessera Source is configured for in the project region mapper when generating previews for Tessera items in the Remote Sequencer and MOS plugin.
- Added support for selecting published objects by clicking the preview (XPression engine sequencer, Remote Sequencer and MOS plugin) of Tessera items previewed through a custom preview layout.
- Added support for Tessera custom preview scene layout when using the preview window animated previews.
- Added an option in the Tessera Region Mapper to associate a custom preview layout scene to each Tessera Source, so that previews of take items (preview window and sequencer thumbnail list) using that source are rendered using this layout.

- Previsualization performance is displayed in the Output Performance Monitor when available.
- The outputs for a new Tessera Preview layout now default to the background color of the output monitoring server webpages.

WHAT'S NEW IN THE REMOTE SEQUENCER

- The Remote Sequencer can now send and remove take items from Tessera Previsualization (if the Tessera engines it controls support it).
- Added a function to revert template data fields in the Remote Sequencer.
- Included a 'Group' option in global functions for Keyboard/GPI mapping.
- Improved the interaction between editing/reverting the name field and editing/reverting a template value.
- Enable Take Channel Offline Command now works on non-focused online items.
- The name field in the channel list of a take item can no longer be reverted.
- Added a color picker tab in the inspector to change colors for the published objects.
- Enabled the editing of the NAME field content in the linear rundown.
- Improved name fields editing on linear rundowns and channel list and synced the edit with output engine.
- Added an XPression Gateway option so that focusing an item in the Remote Sequencer also updates the output engines' up-next previews.
- Implemented multi-selection of take items in the inspector for revert object/template value.
- Added a popup menu for the take item inspector when the user right-clicks the object name.
- The channel window and linear window are synced in their behaviors when the Take Next command also cues the next selection.
- In Preferences > General, added the option "Take next command also cues the focused item".
- The Remote Sequencer now hides objects (or material faces) that were unpublished from the scene template after an item was added.
- It is no longer necessary to restart the Remote Sequencer when changing the "Update up-next preview on output engines when item focus changes" setting in the XPression Gateway > Remote Sequencer.

WHAT'S NEW IN THE PROJECT SERVER

- Added the ability to select multiple sync servers when adding to a sync group.
- The Project Server Manager can now force synchronization of shows.

WHAT'S NEW IN THE MEDIA CONTROL GATEWAY

- Media Control Gateway can now accept a list of projects as a Clip Store filter.
- The Media Control Gateway now sets the AMP Auto Mode status bit.
- Added support for additional AMP commands in the Media Control Gateway: Clip Data Request, Timecode Mode Preset.
- Added support for the following additional AMP commands in the Media Control Gateway: Get Working Folder, Set Working Folder, List First Folder and List Next Folder (a single configurable root folder is reported).

WHAT'S NEW IN THE CLIP STORE

- Multiple clipstore clients can no longer attempt to sync a clip simultaneously.
- The Clip Store Manager can now sort by file size (click in the File Size column heading).

WHAT'S NEW IN THE API

- Added the API Functions xpScene.GUID, xpEngine.GetSceneByGUID, and xpProject.GetSceneByGUID.
- Added the API Functions xpRenderViewShader.GetScene, and xpRenderViewShader.GetCamera
- Improved the performance of xpEngine.CreateMaterial and xpProject.CreateMaterial when a large number of materials are present in the project.
- Added the API function xpSceneCategories.DeleteCategory.

WHAT'S NEW IN FRAMEBUFFERS

- Added an option to monitor live framebuffer outputs in a browser (requires HTTPS).
- Added an option to view the up-next preview of each framebuffer output in a browser (requires HTTPS).
- Added support for Matrox DSX driver 11.2.101.2622 (the released 11.2.100 is still supported).
- Added support for Matrox DSX Topology driver version 11.2.100.2588 (note that 10.4 SP1 is still supported).
- Added support for Matrox DSX Topology driver version 11.2.101.2627 (11.2 SP1).
- Linking an audio device to a GeminiIO output now automatically silences its embedded audio.
- Added a new flow mapping option allowing 8 audio streams per video on Matrox DSX 2110 IP cards; when enabled, an individual option to receive/transmit audio as 8 audio streams x 2 channels per input or output is available.
- Matrox DSX IP settings have been reorganized onto an IP tab and a dedicated IP Streams tab.

- IP Output/Input Stream menus show the Matrox flow name in the per-stream captions, and the correct SFP designation for per-stream audio and ancillary flows on Matrox DSX IP cards.
- Unused 2110 IP audio streams beyond the selected count (now up to 8) are automatically disabled and their multicast addresses released on Matrox DSX IP cards.
- The NewTek Network Device Interface framebuffer has been renamed to NDI and the trademark attribution in the About dialog has been updated.
- Added support for NDI HX outputs with hardware acceleration (H.264 or HEVC using NVENC).
- Added support for NDI 6.3.2.
- NDI framebuffers are now consolidated under one framebuffer "device" with a configurable number of inputs and outputs.
- NDI UHD outputs are limited to one fill/key output or two fill-only outputs.
- Added support for internal keying on Matrox DLE5L/44 (requires Matrox DSX Topology driver version 11.2.101.2612).
- Outputs that do not support 12G will be skipped (and show "exceeds device capacity") when configured for a UHD format on Matrox DSX LE5 and XMIO5 12G cards.
- Matrox DSX IP settings persist after NMOS IS-05 requests when the application is not shutdown gracefully.
- The supported version of the driver for the Ross GeminiIO framebuffer card is now Ross GeminiIO installer 1.0.0.474.

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

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