

## XPRESSION MAPS RELEASE NOTES

Welcome to the XPRESSION MAPS 3.4 Release Notes. Please read this document to find important information on areas of XPRESSION MAPS that may not be covered in the User Guide or in the User help system.

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#### **VERSION HISTORY**

#### VERSION 3.4 - NOVEMBER 2023

#### WHAT'S NEW

#### USER PREDEFINED OBJECTS

Added the new **User Predefined Objects** section allowing users to save shapes and drawings tools from a scene into one object that can be exported and shared in the database.

**User Predefined Objects** also shows up in the HTML5 Client Search, tags for User Predefined Objects introduced.

#### DRAWINGS OVERVIEW PANEL

Added the new **Drawings Overview Panel** to list and organize all drawings within a scene. Users now have access to delete, organize, rename and view certain drawings by using the Drawings Overview Panel.

#### AREA LINE EDIT OPTIONS

Added the new **Area Line Edit Options** window allowing users to lock area and line drawings to the OSM Layer, and select between auto-trace or visible handles when creating area and line drawings.

**Area Line Edit Options** also allows users to select their preferred **Point Creation Mode**.

#### DATALINQ INTEGRATION

Users now have the ability to connect to the external **DataLinq Server** to import data from outside sources to be shown in XPression Maps.

#### MAPS TEMPLATE EXCHANGE TOOL

New **Maps Template Exchange Tool** allows users to import and export background and full raster image of scene styles, OSM custom drawings and data for inset drawings.

Maps Template Exchange Tool installer has been added to XPression Maps Installation package.

#### INSET MAPS USING ANY MAP STYLE

Added the new **Inset Maps** drawing tool to visualize more defined geographical areas on top of the map set in the output window.

#### DISPUTED BORDERS

Users now have the option to view and edit disputed borders in XPression Maps.



# • LIGHTWEIGHT DIRECTORY ACCESS PROTOCOL (LDAP) INTEGRATION

Added LDAP Integration to store user information and authenticate users to access the directory.

#### **IMPROVEMENTS**

#### TRACING BORDERS AND ROADS

Users can now lock and trace borders as well as roads in XPression Maps.

#### OSM STYLES

Textures are now visible for **Dynamic Data** objects.

#### LINE DRAWINGS

Users can select a checkbox in the **Drawing Editor** to close a **Line** drawing in a scene.

#### SHAPE EDITOR

Top level shapes can be rearranged in the **Shape Editor** by dragging and dropping shapes into their preferred positions.

#### FULL SCREEN MODE

A shortcut has been added to enter **Full Screen** mode: Press **F1**.

#### • INVERT MOUSE SCROLL WHEEL

Users now have the option to select and invert the mouse scroll wheel, scrolling forward will zoom into the map and scrolling backwards will zoom out of the map.

#### **VERSION 3.2 – JUNE 2021**

#### WHAT'S NEW

#### XPRESSION MAPS TOUCH

Added the new **XPression Maps Touch** option for creating interactive scenes and projects which are used via a touch screen monitor or the XPression Maps Touch Client.

#### • XPRESSION MAPS TOUCH CLIENT

Added the XPression Maps Touch Client, a web-based control interface for the optional XPression Maps Touch workflow. The Touch Client allows users to save, load and control interactive scenes and projects created in the XPression Maps interactive user interface.



#### XPRESSION MAPS HTML5 CLIENT

The XPression Maps Web Client application has been replaced by an HTML5 client which has no installation requirement. Since it allows any browser to access the system, a user name and password will need to be created for each user, inside the user management tool.

Added a **Go to Result** checkbox in the **Search** tab.

Added a **Download** button for still images in the **Still Preview** window.

Added a **GPS** input field in the **Scene** tab in the **Camera** parameters and also in the **Edit** tab for drawings.

You can now drag and drop saved scenes directly from the scene itself into a host application.

You can now delete selected shapes by pressing the **Delete** key or selecting the **Trash** can in the **Edit** tab.

A default label or drawing can be selected, to be used in all scenes in the same folder.

Labels and drawings can be replaced by dragging and dropping a new label or drawing on top of the existing one.

#### USER MANAGEMENT

In both the Touch Client and the HTML5 client, there is now a feature for adding and deleting users, assigning users to groups, and assigning privileges to users.

#### XPRESSION MAPS GATEWAY

Gateway details are transmitted to the HTML5 Client to ensure a secure server name in the MOS tag.

#### SECURITY

Added a checkbox for SSL (Secure Sockets Layer) protocol for HTML5 Client and Touch Client port access.

The HTML5 Client and Touch Client open a websocket dependent on whether http or https is called.

The HTML5 Client and Touch Client will not allow a user to log in again without entering their credentials, if the user name in the URL is missing or different from the last user login.

#### OSM STYLES

Added the new layers "name-runway" and "name-taxiway" (invisible by default) and made taxiways visible when runways are visible.

Changed the default zoom settings for Runway and Taxiway to allow a wider range of usability.



Separated minor roads into "minor" and "service" roads and added a "name-service" layer. Most service roads do not have names.

Added a new highway sign layer with just numbers.

Added a special highway sign layer for Texas.

Railways are now visible from level 76.

#### KML IMPORT

Added KML import for line shapes, allowing the user to combine multiple KML shapes into one shape file to import into the XPression Maps Custom Shape Database.

#### SHAPES

When in **Server** mode, the shape style from the database is used rather than the style saved in the template.

Double-clicking on a shape in the **Shape Editor** will move the output to the largest shape for that name (in the case when a shape contains land in different areas of the map).

Access to the **Shape Database** now checks only for the letters of the first language for that shape.

Shape names can now be displayed as abbreviations.

**Shape Editing** has been disabled but can be reactivated through a registry variable.

#### **IMPROVEMENTS**

#### MEASUREMENT TOOL

The value display in the measurement tool has been improved and 1 to 50 miles will be shown with one post comma digit.

#### SHAPES

Shapes in the home scene are visible in all slots.

#### XPRESSION MAPS TOUCH CLIENT

The name of a touch scene is now synchronized with the loaded scene and the **Touch Client** is updated.

The **Touch** database for scenes now has columns for **Mapstyle** and **Duration**.

**Mapstyle** and **Comment** are synced with the saved scene.



#### INTERACTIVE MODE

Saving a scene in Interactive mode now saves the Overlay and Home information.

#### MAP DATA

Improved height shading and import of custom elevation data.

Added height shading and 3D for **Mercator/Linear** projection.

Improved map export feature.

#### MAP DATA CONFIGURATOR

All MariaDB values can be set through a new dialog.

Selected databases can be changed to **QMYSQL** or **QSQLITE** by right-clicking and selecting from the context menu.

Cells appear colored when there is an error.



#### **GETTING HELP**

- 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 issues which need urgent attention
  and tracking, please ensure you are given a ticket number and refer to this in
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- Technical Support: (+1) 613-652-4886
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