

HyperMax 12.1.30

- Release Date: Sep, 2026.



Important: Please review the **End User Software License Agreement** before installing or using this software.

Feature Enhancements

A number of features have been added, or updated, to this version of software. This section provides a brief introduction to these features, and how to use them.

v12.1.30 Features

System Color LUT

You can now apply a Color LUT to internally generated colors of the switcher, such as Matte color, DVE Border colors, and MultiViewer colors. Click **Navigation Menu > Configuration > Reference**, click the **System LUT** button and select the Color LUT you want to apply to the switcher. If a Color LUT is set for the System, that LUT is applied to all Media-Store items that do not have a Color LUT assigned to them (set to **None**).

v12.1.1 Features

3D LUT Support for Media-Store

You can now assign Adobe® .cube 1D and 3D LUT files to Media-Store items. The Color LUT file is assigned to the media item in the database and is used whenever that media item is loaded. Each Color LUT file can be used in the Type I or III workflow, depending on your operational needs.

Video in DVE Border Fill

2D DVE keys now support a **Video Border** fill mode, in addition to the existing color border options, for all ME layers. Instead of a solid color, the border region displays live video. Video borders use the same thickness, offset, and transparency controls as a simple border,

and the selected border type is stored and recalled with memories, key copy, and bus copy.

Video fill sources include internal bus follows (background, preset, keys, and key alphas), locally available Media-Store channels, and the Clip Player. All DVE keys on the same ME share one border fill source.

MaxScene Layer Copy and Paste

Copy Layer now stores the full layer contents in a switcher-side clipboard at the moment you copy. The clipboard is independent of the source layer, so you can reorder, edit, or delete the original layer and still paste the copied settings elsewhere. **Paste Layer** writes directly from the clipboard into the selected layer, and the clipboard remains available until you copy another layer.

The clipboard works across all MaxScene blades in the system, so a layer copied from one scene can be pasted onto a layer in any other scene. Live Assist displays status text showing which scene and layer were copied from or pasted to until the page is refreshed or another copy/paste operation is performed.

New Devices Supported

No new device support or commands were added to this version of software.

New Devices

No new devices were added or updated for this version of software.

New/Updated Commands

Note: New RCP Aux Panel Label files have been released with version 12.0.0. Many of the names have been updated and moved to accommodate the new features in 12.0.0.

Known Issues and Limitations

Keep these notes in mind when upgrading your system to this version of software. Contact Ross Video Technical Support if you have any questions about performing a software upgrade.

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Operational Notes

The following issues have been identified when working with the switcher:

- **Corrupt USB** — If you remove the USB drive while the switcher is writing to it, the USB could become corrupted and will need to be re-formatted.
- **Stills with same Name** — You cannot have two or more Media-Store files with the same name but different file extensions in the same folder. The switcher treats capital and lowercase letters as the same.
- **720p in BT.2020 SDR** — The combination of 720p and the BT.2020 color gamut in SDR is not documented in the applicable standards and may not be supported by other downstream devices.
- **Sets Not Backwards Compatible** — If you save a set in one version, you may not be able to load the set in an older version of switcher software.
- **Decimal Accuracy** — DashBoard and the 3-knob menu show numerical values slightly differently. DashBoard shows values accurate to 2 decimal places and the 3-knob menu shows values rounded to 1 decimal place.
- **Jumbo Frames Not Supported** — Ethernet frames with more than 1,500 bytes of payload (Jumbo Frames) are not supported at this time. If your device has an option to send jumbo frames, it must be turned off to properly communicate with the switcher.
- **Changing Pivot Position can Cause Key to Stutter** — Manually changing the pivot point of a 3D DVE may cause the key to stutter or move erratically while the point is being moved. This is the result of the key position being re-interpolated with the new pivot point. The position of the key will remain unchanged after the adjustment of the pivot position. This will not happen during a memory recall.
- **Spaces in Media-Store Folder Names** — Spaces in Media-Store folders is not supported at this time. If there is a space in the name of the folder, the contents of that

folder are not loaded into the database automatically. You must manually refresh the media item list to update the database.

- **Effects Dissolve Media X/Y Position Cuts Only** — Changes in the X/Y position of a Media-Store item during an Effects Dissolve memory recall will cut instead of transition to the new position.
- **Recalling a Memory can Change the Store Inclusions for Other Layers** — Recalling a memory on one ME or MiniME™ can cause all the inclusions for the other layers to be turned on for the Memory Store menu. Confirm the status of the inclusions before storing a memory.
- **Video Border Not Available in UHD TV1** — The Video In Border feature is only available in HD at this time.
- **System Color LUT Limitations** — Changing the System Color LUT may not immediately take effect on follower MultiViewer heads. Newly uploaded Color LUT files may need to appear in MediaManager before they are available from the **System LUT** button.

Security & Network Vulnerabilities

The following exploits have been identified:

- **CVE-2024-6387: Remote Unauthenticated Code Execution Vulnerability in OpenSSH server** — At this time this exploit is only theoretical for 64-bit operating systems such as that used in HyperMax.

Upgrade File Verification

All the upgrade files for this version of HyperMax can be independently verified using the GNU Privacy Guard application and the signature file provided with the download.

Note: Each file has a corresponding signature file.

You will need to download and install the GNU Privacy Guard (GPG) application for the computer you want to use to verify the download files. Please visit <https://gnupg.org/index.html> to get the latest

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download and follow the installation instructions.

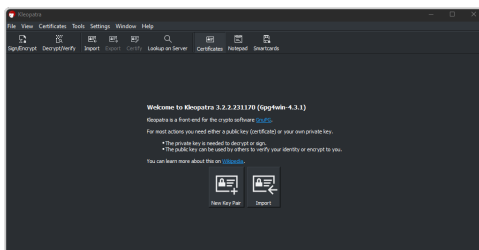
To Verify the Upgrade Files

Each upgrade file is verified independently.

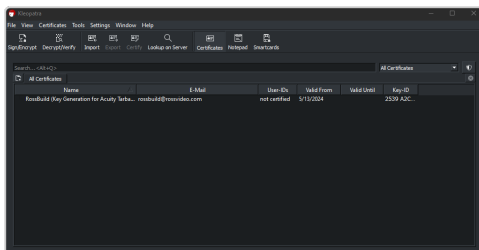
Download and install the GPG verification tool from <https://gnupg.org/index.html>.

Note: The signature files are located on the USB that came with your switcher and in the download package for software upgrades.

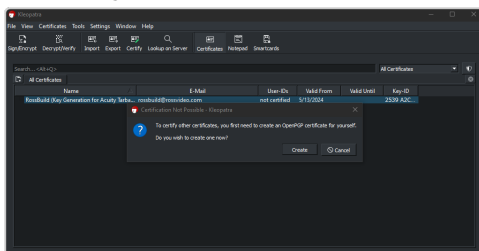
1. Launch the **Kleopatra** application installed by GPG.



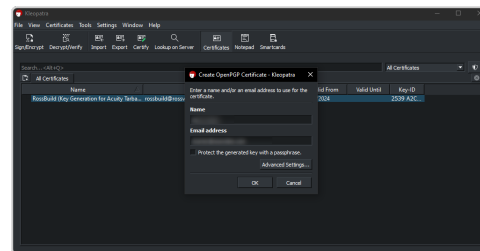
2. Click **Import** and select the `publickey.gpg` file.



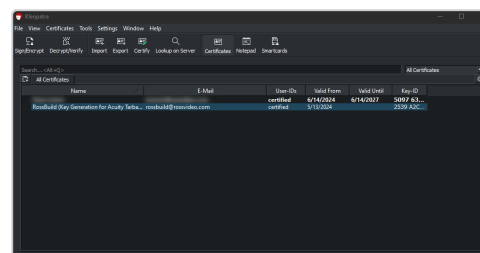
3. Right-click on the new Rossbuild entry and click **Certify**.



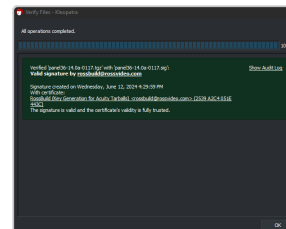
4. Click **Create**.



5. Enter a name and email address in the **Name** and **Email address** fields and click **OK** to create a local certificate with those credentials.



6. Click **Decrypt/Verify** and select the signature file (for example `upgrade-full-####.hypermax.sig`) for the upgrade file that you want to verify. It will have the same filename as the upgrade file but with a `.sig` extension.
7. Click **Open**.
8. Select the upgrade file (for example `upgrade-full-####.hypermax`) that you want to verify.
9. Click **Open**.
10. The application will check the file against the signature and verify it.



Important: If an upgrade file does not pass verification, do not use the files and contact Ross Video Technical Support.

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11. Verify the other upgrade files with their corresponding signature files (.sig).

Software Upgrade

Depending on the version of software you are upgrading from, your menus may be arranged or appear differently.

Software Compatibility

Before installing any software, review the following version compatibility information.

Note: Compatibility, unless otherwise indicated, shows the combination of software versions that were tested together. Other combinations may not have all the features introduced with the most recent version of software.

Table 1: Version Compatibility

Product	Version	To Verify
HyperMax	12.1.30	The current version is shown on the Status tab in DashBoard.
Ultrix FR5-NS	7.3.0 (or higher)	The current version is shown on the Product tab of the System Status node in DashBoard.
Ultrix FR12	7.3.0 (or higher)	The current version is shown on the Product tab of the System Status node in DashBoard.
Ultracore BCS	7.3.0 (or higher)	The current version is shown on the Product tab of the System Status node in DashBoard.
DashBoard	9.16.2 (or higher)	Refer to the documentation that came with DashBoard for information on getting the current version number.
TouchDrive Panel	4.0.0 (or higher)	The current version is shown on the Status page in DashBoard for the TouchDrive node.

To Upgrade the Switcher Software

Connect to the CPU to upload and install the upgrade files on the switcher.

Note: Save your switcher setup information to a set on a separate USB drive before upgrading. This switcher set can be used as a backup in case there is a critical error during the upgrade.

Tip: Switcher sets are not backwards compatible. Keep an archive copy of your sets in case you want to downgrade to the previous software version.



Important: Do NOT turn the system power off during the upgrade. Doing so may corrupt the switcher software or damage the switcher components.

Tip: The switcher copies the system logs to the internal NFS drive before the upgrade. This information can be useful for Technical Support if there is an issue with the upgrade.

1. On your computer launch your FTP client.
2. Open an FTP connection to the switcher using the following settings.
 - **Protocol** — FTP.
 - **Host** — the IP address of the Frame CPU.
 - **User** — user.
 - **Password** — password.
3. Copy the upgrade-full-####.hypermax upgrade file to the /upgrade folder.
4. Open a web browser and navigate to the IP address of the CPU. You are prompted to enter a user name and password. The defaults are user and password.
5. Click **Upgrade**.



6. Select the version of software you want to upgrade the switcher to and click **Upgrade selected version**.

Note: This stage upgrades the CPU and unpacks the upgrade files for the SDPE blades. It can take some time to complete.

Tip: You can delete an upgrade package by selecting it and clicking **Delete selected version**. This deletes the upgrade package, not the unpacked upgrade files in the upgrade folder.

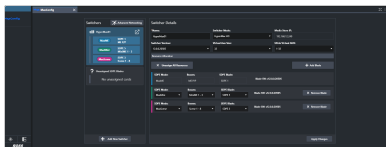
7. Click **Confirm Upgrade**.

The screen will pause for a time as the file is unpacked and the upgrade started. When the upgrade file is installed the CPU will reboot and a timer will count down until it is clear to move on to the next step.

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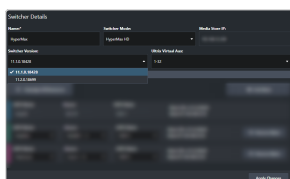
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8. Click **MaxConfig**.



9. Select the switcher that you want to upgrade and select the new software version from the **Switcher Version** list.

***Tip:** If the upgrade version you uploaded is not listed, refresh the page and check again.*



10. Click **Apply Changes**. A countdown timer will appear to indicate that the SDPE blades are being upgraded and rebooting.



***Important:** When you click **Apply Changes**, the configurator will update the software on all the SDPE blades you selected a change for. Do NOT attempt to make additional changes to the configuration until all the blades are back up and running as you assigned them.*