XPRESSION VERSION 11.0 RELEASE NOTES

**XPRESSION**

- Added UHD support for All XPression software Editions (Studio, Studio SCE, Bluebox, Bluebox SCE, Prime, Clips, Tessera One, and GO Editions) on supporting hardware
- Added a ‘Cancel’ button to close XPression Licensing Tool - Enter Machine Information dialog box without making any changes
- Large projects now use less system resource (GDI objects)
- Changed template data, after a scene has already been cued, will now be applied when going on-air
- Animation Controllers can now be scaled inside a Scene Director
- Users can now rename animation controllers in Animation Controller list
- Users can now create a new Animation Controller in Animation Controller list
- Users can now create a new Animation Controller in Animation Controller list
- Added a confirmation dialog before deleting Animation Controllers
- Added a filter in the Animation Controller list to filter by name
- The Animation Controller list can now be sorted
- Configurable shortcuts to change transform step size
- Scene Director triggers set to execute in the same scene will now be triggered in the animated sequencer preview
- Added a “Copy Sequence Item” option in the Sequencer to duplicate a sequencer item and assign it a new Take ID (and optionally move focus and position the new item)
- Disabled take items will now retain their state when exported/imported from XML take item lists
- Users can now select up to framebuffer 99 as a default framebuffer
- Added an option to toggle Auto Key to capture only changed values or all key values
- Object Manager column widths are now stored in docking layouts
- The hotkey for Help can now be reassigned in the keyboard mapping menu to allow F1 to be used for other functions
- Added a preference to allow “SHIFT +TAB” to loop to the end of the published object list when it reaches the top of the list in the take item inspector
- Added Font Tags for Superscript {SUP}, Subscript {SUB} and Underline {U} for 2D fonts
- Using an empty font tag {} will now remove all super/subscript/underline attributes for text following the empty tag
- After deleting a text character or all text in a text object, the character flags (underline, superscript, etc.) are now properly continued
• Added a new Global Macros dialog under the Project menu to create project specific Global Macros that can be used inside DataLinq™ or DataLinq Dynamic Material paths

• In the Take Item Inspector, reverting a published material field will now reset the material back to its original value from the original layout scene

• Improved the Export To Video dialog UI

• Exporting a Take Item to Image now has file numbering and naming options

• Added a keyboard/GPI shortcut for starting or stopping a recording

• Viewports now have the option to auto fit to the workspace window

• NDI™ libraries have been upgraded to version 5.0

FRAMEBUFFERS

• Support for AJA NTV2 16.0.0 and beta 16.1.0 drivers

• Added 12G support for AJA capable cards (requires AJA driver 16.0 or higher)

• Added support for BlueFish444 framebuffers when used in 64-bit editions of XPression software

• Added support for Matrox DSX Topology driver version 10.2.102.26106 (version 10.2 SP1 is still supported)

• Added support for 10.2 Matrox DSX Topology driver is now 10.2.101.26081 (SP1)

• Added support for SFP C and D on the Matrox DSXLE5/X.mio5 Q25

• Added support for the Matrox DSXLE5L/4 LP/12G card

• Added support for on-board input scalers and output compositing on the Matrox X.mio5 and X.mio3 cards

• Added an option to use input decimation on the Matrox X.mio5 as a way to keep a lower-resolution live preview of an input that is used with the on-board scaler

BLUEBOX

• Live Input Monitor now accessible in BlueBox

GRAPHITE

• Support for Graphite driver version 6.0 (previous versions no longer supported)

CII GATEWAY

• Added a new CII command X\SWAP to swap the cued take items to air (see CII documentation for details)

• Added an option in the CII gateway to ignore item not found errors (useful in Tessera workflows where items may not exist on all engines)

• Added a preference to disable the automatic CII X\ requests when cueing an item

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• Added performance monitoring for the on-board scaler and compositor on the Matrox X.mio3 and X.mio5 cards (Output Performance Monitor window)

• When using the on-board scaler on Matrox X.mio cards, the scaled inputs can be layered behind or over the graphics, on an individual basis, based now on the "compositing order" option in the live source shader

• On Matrox X.mio cards, an option in the hardware setup menu to composite the scaled inputs behind (default) or in front of the graphics on a given output

• New inputs supporting on-board scaling (Matrox X.mio cards) use the "GPU Color Space Conversion" and "Keep Input Active" options by default

• Added an option to limit a (potentially) UHD input to an HD-sized scaled layer in order to maximize the number of on-board compositing layers supported on Matrox X.mio5

• Added an option to configure a delay to collect any NMOS connection requests (video/audio/ancillary) received for an input within that time period before applying the IP clean switch on Matrox DSX IP cards

• Added an option to configure the prepare delay for the IP clean switch option on Matrox DSX IP cards

MATERIALS

• Face material for 3D lines is now publishable

• Material Manager will not hide when deleting fonts or folders

• On-board scaler option can now be enabled for live input materials even if supporting hardware isn't available

TALLY

• Added an option to swap TSL red and green tally states

VISUAL LOGIC

• Visual Logic will now be executed during the "preparing" phase of a scene going online, so that text objects updated via Visual Logic can be used in DataLinq queries

• Added a Visual Logic "Convert Epoch Time" Date Time Block

• The Dashboard DataLinq now supports the Visual Logic Datalinq block requesting multiple data points

• Visual Logic math blocks now show more decimal places in the Visual Logic editor
• Added a right-click option on properties in the Visual Logic blocks to scroll to that property in the Object list
• Added a new Visual Logic child property of the "published value" property called "reset" that allows any overrides of the published template data to be reset back to the original XMP value
• Added Visual Logic functions to delete a VL tab by name or index
• Added an option in the Visual Logic editor to save all tabs to a folder on disk
• Added the ability to import multiple Visual Logic files from disk at a time
• The DataLinq block in Visual Logic now supports the prepend/append data features

**CLIP STORE**

• Clip Store Manager now shows if a clip has a proxy
• Clip Store Manager now shows the IP address for files received under the Transfer Status tab
• Added an option in Clip Store to continue clip sync if a clip fails to sync
• Increased XPression Clip Store receive buffer
• Clip Browser clip list generation has been added
• Multiple projects can be selected and deleted at once in Clip Store Manager
• Clip Store sync servers now have an option to skip deleted clips

**INCODER**

• The INcoder mail server password is now encrypted
• INcoder now sends clips and proxies separately
• Added a file filter in INcoder to exclude files matching a specific pattern from being processed in a watch folder
• The INcoder now has an option for a processor to reject clips larger than a specified size
• Added a total transcode time column in the INcoder manager

**MEDIA CONTROL GATEWAY**

• Media Control Gateway clip list generation has been added
• Media Control Gateway now has an option for TCP Keep Alive
• Media Control Gateway now supports AMP Get Working Folder requests

**REMOTE SEQUENCER**

• Remote Sequencer can now export a rundown to a .csv file
• Channel and Layer can be disabled in the Remote Sequencer
• Remote Sequencer now supports UI colors for more than six channels
• Remote Sequencer now greys out “Take Offline” if the item is offline
XPression

- A preference in Remote Sequencer to disable the “ESC-ESC” sequence from clearing all channels
- The Remote Sequencer now allows items to be dragged/rearranged within the channel sequence lists
- In Remote Sequencer, multiple clips from the Clip Browser can now be dragged into a running order
- The Remote Sequencer now uses less system resources (GDI objects)
- The Remote Sequencer will now log when a layout is changed/reset
- The "Focus In Linear Sequencer" keyboard shortcut in Remote Sequencer can now be assigned as a global shortcut
- The "Focus In Linear Sequencer" menu option in Remote Sequencer can now be assigned a keyboard shortcut

MOS WORKFLOW

- HTML5 Plugin honors new Gateway setting to maintain edit mode when a drag is detected
- HTML5 Plugin honors new Gateway setting to block use without an NRCS
- The HTML5 Plugin launching an OpenMAM server while in iNews will now direct users to use the iNews Web Browser instead, as it supports drag-and-drop functionality
- HTML5 Plugin support for the "reset" functionality
- HTML5 Plugin recall ID workflow. Reflect fulfilled clip. Remove recall id from existing clip
- HTML5 Plugin honors the Project Server User Groups
- HTML5 Plugin support for @MACRO@ substitution
- HTML5 Plugin improved performance when playing back CGs as previews in the client
- XPression Gateway backend support for passing up to the HTML5 Plugin the published value
- HTML5 Plugin support for the Visual Logic Published Value
- Improved performance of rendering scenes that use Maps in the HTML5 plugin
- TCP keep alive for ActiveX plugins in the XPression MOS Gateway
- MOS ActiveX plugins will now report plugin versions to the XPression MOS Gateway
- ActiveX Plugin will hide hours from the timing fields based on a Gateway setting
- When using multiple preview engines, projects from different styles are now better distributed across preview engines

NLE WORKFLOW

- NLE plugins can now configure and switch between gateways
- XPression MOS Gateway plugins tab now shows NLE plugin type
- Added a preference to allow OnPreviewRender scripts to be run in NLE workflows and when exporting to images/video
**TESSERA**

- Fixed where Tessera Master could wrongly reflect countdown clock time in certain workflows
- Fixed where Tessera One Fill+ could fail to activate
- Closing the Tessera Region Mapper Dialog and not saving the map region changes will now act the same as closing the dialog using the cancel button

**API**

- The script editor now uses the code completion data to show the function definition for the function under the cursor in the editor
- Clipstore REST API now has a "hasproxy" value for clips
- `xpQuadObject` can now have its `AspectMode` property accessed by the API
- `xpBaseObject.FaceCount` to retrieve the number of faces on an object
- `xpNLELoader` now has a framerate property (default 29.97)
- `xpSequencer.MoveTakeItemByIndex` to move a `TakeItem` object to an index position in sequencer
- `xpTakeItem.GetSceneCopy` to get the scene copy of a `takeitem`
- Can now get the sequencer index position of a `takeitem` using `xpBaseTakeItem.Index` and `xpTakeItem.Index`
- `xpSequencer.GetNextItem` to get the next `takeitem` of a given `takeitem`
- Can now move `xpTakeItemGroup` in `xpSequencer` via `MoveGroupByIndex` or `MoveGroup`
- Can now check if a `xpBaseTakeItem` is a group using `xpBaseTakeItem.IsGroup`
- `xpPublishedObject.GetPropertyDynamic MaterialPath` to get the current set Dynamic Material Path of an object face
- Added an API property `xpTakeItemPreviewFrame` to get/set a take item preview frame
- An API property to get a published object's face count: `xpPublishedObject.GetFaceCount`
- An API property to get a published object's base object: `xpPublishedObject.GetObjectFromScene`
- API functions to add and remove scene director tracks using: `xpSceneDirector.AddTrack` `xpSceneDirector.RemoveTrack`
- An API function to clear a scene's transition logic using `xpScene.ClearTransitionLogic`
- An API property to get the project name: `xpProject.Name`
- An API property to get active project name: `xpEngine.ProjectName`
- `xpBaseObject` now has API functions for setting and getting the dynamic material paths
- Can now set a published field to a dynamic material via COM API: `xpPublishedObject.SetPropertyDynamic MaterialPath`
• `xpScene.GetTakeItem` to return a take item that owns this scene (if there is one)
• API commands to get/set global macro values, e.g. `xpProject.GetGlobalMacro()` and `xpProject.SetGlobalMacro()`
• An `xpBackgroundObject` class in the API
• `xpScene.Create` object now supports creating "background" objects

**PROJECT SERVER**

• Clients connecting to Project Server will now have TCP keep alive enabled
• Project Server Manager now has a transfer status tab
• XPression Project Server now has a more complex database password
• XPression Project Server installer now detects if a newer database engine is installed
• Project Server Manager now updates the UI when a revision to a show is pushed to the server
• The Project Server Manager now shows the sync groups in the shows list
• The speed of Project Server publish/deploy and Clip Store syncing has been improved

**DATALINQ™**

• Added an option in the DataLinq server to save the selected DataLinq configuration to a file
• XML DataLinq - Table Presets introduced
• JSON DataLinq - Table Presets introduced
• XML/JSON TCP DataLinq - Command Parsing
• NBA NGSS DataLinq - Team Standings Table added
• MLB DataLinq - alternate season change to allow same year as current season
• MLB DataLinq - Purge AMQ Data Folder when a new game is selected
• MLB DataLinq - Config option to enable/disable AMQ MetricsData
• MLB DataLinq - Roster Editing
• MLB DataLinq - Sort PitchLog Data in PitchArsenal Table by Usage
• Added a checkbox in the SwissTiming DataLinq to ignore the checksum
• DataLinq Server - Option to enable/disable DataLinq Source
• Added validation when renaming a DataLinq key to ensure it is unique
• OES DataLinq basketball feeds now support "n" messages for NBA Time Out Clock
• The RSS DataLinq now supports using XSLT transforms when in dynamic URL mode (the same XSLT is applied to all dynamic queries)
• TCP XML/JSON DataLinq - Support for UDP
• Users can now apply image sequences in a Dynamic DataLinq Material by prefixing the dynamic material field with "video:" to prevent the image file from being interpreted as a still image
• The Dynamic DataLinq Material path now has a right-click menu to add macros
• DataLinq - Copy Data Option in DataLinq Browse window
• Added a new right-click option on published DataLinq fields in the template inspector to convert a single field from DataLinq to static text
• When the ADODB DataLinq is using asynchronous fixed tables, XPression can now retrieve data while the database is being updated in the background

The columns in the Status Client can now be sorted

VIDEO CODEC
• The XPression Video Codec 2 is now included in the 10.7 and higher builds
• The Clip Info tool now allows drag and drop for groups of clips

OPENMAM
• ActiveX Plugin launches Maps to the internal browser if HTML configured
• ActiveX Plugin shows Maps icon in material field if configured in the Gateway

MONITOR (SNMP)
• Added an option to assign a custom SNMP community in the XPression Monitor

STATUS CLIENT
• INcoder Manager and Project Server Manager now show in Status Client
• Status Client now reports client disk usage of connected computers
• Added an option in Status Client to show/hide installer progress window when performing upgrades

• The columns in the Status Client can now be sorted