PRODUCT RELEASE NOTES

Welcome to the XPression v12.0 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.

Contents

VERSION HISTORY

VERSION 12.0 – OCTOBER 2024

WHAT'S NEW IN XPRESSION

- Added an option in the Media Control Gateway to disable the live log (while still logging to disk).

- Added support for loading a custom color space conversion LUT (type III) from an Adobe.cube file to convert between SDR and HLG.

- The color space of a video shader can now be set to "autodetect" (using the info retrieved from the file, when available); new video materials use "autodetect" by default.

- Added a **VANC** (ancillary) event in the **Scene Director** to dynamically change the input that is the source of the ancillary data (e.g., closed captioning) on a framebuffer output.

- Added secondary **Performance Meters** to reflect video decoding and live texture updates performance (parallel tasks to the main output rendering).

- Added native **XKEYS** USB GPIO support to the XPression GPIO device interface.

- Materials with SDR base colors (as opposed to textures and video shaders) inside HLG projects are now converted using 3D LUT when applicable.

- Added support for DirectX11 rendering.

- Improved the performance of video shaders when using the Cache On GPU option.

- Improved the performance of live source shaders.

- Improved the handling of quad, background, and text objects loaded or imported from a project saved in a previous release (**Legacy Pivot** transform option).

- The video cache monitor now reports the **IO Read** time when decoding a video clip frame if that information is available.

- Added support for Text Macros in the **Object Inspector > Data Source > User Control > DataLinq Column** field.

- XPression now uses the NDI advanced library 5.6.

- Improved password protection for importing/exporting scenes and projects.

- The **Simple Bezier** keyframe interpolation has been improved.

- Improved the number of clips that can be played simultaneously.

- Increased the maximum allocatable memory pool for texture cache to the size of system memory for 64-bit versions.

- Output rendering is no longer interrupted when disconnecting/reconnecting a monitor, or locking the screen.

- Added clip information to server channel viewports.

- Sphere objects are now cached to reduce memory usage when multiple instances re-use the same mesh construction parameters.

WHAT'S NEW IN THE CLIP STORE

- The Clip Browser and ClipStore Manager now display the **Color Space** information of the clips when available.

- Clips can now have the key from one clip and the fill from another clip ganged together.

- Improved the ClipStore **Search** functionality.

- Added additional logging to the ClipStore.

- A ganged key clip now uses its fill as the key if it's a 24-bit clip.

- Improved the prepare time for **Take Items** using clips from the ClipStore (particularly those that reference deleted clips).

- ClipStore will now attempt to maintain a persistent network connection to remote storage locations.

- Added an option in the ClipStore Preferences to "**Pre-fetch all ClipStore info for Sequencer purposes**", in order to speed up cueing take items using several clips from the ClipStore, particularly those using dynamic materials.

WHAT'S NEW IN THE SEQUENCER

- Server channel viewports are now resizable.

- Sequencer clip items now automatically apply the HDR color space that is native to the clip when that info is available.

- The option to transition audio as part of a **Sequencer** item transition now only affects the audio generated by the **Sequencer** item.

WHAT'S NEW IN TESSERA

- Added an option to offset the sync clock with regards to node rendering (defaults to 0 ms).

- Replication can now be used on Designer and Developer editions when in Tessera mode.

- Tessera can now use UDP multicasting.

WHAT'S NEW IN THE REMOTE SEQUENCER

- The Remote Sequence will now reflect a dedicated Lucid channel.
- Added an option to populate the **Desktop Preview Server** with a focus on the **Channel Columns** when the **Linear Sequence** is undocked.

WHAT'S NEW IN THE MOS WORKFLOW

- The HTML5 Plugin now has a button to show fields when hidden by Visual Logic.
- The HTML5 Plugin facilitates **Spell Checking** against more than one dictionary.
- Added HTML5 Plugin support for Lucid global lists.
- Added HTML5 Plugin support for Lucid combo box and list box user input controls.
- The HTML5 Plugin reflects the paused frame in the **Browse** tab for saved clips.
- Saved graphics in the ActiveX Plugin have better constraints for thumbnail saving and subsequent browsing.
- The XPression MOS Gateway now logs the remote port of incoming MOS connections.

WHAT'S NEW IN THE SCENE DIRECTOR

- Scene Director audio clips for live source materials can now be resized and show a reference line for the level that preserves the original audio level (no gain).
- Resizing of audio clips for live source materials is possible even if the selected input doesn't currently exist in the hardware setup.

WHAT'S NEW IN THE API

- Added the new API functions: xpQuadObject.DepthTest, xpSphereObject.DepthTest, xpCubeObject.DepthTest, xpTorusObject.DepthTest, xpCylinderObject.DepthTest, xpSlabObject.DepthTest, and xpLinesObject.DepthTest.
- Added the new API functions: xpEngine.SceneExistsByID, xpEngine.DeleteUnassignedMaterials, xpEngine.DeleteUnusedFonts, xpProjectSceneExistsByID, xpProject.DeleteUnassignedMaterials, and xpProject.DeleteUnusedFonts.
- Added a loop property to xpServerChannel.

WHAT'S NEW IN THE PROJECT SERVER

- Project Server sync servers can now sync using TLS encryption.
- Added a file diagnostics tool.
- Improved the Project Server self-check on startup.
- Project Server clients now have the option to use legacy password hashes.

WHAT'S NEW IN DATALINQ

- Added the following new DataLinq sources: FairPlay DataLinq Source and Raiden DataLinq Source.
- In the DataLinq Server, added the option to Export only Enabled DataLinqs.
- Improved the performance of the XPression Data Query.
- Added a status bar in the DataLinq Server.
- In the DataLinq Server, in the **Batch Server Settings**, the minimum **Update Interval** is 500 ms.
- Multiple instances of the DataLinq Server cannot be run.
- In the ASCII DataLinq Source, added Table Presets.
- In the RSS / HTTP DataLinq Source, added an option to submit Body Schema.
- In the RSS / HTTP DataLinq Source, improved the Form URL Encoded option in Content Type for OAuth2.
- In the RSS / HTTP DataLinq Source, added support for **MultiData** requests for Dynamic URLs.
- In the RSS / HTTP DataLinq Source, the **URL** and **Request Type** options are together for better visibility.
- The OES DataLinq Source now supports Lacrosse with 4 penalties feeds.
- In the ADODB DataLinq Source, the number of records in the Browser has been increased to 5000.
- Improved the performance of the XML/JSON TCP DataLinq Source.
- In the Genius Sports API DataLinq Source, added an option to select today's game based on the competition.
- Improved the performance of the JSON DataLinq Source.

WHAT'S NEW IN THE XPRESSION LICENSE TOOL

- The grace period system has been revamped.
- XPression editions are prevented from using licenses they don't need.

WHAT'S NEW IN THE XPRESSION MONITOR

- Added more customization options.

- xpMonitor will now log when locate requests and door updates are made.

WHAT'S NEW IN THE XPRESSION STATUS CLIENT

- The Status Client can now configure XPression doors.

- Added remote upgrade exit code handling.

WHAT'S NEW IN FRAMEBUFFERS

- The SFP Engine network settings for the SFPs used for redundancy can now be configured on Matrox DSXLE5 and XMIO5 IP cards.

- The supported Matrox 10.4 DSX Topology driver is now version 10.4.101.1334 (10.4 SP1). 10.2 SP3 is still supported.

- Any existing framebuffer plugins are first removed during installation to ensure version compatibility.

GETTING HELP

- XPression Online Help system opens in your default web browser.

- 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 issue which need urgent attention and tracking, please ensure you are given a ticket number and refer to this in future communications.

  - **Technical Support: (+1) 613-652-4886**
  - **After Hours Emergency: (+1) 613-349-0006**