

XPression 10.0 Release Notes

These release notes contain features, improvements, and fixes for the following XPression items:

- XPression
 - › BlueBox
 - › CII Gateway
 - › File Handling
 - › Framebuffers
 - › Materials
 - › SMPTE IP Standards Support
 - › Tally
 - › Transition Logic
 - › Visual Logic
- INcoder
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- MOS Workflow
 - › HTML5 MOS Plugin
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- RossTalk
- DataLinq™
- OpenMAM
- Video Coder
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XPression

BlueBox

- The BlueBox settings menu now has a preference to choose a default video format for the engine.
- The BlueBox installer now has an option to create Desktop shortcuts.

CII Gateway

- The CII Gateway now supports X\CUE to cue an item by Take ID or by MOS GUID.
- The CII Gateway now has a X\LAYEROFF\chan\layer\ command.
- The CII Gateway now has a X\TEMPLATEDATA command to set the values of template fields by name.

File Handling

- XPression can now load 48-bit and 64-bit PNG files to be used in HDR workflows.
- The “Export to Still Images” feature now allows the “single frame” check box to be toggled on multiple take items simultaneously.
- The “Import from Project” dialog now has a scene filter to make it easier to find scenes.

Framebuffers

- Support for some legacy Blackmagic boards using the new Decklink framebuffer plugin (available in 64-bit).
- Support for Blackmagic Desktop Video 10.9.7.
- An asynchronous capture option in the DirectShow Capture framebuffer to allow better support for webcams that are running at a framerate lower than the project framerate.

Materials

- Primitives now have a dynamic material mode where they can use a path string to dynamically modify their material assignment. Material paths can be file paths, material names, colors, or ClipStore recall IDs. Material paths can include %datalinqkey% and @Textobject@ macros.

SMPTE IP Standards Support

- Support for the Matrox DSXLE5 D25/Q25 boards (supporting 2110 video & audio IP streams, input & outputs, including UHD support).
- Support for up to 4 x 2110-30 audio streams (totaling up to 16 audio channels) per video stream on the Matrox DSXLE5 D25/Q25.

Tally

- A new TSL 3.1/4.0 driver to accept tally information. The output monitors window will highlight when a particular output is tallied on-air (red) or on preview (green).

Transition Logic

- The Transition Logic tab now has toolbar buttons to export/import the transition logic for a scene to a file on disk.

Visual Logic

- The JSON and XML DataLinq sources now support the Visual Logic DataLinq block requesting multiple data points.
- The RSS DataLinq (when set for Static URL) now supports the DataLinq block in Visual Logic requesting more than one data point at a time.
- Added a Visual Logic object to the API to be able to load/save XVL files for a scene and enable/disable Visual Logic tabs from the API.
- The Visual Logic Editor now highlights the connections of a selected block in red.

INcoder

- A new option in the INcoder processor to re-encode still images as TGA to provide faster loading.

Remote Sequencer

- The Remote Sequencer can now create manual running orders that are not linked to a MOS NRCS.

MOS Workflow

HTML5 MOS Plugin

- HTML5 Plugin support for Tesseract.
- HTML5 Plugin support for XPression Clips.
- HTML5 Plugin support for Lucid Studio (UX).
- HTML5 Plugin ability to conditionally render “Add To Story”, “OK”, and “Cancel” buttons via MOS Gateway configuration.
- HTML5 Plugin support for CG objects within iNEWS.
- HTML5 Plugin has a new Gateway configuration option to hide the “Update Story” button to facilitate the iNEWS workflow.

Tessera

- A new check box on the Tessera source tab in the region mapper that results in much higher performance rendering when a source is mapped to many destination regions.
- A backup workflow for Tessera SE and Tessera Masters that allows a backup system to monitor the primary system state and perform a fail-over.

API

- `xpCameraObject.SetDirectionObject`
- `xpDataLinq.PrependData`
- `xpDataLinq.AppendData`
- `xpDataLinq.RefreshLinqsOnChange`
- `xpDatalinqKeys.CreateKey`
- `xpDatalinqKey.Publish`
- `xpEngine.GetFontByID`
- `xpOutputFrameBuffer.GetScene`
- `xpOutputFrameBuffer.GetTakeItem`
- `xpProject.GetFontByID`
- `xpSceneDirector.SetAsNLE`
- `xpScene.CreateSceneDirector`
- `xpScene.DeleteSceneDirector`
- `xpScene.GetPreviewSceneDirector`
- `xpScene.GetDefaultSceneDirector`
- `xpScene.GetNLESceneDirector`
- `xpScene.ExportTransitionLogic`
- `xpScene.ImportTransitionLogic`
- `xpSceneDirector.ClearDefaultFrameMarker`
- `xpSceneDirector.SetDefaultFrameMarker`
- `xpSceneDirector.SetAsPreview`
- `xpSlabObject.GetDataLinq()`

RossTalk

- New RossTalk commands "UNCUE [takeid]" and "UNCUEALL" to accommodate un-cueing items that are in the cued state.

DataLinq™

- The STATS DataLinq source will now parse Womens College Basketball data.
- The STATS DataLinq source will now parse SCORES data files as well.
- The JSON DataLinq now supports various file encodings (e.g. UTF-8, ASCII, etc.).
- A new DataLinq source for connecting NHL Hits.
- When binding a text object or quad to DataLinq, an optional string can be defined that will be prepended or appended to the resulting value that comes back from the DataLinq source. (Useful for adding labels, units, or filepaths to the data).
- If multiple DataLinq servers contain sources with the same name, the data can automatically failover to the other server if the primary server becomes disconnected.

OpenMAM

- Support for XPression Maps 3.1 and higher.

Video Coder

- The Video Coder will now convert unshaped source content into pre-multiplied/shaped AVI files unless the source alpha handling option is set to "Ignore".
- The Video Coder now has better detection of unshaped (non-pre-multiplied) source content.

Sequencer Gateway

- Provides multi-engine playout workflow using Remote Sequencer without requiring a MOS Newsroom.
- Allows Remote Sequencer users to create manual rundowns or save MOS rundowns for later use.

DashBoard

- A timecode plugin for sending countdown clocks via UDP to DashBoard or other devices.
- XPression DashBoard API no longer requires a license to run.