

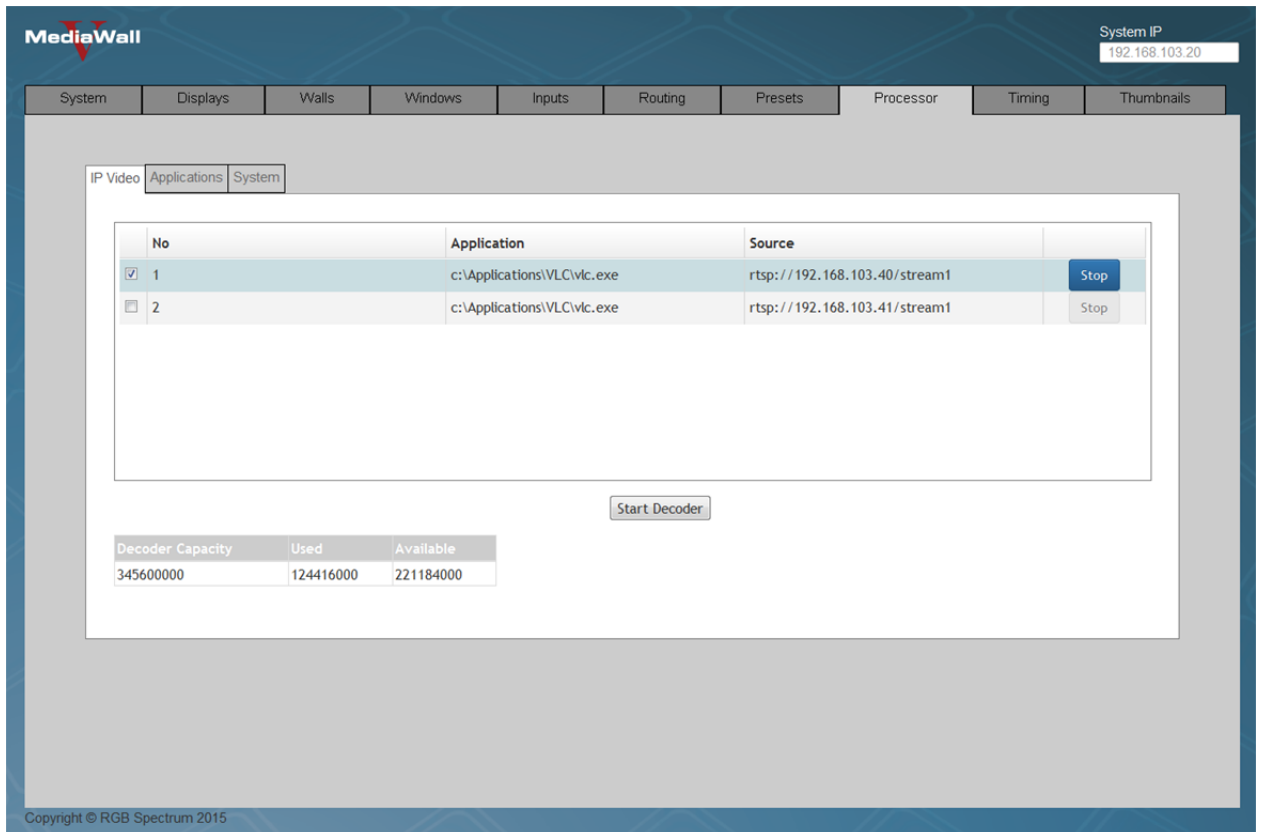
PRODUCT: MediaWall® V 4K/UHD DISPLAY PROCESSOR
TITLE: VERSION 1.1.0.0 RELEASE NOTES

DATE: 24 JULY 2015

NEW FEATURES

This firmware release provides the following new features:

- **Application Processor (AP) Support:** You can now use the *MediaWall V* Web Interface to control the AP in a *MediaWall V 500AP-4K*. The web interface provides controls for starting and stopping IP video streams, displaying documents, and for restarting the AP itself.



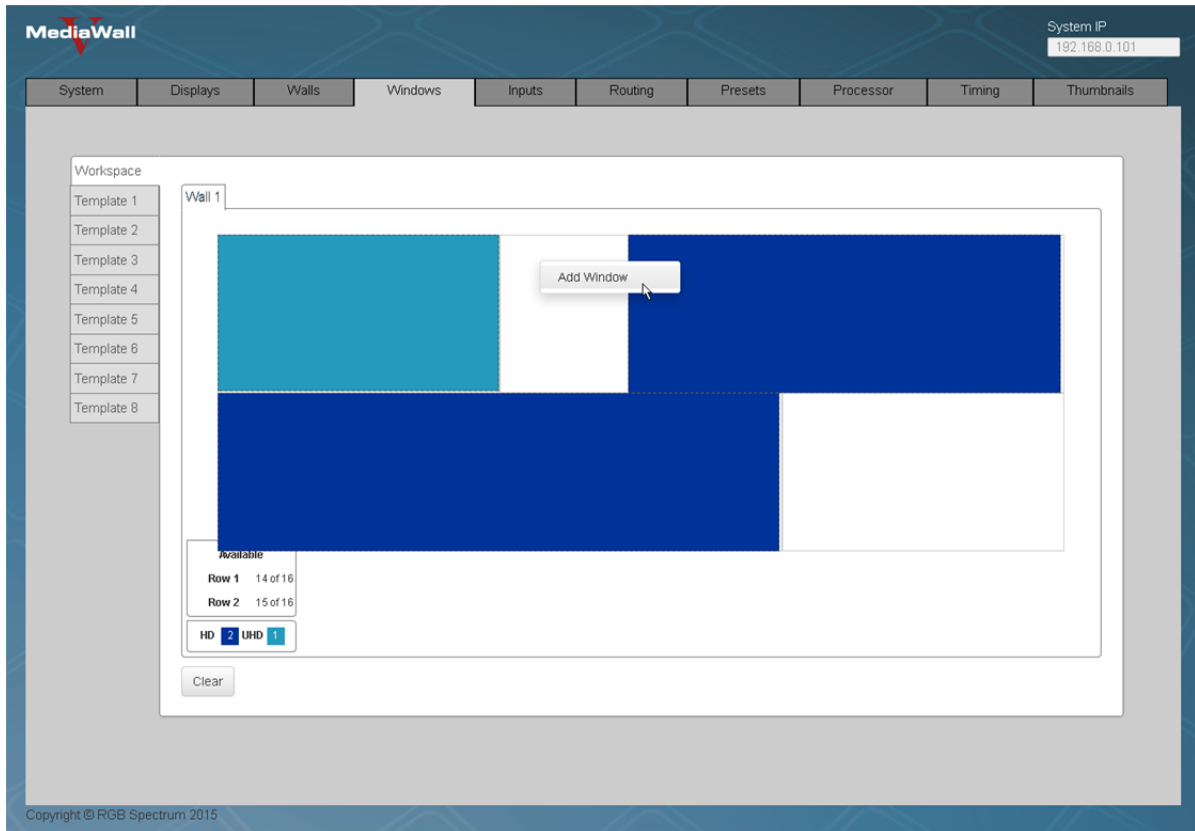
The screenshot displays the MediaWall V Web Interface. At the top, the 'MediaWall' logo is on the left, and the 'System IP' is 192.168.103.20 on the right. Below the logo is a navigation bar with tabs: System, Displays, Walls, Windows, Inputs, Routing, Presets, Processor, Timing, and Thumbnails. The 'Processor' tab is selected. Under the 'Processor' tab, there are sub-tabs: IP Video, Applications, and System. The 'Applications' sub-tab is active. It shows a table with two rows of applications. Row 1 is selected with a checkbox. Below the table is a 'Start Decoder' button. At the bottom, there is a table showing decoder capacity, used space, and available space.

No	Application	Source	
☒ 1	c:\Applications\VLC\vlc.exe	rtsp://192.168.103.40/stream1	Stop
☐ 2	c:\Applications\VLC\vlc.exe	rtsp://192.168.103.41/stream1	Stop

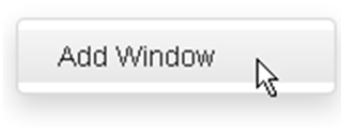
Decoder Capacity	Used	Available
345600000	124416000	221184000

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- **Custom Window Layouts:** You can now use the *MediaWall V* Web Interface to create custom window layouts. You can either start from an empty wall with no windows, or load a predefined layout template. You can then customize this layout as needed – deleting or adding windows and specifying their size, position, and type – and save it in a preset for later recall.



- A 2 × 5 wall layout is now supported.
- The number of windows on the wall is no longer fixed at the number defined in the selected window layout template. You can add windows to and delete windows from the wall using either the command-line interface or the *MediaWall V* Web Interface.



NEW COMMANDS

This firmware release provides support for the following new commands for correcting issues with image tearing.

Use these commands only as instructed to do so by RGB Spectrum Technical Support.

- Use the **WINBUfferTYPE** command to set the frame buffering mode for a window. The command syntax is:

WINBUfferTYPE <wall> <window> <mode: 0...3>

The default setting is 2. To output a 60-Hz input signal at 24Hz, use mode 0 or mode 1.

- Use the **WINFrameDELAY** command to set the frame delay for all windows in a row. The command syntax is:

WINFrameDELAY <wall> <row> <window> <delay: 0...20>

The default setting is 0.

RESOLVED ISSUES

- Corrected issue that prevented full HDCP enforcement under certain conditions. (3206)
- Changed **RestoreFactoryDefaults** command behavior to retain network settings. (3185)
- Changed **PresetLOAD**, **PresetPREVIEW**, and **PresetSAVE** command behavior to exclude source-to-auxiliary output routing information.
- Added commands to manage image tearing; refer to [New Commands](#), above. (2803)
- Corrected issue that caused the command **OutPutTiMingLOAD 67** (1920 × 2160 @60Hz) to fail on occasion. (3247)
- Corrected issue that caused progressive-scan input signals to be identified as interlaced signals under certain conditions. (2813)
- Corrected issue that caused misleading database errors to appear on the command console when the display processor is turned on. (2879)
- Corrected issue that caused the command **INputSTATus <input_number>** to incorrectly report the amount of time an input signal has been in a “locked” state. (2681)
- Corrected issue that prevented disabled wall clocks from being re-enabled under certain conditions. (3104)
- Corrected issue that prevented 4096 × 2160 input signals from displaying correctly. (3109)
- Corrected issue that prevented “SIZE1” (small) and “SIZE2” (medium) wall clocks from displaying correctly on occasion. (2885)
- Corrected issue that caused the command **EDidCAPture** to fail when used to capture EDID from Outputs 7 through 12. (2502)
- Corrected issue that caused the command **EDidINFO** to fail when used to read EDID from Outputs 7 through 12. (3049)

RESOLVED ISSUES (CONTINUED)

- Corrected issue that caused the command **OutPutTiMingLOAD <100...160>** to fail on occasion, when used in conjunction with custom timings created using the **TiMingSAVE <100...160> MANUAL** command. (3024)
- Corrected issue that caused a window label to disappear when it extended beyond the window boundaries due to size or length. (3173)
- Increased HDMI receiver measurement delay to 250 ms for 30-Hz and lower vfreq signals, to improve the accuracy of vertical measurements. (2761)

KNOWN ISSUES

- HDCP is currently supported on the wall outputs only.
- The **WALLOVerlap**, **TestPattern**, and **WINDowSETSTEP** commands are not currently implemented.
- Foreground graphics display is not currently implemented.
- The following commands, and the equivalent controls in the *MediaWall V* Web Interface, are currently supported for HD/2K source windows only:
 - **WINDowSouRCeRECTangle**
 - **WINDowSouRCeRECTangleRELative**
 - **WINDowZoom**
 - **WINDowPAN**

FIRMWARE UPDATE

Please refer to the *MediaWall V 4K/UHD Display Processor Technical Reference Guide* for detailed firmware update instructions.

FIRMWARE, FPGA, AND GRAPHICAL USER INTERFACE (GUI) VERSIONS

Firmware

- **1.1.0.0_3746**

FPGA

- **1.2.56** (Thumbnails; unchanged from previous version)
- **1.3.7** (Sync Gen; unchanged from previous version)
- **1.2.89** (PE)
- **1.18.22** (Window Output Module)

GUI

- **1.1.0.0_3718**