

PRODUCT: *MediaWall® V 4K/UHD DISPLAY PROCESSOR*
TITLE: VERSION 1.3.0.0 RELEASE NOTES

DATE: 4 March 2016

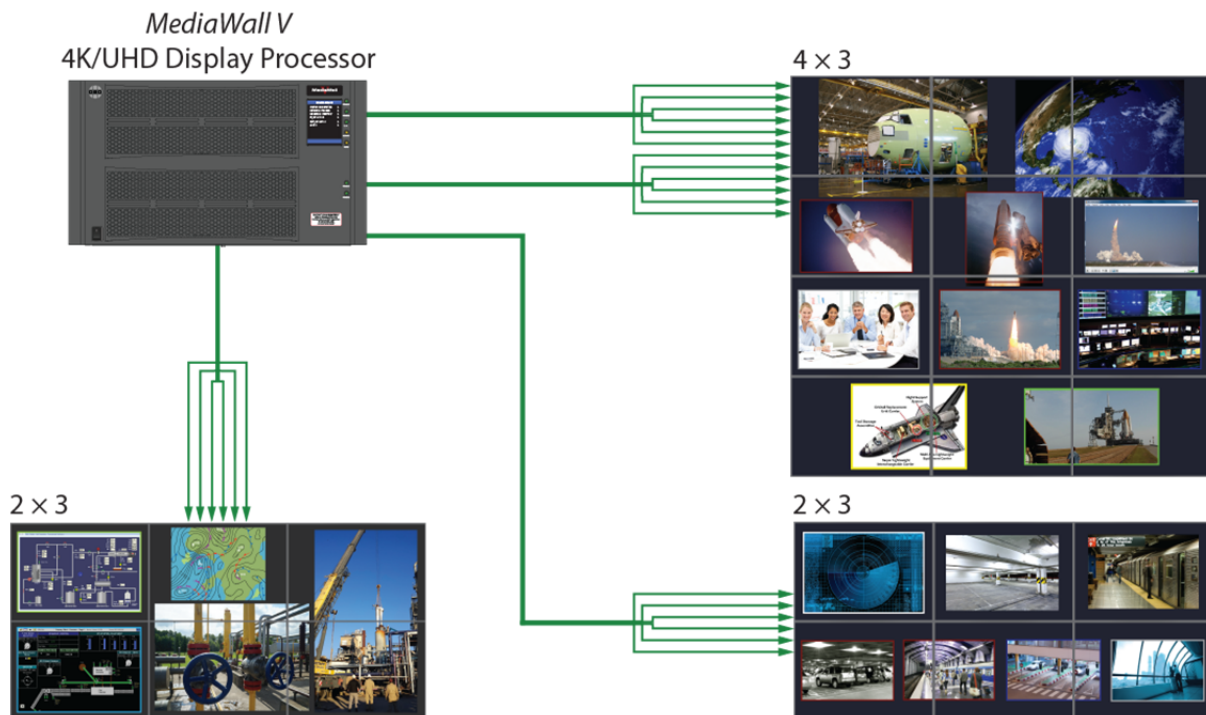
NEW FEATURES

This firmware release provides the following new features:

Multiple Wall Support (Optional Feature)

You can define, administer, and operate multiple walls from a single *MediaWall V 4K/UHD Display Processor*. You are limited only by the display processor output count and wall display resolution.

For example, from a *MediaWall V 550-series* chassis with 24 Wall Outputs, you can drive up to three (3), separate, independent walls consisting of up to 24 (2K/HD) displays in total. Each wall can have a different geometry; for example, 4 × 3, 2 × 3, and 2 × 3, as shown below. For a complete list of supported multiple-wall configurations, refer to the *MediaWall V 4K/UHD Display Processor Technical Reference Guide*.



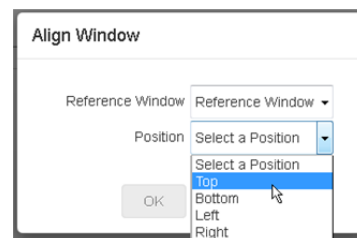
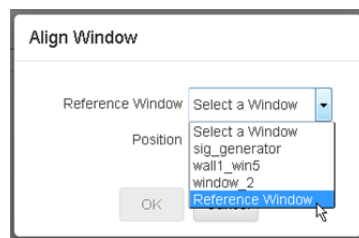
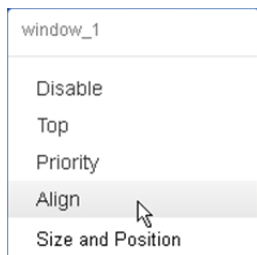
“Long Wall” Support

This firmware release adds support for so-called “long walls.” A **long wall** is one that is wider than six (6) columns @ 2K/HD output timing or three (3) columns @ 4K/UHD output timing. The following long wall layouts are available:

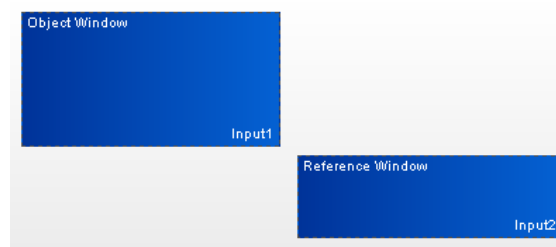
Layout	Output Timing		Number of Wall Output Modules (WOMs) Required	Maximum Number of Windows per Row
	2K/HD	4K/UHD		
1 × 6	✓	✓	1 @ 2K/HD; 2 @ 4K/UHD	16
1 × 9	✓	✓	2 @ 2K/HD; 3 @ 4K/UHD	48
1 × 12	✓	✓	2 @ 2K/HD; 4 @ 4K/UHD	32 @ 2K/HD; 64 @ 4K/UHD
1 × 18	✓	—	3 @ 2K/HD	48
1 × 24	✓	—	4 @ 2K/HD	64
2 × 6	✓	✓	2 @ 2K/HD; 4 @ 4K/UHD	16
2 × 8	✓	—	4 @ 2K/HD	16
2 × 10	✓	—	4 @ 2K/HD	16
2 × 12	✓	—	4 @ 2K/HD	16

Align Windows Using *MediaWall V* Web Interface

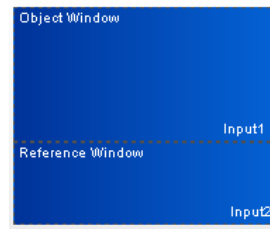
The **Routing > Wall [n]** tab provides a convenient method for aligning two windows. To use it, right-click on a window in the wall preview area and select **Align**. Then, select a **Reference Window** and desired **Position** relative to the Reference Window.



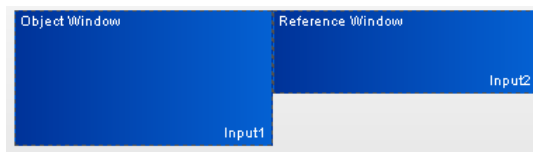
Before Alignment



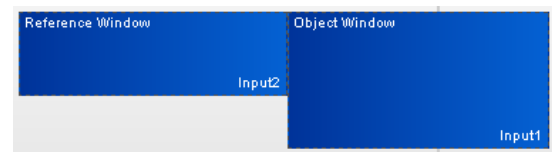
Align Top



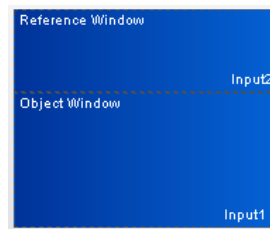
Align Left



Align Right

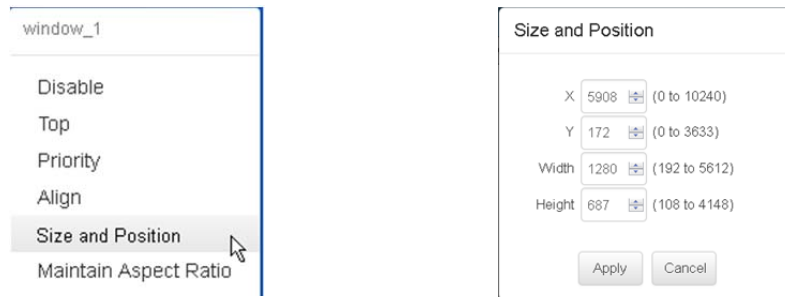


Align Bottom



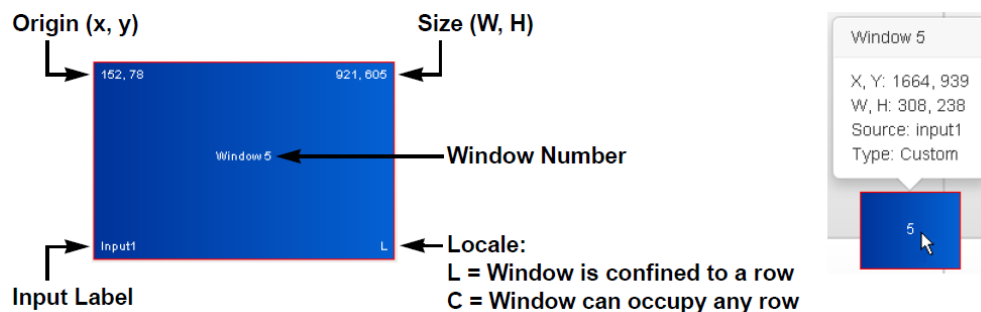
Set Width, Height, and X/Y Window Position Using *MediaWall V* Web Interface

In the **Routing > Wall [n]** tab, you can now precisely set a window's size and position by entering pixel values for the width, height, and X/Y coordinates of its origin. Right-click on the window in the wall preview area and select **Size and Position**. Then, enter the desired values and click **Apply**. You can type values directly, or use the spin controls.



View Window Information Using *MediaWall V* Web Interface

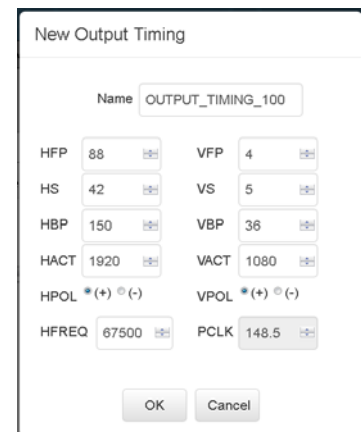
The **Windows > Workspace > Wall [n]** tab displays the information shown below inside each window. If the window is too small to contain the information, only the window number appears. To see information for such a window, position the mouse pointer over the window.



Create Custom Output Timings Using *MediaWall V* Web Interface

You can now create, save, and load custom output timings from either the **Timing > Output Timing** tab on the *MediaWall V* Web Interface, or the command-line interface.

For detailed output timing parameter descriptions, refer to the "Timing Parameters" section in the *MediaWall V 4K/UHD Display Processor Technical Reference Guide*.



Change Network Settings Using *MediaWall V* Web Interface

You can now change the **System IP** address, **Subnet Mask**, and/or **Gateway IP** address from either the **System > System Info** tab on the *MediaWall V* Web Interface, or the command-line interface.

System IP:	192.168.35.241	Apply	Cancel
Subnet Mask:	255.255.252.0	Change	
Gateway IP:	192.168.35.1	Change	

Import/Load Custom Window Templates Using *MediaWall V* Web Interface

For each wall layout, the *MediaWall V* Web Interface presents numerous window templates representing a variety of pre-defined window arrangements. If none of the available, standard templates suits your needs, you can now import and load custom window template files using either the *MediaWall V* Web Interface, or the command-line interface.

For more information on working with custom window template files, contact RGB Spectrum Technical Support.

Select Template File	Load	Cancel
Select Template File		
DEFAULT		
TEMP2		

NEW/CHANGED COMMANDS

- The correct syntax for the command **TiMingDElete** is now **TiMingDElete <100...160>** (formerly **TiMingDElete <100...160> | ALL**).

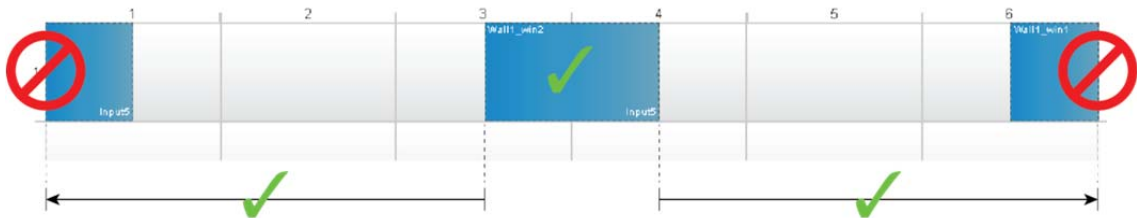
RESOLVED ISSUES

This firmware release resolves the following issues:

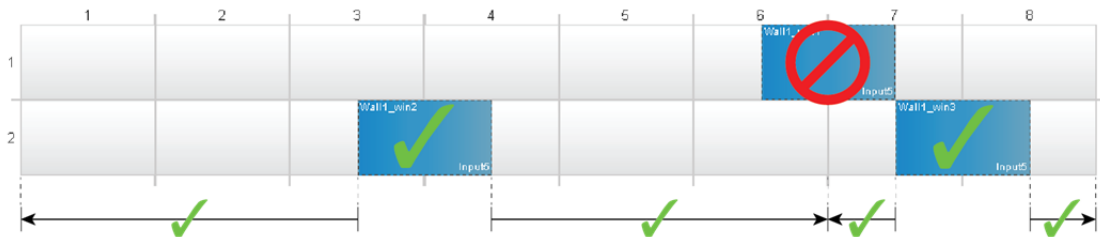
- Corrected issue that caused Output Overlap settings to revert to default values when the *MediaWall V* was rebooted. (3588)
- Corrected issue that caused window labels and input labels to remain on the wall after a user issues the command **WInDowENable <wall #> ALL OFF**. (3432)

KNOWN ISSUES AND WORK-AROUNDS

- 4K/UHD input signals must use the RGB color space.
- Output Overlap is not supported on long walls or multiple walls. (3711, 3708, 3659)
- In a multiple-wall configuration, moving a clock on one wall may on occasion cause one or more clocks on other walls to disappear. If this occurs, re-enable the affected clocks. (3704)
- A UHD window containing a UHD source cannot be horizontally positioned such that it is “clipped;” that is, partially beyond the left or right WOM boundary. (3690, 3467)



- On a long wall, a UHD window containing a UHD source cannot be horizontally positioned such that it straddles Outputs 6 and 7 (6 and 8 @ 4K/UHD output timing), Outputs 12 and 13 (12 and 14 @ 4K/UHD output timing), or Outputs 18 and 19 (18 and 20 @ 4K/UHD output timing). (3690)



- In a 2 × 8 wall, if you enable all window and/or input labels with the command **WindowLaBeLEnable <wall #> ALL <WINDOW | INPUT> ON**, then move and/or re-size a window, the labels may disappear until you re-enable them. (3689)
- After allocating windows, setting a window’s priority to 1 may not place it in front of all other windows as expected. If this occurs, reboot the *MediaWall V* after allocating windows. (3664)
- Routing an HD or UHD source to a very small window (for example, 640 × 360) may result in distorted text or other scaling artifacts. (3636)
- On occasion, changing the output timing from 2K/HD to 4K/UHD may cause the displays connected to Outputs 1, 7, 13 and/or 19 to flash continuously until the displays are power-cycled. (3471)
- Under certain conditions, window and input labels do not move with a window when it is moved across a row boundary using the *MediaWall V* Web Interface (thus triggering a resource allocation change). (3380)
- If an attempt to start decoding an IP video source (from the **Processor > IP Video** tab) fails for some reason, it may be necessary to restart the AP in order to start decoding other IP video sources. (3327)
- Under certain conditions, window and input labels do not appear following a power cycle to the *MediaWall V*. If this occurs, use the *MediaWall V* Web Interface to re-enable them. (3306)

- The following commands, and their equivalent controls in the *MediaWall V* Web Interface, are currently supported for HD/2K source windows only (3271):
 - **WINDowSouRCeRECTangle**
 - **WINDowSouRCeRECTangleRELative**
 - **WINDowZoom**
 - **WINDowPAN**
- Exported settings files copied to the *MediaWall V* using FTP are retained after being imported using the **SETTINGSIMPORT** command. (3269)
- The **GAMma** command is not currently implemented. (3051)
- The **WINDowIDentify** command is not currently implemented. (3015)
- The **SHARpness** command is not currently implemented. (2718)
- The **WINDowFreeZe** command is not currently implemented. (2645)

FIRMWARE UPDATE

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

FIRMWARE, FPGA, AND MEDIAWALL V WEB INTERFACE (GUI) VERSIONS

Firmware

- **1.3.0.0_6156**

Application Processor (AP)

- **1.3.0.0_5398**

FPGA

- **1.3.11** (Sync Gen; unchanged from previous version)
- **2.0.5** (Thumbnails; unchanged from previous version)
- **1.2.106** (PE; unchanged from previous version)
- **1.20.46** (Window Output Module; unchanged from previous version)

MediaWall V Web Interface

- **1.3.0.0_6156**