

PRODUCT: MediaWall® V 4K/UHD DISPLAY PROCESSOR
TITLE: VERSION 1.4.0.0 RELEASE NOTES

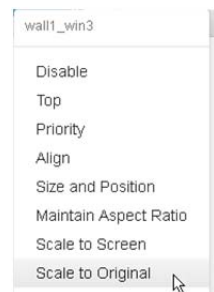
DATE: 9 May 2016

NEW FEATURES

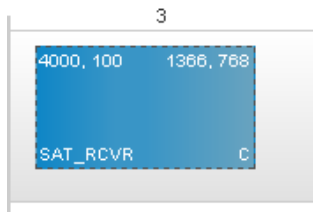
This firmware release provides numerous user experience and performance enhancements:

MediaWall V Web Interface Enhancements

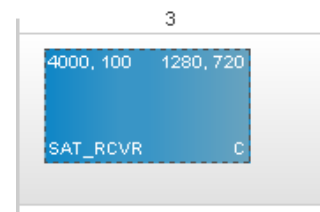
- **“Scale to Original” Command:** The **Routing > Wall [n]** tab provides a convenient method for setting the size of a window equal to that of its source image. To use it, right-click on the window in the wall preview area and click **Scale to Original**.


Before Applying Scale to Original

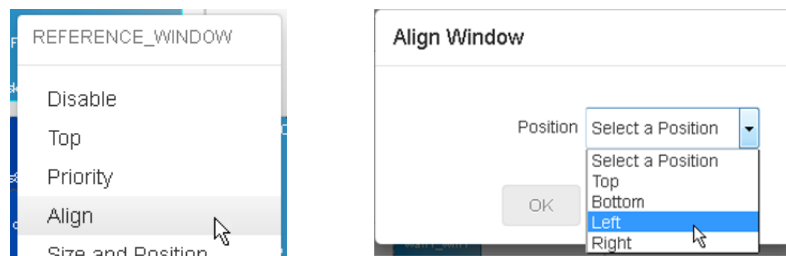
Input Resolution = 1280 × 720
Window Size = 1366 × 768


After Applying Scale to Original

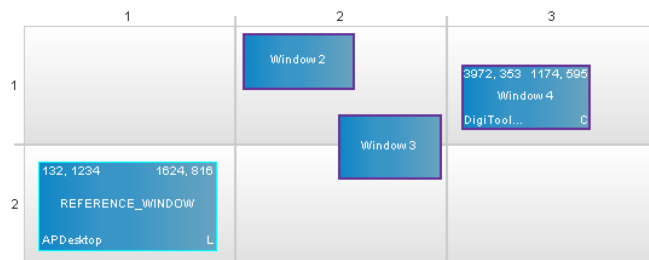
Input Resolution = Window Size = 1280 × 720



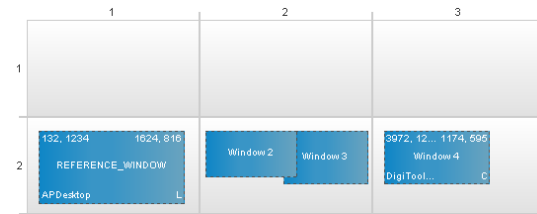
- Align Multiple Windows:** The **Routing > Wall [n]** tab now provides a convenient method for aligning multiple windows. To use it:
 - Click a window to designate it as the “reference window,” i.e. the one to which you want to align other windows.
 - Hold down Ctrl while clicking the windows you want to align with the reference window.
To cancel a window selection, hold down Ctrl while clicking a selected window.
To cancel all window selections, click anywhere in the wall preview area in an area not occupied by a window.
 - Right-click the reference window (selected in Step 1) and click **Align**.
 - Select the desired **Position** relative to the reference window.
 - Click **OK**. If the aligned windows overlap, higher-priority windows appear in front of lower-priority ones.



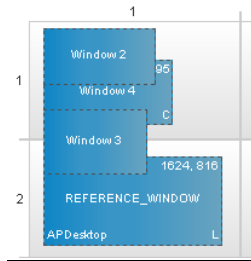
Before Alignment



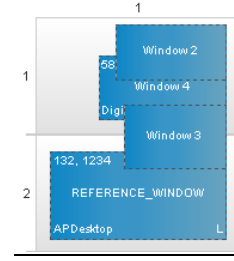
Align Top



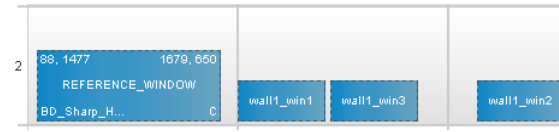
Align Left



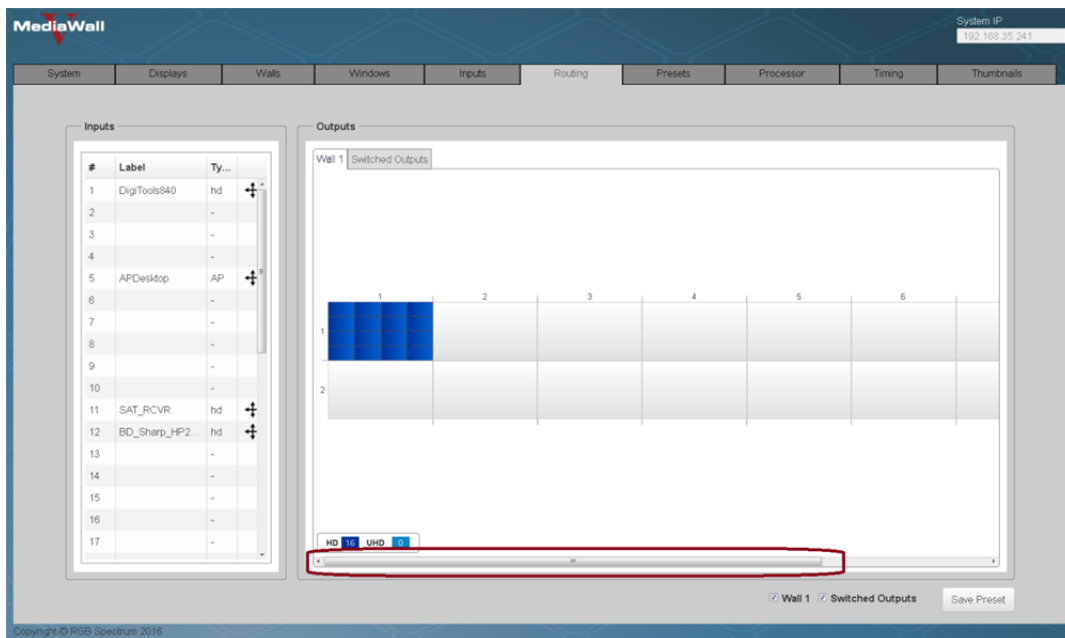
Align Right



Align Bottom

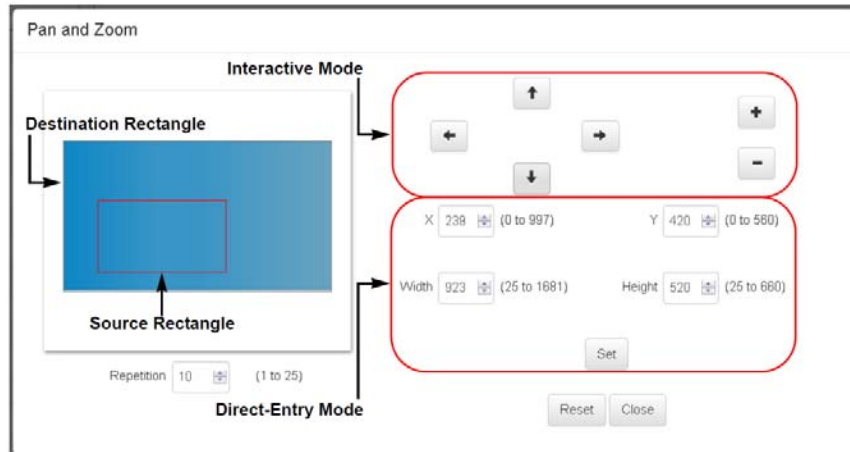


- **Scrollable Long Wall Preview:** To make it easier to work with small windows on long walls, the *MediaWall V* Web Interface presents a scrollable wall preview when the wall is more than six columns wide.

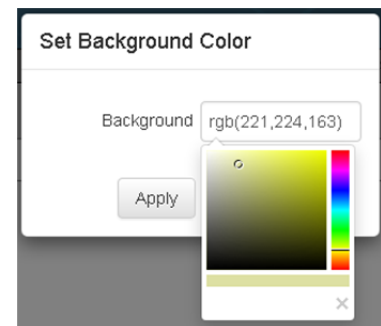


- **Enhanced Pan and Zoom Controls:** To Pan and Zoom controls under the **Routing > Wall [n]** tab have been expanded to allow for faster, more precise adjustments to the window source rectangle. They provide both interactive and direct-entry modes.

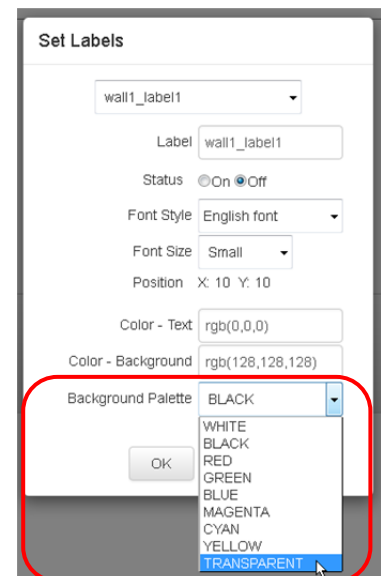
For detailed instructions on using these controls, please refer to the *MediaWall V 4K/UHD Display Processor User's Guide*.



- **Set Wall Background Color:** You can now set the wall background color from the **Walls > Wall [n]** tab. Click **Background Color**, then specify a background color using the color picker. Or, enter RGB values directly into the text entry box as follows: `rgb(221,224,163)`.



- **Set Wall Label Background to "Transparent" (no background):** When setting a wall label background color from the **Walls > Wall [n]** tab, you can now select one of one of eight pre-defined colors: **WHITE, BLACK, RED, GREEN, BLUE, MAGENTA, CYAN, or YELLOW**. Or, select **TRANSPARENT** to display a wall label with no background.



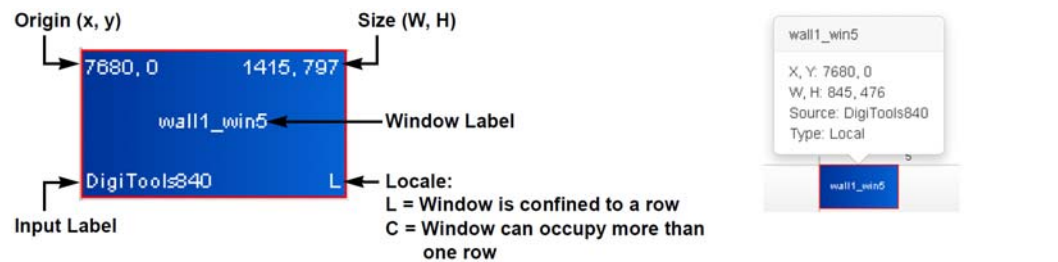
NEW/CHANGED COMMANDS

Command-Line Interface

- When saving output timing parameters to the timing list, the correct syntax for the command **TiMiNgSAVE** is now **TiMiNgSAVE <100...160> OUT** (formerly **TiMiNgSAVE <100...160> OUT 1**). (2653)

MediaWall V Web Interface

- The **Adjust Step Size** control is now a button on the **Walls** tab. (This is a global setting, not a per-wall one.)
- The **Routing > Wall [n]** tab now displays the information shown below for each window. (This information was previously presented under the **Windows > Workspace > Wall [n]** tab.)



- On the **Routing > Wall [n]** tab, the **Snap to Monitor** command is now called **Scale to Screen**. Its functionality is unchanged.

RESOLVED ISSUES

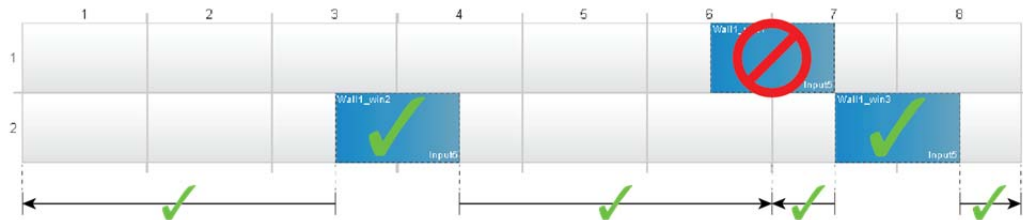
This firmware release resolves the following issues:

- Presets are now preserved when you change the window allocation by doing any of the following (3822, 3810, 3620):
 - Using the **WINDowALLOCate** or **WINDowFREE** commands from the command line interface;
 - Using the positioning and sizing controls under the **Windows > Workspace** tab; or
 - Loading a window template from the **Windows > Template [n]** tab;
- Corrected issue that sometimes caused window labels to remain on the wall after a user issues the command **WINDowFREE <wall #> ALL**. (3712)
- Corrected issue that, with a multiple-wall configuration, occasionally caused clocks on one wall to disappear when you moved a clock on another wall. (3704)
- Corrected issue that caused some window and/or input labels to disappear after a window was moved or re-sized. This was observed on a 2 × 8 wall, after enabling all labels with the command **WIndowLaBeLEnable <wall #> ALL <WINDOW | INPUT> ON**. (3689)
- Corrected issue that caused duplicate window and input labels to appear if you changed the wall output timing and then re-sized the window. (3594)

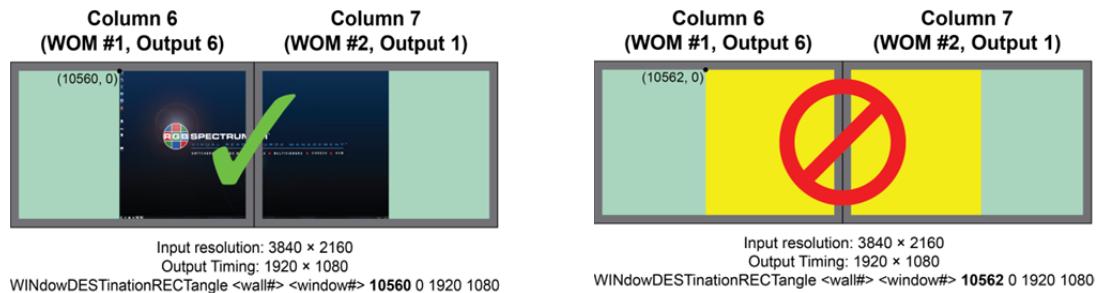
- Under certain conditions, window and input labels did not move with a window when it was moved across a row boundary using the *MediaWall V* Web Interface (thus triggering a resource allocation change). This has been corrected. (3380)
- The **SHARPness** command is now fully implemented. (2718)

KNOWN ISSUES AND WORK-AROUNDS

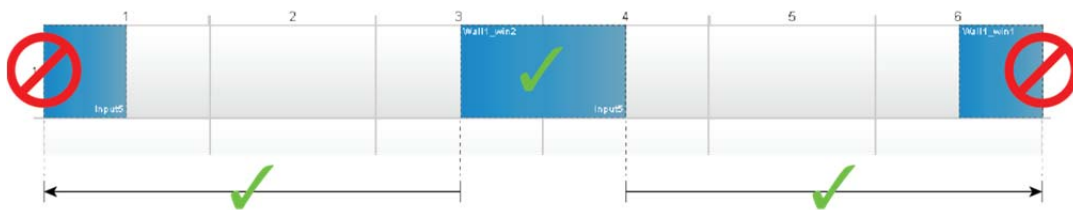
- 4K/UHD input signals must use the RGB color space.
- Presets created on a system running firmware version 1.3.0.0 or earlier are not compatible with firmware version 1.4.0.0. You must recreate your existing presets after updating to this version. (3844)
- On a long wall, a UHD window containing a UHD 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). When you attempt to do this, the *MediaWall V* replaces the source image on the wall with a yellow rectangle to indicate that this window placement is invalid. (3809)



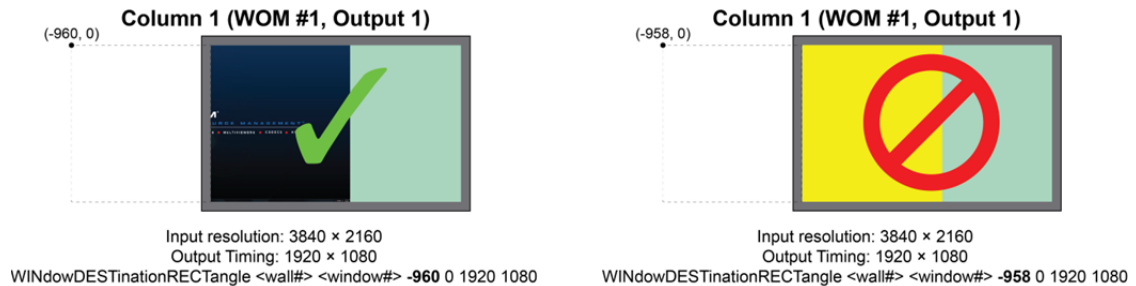
The exception to this rule is when the straddle occurs precisely at the middle of the image. For example, if the destination rectangle is 1920 pixels wide and positioned such that the left half (exactly 960 pixels) is in Column 6 and the right half is in Column 7, both halves of the image are visible:



- 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 (or wall boundary, in a multiple-wall system). When you attempt to do this, the *MediaWall V* replaces the source image on the wall with a yellow rectangle to indicate that this window placement is invalid. (3809, 3467)



The exception to this rule is when the clip occurs precisely at the middle of the image. For example, if the destination rectangle is 1920 pixels wide and positioned such that the left half (exactly 960 pixels) is beyond the left WOM boundary or wall boundary, the right half of the image is visible:



- In a *MediaWall V* system with Switched Output Modules, when you use the **PresetLOAD** command or *MediaWall V* Web Interface to recall a Wall Preset created with MCMS, MCMS Express or VIEW Controller, the source-to-switched output routing may change (in addition to the source-to-wall output routing). To prevent this from happening, always use MCMS, MCMS Express or VIEW Controller to recall such a preset. (3794)
- Output Overlap is not supported on long walls or multiple walls. (3711, 3708, 3659)
- 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)
- With UHD sources, the **WINDOWFRAMEADJUST** command can only be used to perform vertical adjustments. (3662, 3398)
- 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)
- 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)
- Horizontal (left/right) panning is currently supported for HD/2K source windows only. (3271)
- The X, Y, Width, and Height controls in the **Processor > Applications > Enter Application Details** dialog box are not currently implemented. (3270)
- Exported settings files copied to the *MediaWall V* using FTP are retained after being imported using the **SETTINGSIMPORT** command. (3269)
- The **GAMMA**, **WINDOWIDENTIFY**, and **WINDOWFREEZE** commands are not currently implemented. (3051, 3015, 2645)

FIRMWARE UPDATE

Please refer to the *MediaWall V 4K/UHD Display Processor Technical Reference Guide* for detailed firmware update instructions. **RGB Spectrum recommends that you restore the factory-default settings to the system following the update.**

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

Firmware	1.4.0.0_7265
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) 1.21.0 (Wall Output Module)
MediaWall V Web Interface	1.4.0.0_7265