PRODUCT: *MediaWall® V* 4K/UHD DISPLAY PROCESSOR

TITLE: VERSION 2.0.0.0 RELEASE NOTES

DATE: 5 October 2016

NEW FEATURES

This firmware release provides the following user experience and performance enhancements:

Hardware

- **DisplayPort Output Module (DOM) Support:** Each *MediaWall V* DisplayPort Output Module (DOM) can drive up to three displays at 4K/UHD @30Hz output timing, or one display at 4K/UHD @60 Hz output timing. When the output timing is 4K/UHD @30Hz, DOMs and Wall Output Modules (WOMs) can be used together in the same *MediaWall V* chassis.

MediaWall V Web Interface Enhancements

- **Input Enable/Disable:** You can now enable and disable inputs using the *MediaWall V* Web Interface.

  NOTE: On a MediaWall V equipped with an optional Application Processor (model 500AP-4K or 550AP-4K), you cannot disable Input 5 or Input 6.

NEW/CHANGED COMMANDS

Command-Line Interface

- This release adds a new command, **`INputENable`**, for enabling or disabling one or all inputs. The syntax for the command is **`INputENable <1 ... 36 | ALL> [ON | OFF]`**. Without the optional **`[ON | OFF]`** argument, the command reports the current input setting. (3983)

  EXAMPLE: To disable Input 2, use the command:

  `inen 2 off`

  Default: ALL ON

  NOTE: On a MediaWall V equipped with an optional Application Processor (model 500AP-4K or 550AP-4K), you cannot disable Input 5 or Input 6.

RESOLVED ISSUES

This firmware release resolves the following issues:

- Corrected issue that caused the query command **`WINdowSouRCe <wall #> ALL`** to fail. (3913)
- For multiple-wall installations, corrected issue that caused windows allocated to Wall 2 or Wall 3 using the *MediaWall V* Web Interface to be numbered incorrectly. (3864)

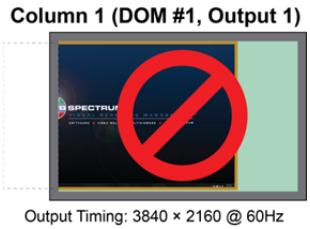
RESOLVED ISSUES (CONTINUED)

- When using the *MediaWall V* Web Interface to save a preset in a multiple-wall installation, all walls are selected for inclusion in the preset by default. (3863)
- Corrected issue that prevented changes to Output Overlap settings from taking effect until the *MediaWall V* was power-cycled. This was observed in installations using 4K/UHD @30 Hz output timing. (3396)

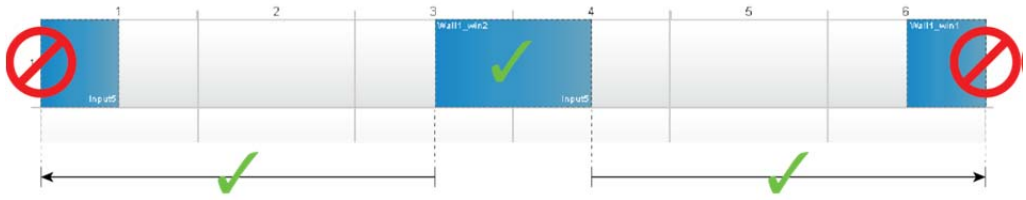
KNOWN ISSUES AND WORK-AROUNDS

4K/UHD Input/Output

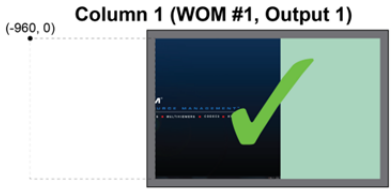
- 4K/UHD input signals must use the RGB color space.
- When the output timing is 4K/UHD @60 Hz, a bordered window cannot be horizontally positioned such that it is "clipped;" that is, partially beyond the left DOM output boundary. If you do this, the *MediaWall V* may draw the borders incorrectly. (4129)



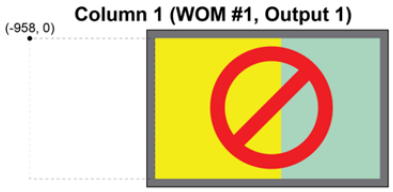
- When the output timing is 4K/UHD @60 Hz, a single vertical line may appear in a window under certain conditions. If this occurs, move or re-size the window. (4117)
- With 4K/UHD @30 Hz output timing, using the **Scale to Screen** or `WINdowFullScreen` command may on occasion cause a vertical line pattern to appear in the window. If this occurs when window and/or input labels are enabled, disable and then re-enable the labels; otherwise, enable and then disable labels. (3866, 3702)
- 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:



Input resolution: 3840 × 2160
Output Timing: 1920 × 1080
WINdowDESTinationRECTangle <wall#> <window#> **-960** 0 1920 1080



Input resolution: 3840 × 2160
Output Timing: 1920 × 1080
WINdowDESTinationRECTangle <wall#> <window#> **-958** 0 1920 1080

KNOWN ISSUES AND WORK-AROUNDS (CONTINUED)

- 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)

Window Settings and Adjustments

- When you select a layout other than the currently-active one on the **Walls** tab, the *MediaWall V* Web Interface displays a preview of the new layout on the **Walls**, **Windows**, and **Routing** tabs. If you want to keep the current wall layout, reload the *MediaWall V* Web Interface in your browser to correct the wall preview display. (4137)
- To create very small windows, it may sometimes be necessary to use the `WINdowDESTinationRECTangle` command from the command-line interface instead of the *MediaWall V* Web Interface. (4118)
- The `WINdowFRaMeADJust` command is currently supported for 2K/HD and 4K/UHD @30 Hz source windows only. With 4K/UHD sources, the **xoffset** argument has no effect but must be included. (4109, 3662, 3398)
- Zoom is currently supported for 2K/HD and 4K/UHD @30 Hz source windows only. (4108)
- The `WINdowFullScreen` command may not work as expected with certain reduced-blanking output timings, such as 2560 × 1440 @60 Hz or 2560 × 1600 @60 Hz. (4097)
- On a *MediaWall V* Model 550, when you route an active source to all windows using the `WINdowSouRCe` command, disable that source, then route another active source to all windows, the new source may not appear. If this occurs, route the new source to each window individually. (4089)
- When you enable all windows using the `WINdowENable <wall #> ALL ON` command, the *MediaWall V* automatically enables the window labels and input labels as well. Routing a new source to a window turns off the input label; moving a window turns off the window label. (4028)
- When you disable an input that is routed to a large number of windows (16 or more), it may take approximately 30 seconds to clear all windows displaying that input signal. (4005)
- Using the `WINdowFullScreen` command to scale a window to fill a wall may on occasion cause a single vertical line to appear in the window. If this occurs, reduce the window size by a few pixels. (3978)
- When you disable all windows using the `WINdowENable <wall #> ALL OFF` command, then enable all window or input labels using the `WindowLaBeLENable <wall #> ALL <WINDOW | INPUT> ON` command, the labels appear even though the associated windows are disabled. This does not occur when you disable windows individually. (3874)
- 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)
- 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 2K/HD source windows only. (3271)
- The `GAMma`, `WINdowIDentify`, and `WINdowFReeZe` commands are not currently implemented. (3051, 3015, 2645)

KNOWN ISSUES AND WORK-AROUNDS (CONTINUED)

Presets

- Presets created on a system running firmware version 1.4.0.0 or earlier are not compatible with firmware version 2.0.0.0. You must recreate your existing presets after updating to this version. (3844)

MediaWall V Web Interface

- When using the *MediaWall V* Web Interface to repeatedly route HDCP-protected content to a Switched or Auxiliary output, the content may on occasion fail to appear. (3963)

Auxiliary and Switched Outputs

- The *MediaWall V* Web Interface may incorrectly display input (source) labels for Auxiliary or Switched Outputs. (4133)
- When routing an HDMI source with embedded audio to an Auxiliary or Switched output, the audio may be distorted or inaudible on occasion. (4066)
- 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 MultiPoint Enterprise, MultiPoint 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 MultiPoint Enterprise, MultiPoint Express or VIEW Controller to recall such a preset. (3794)

DisplayPort Output Modules (DOMs)

- The DOM card currently supports 4K/UHD @30Hz and 4K/UHD @60 Hz output timings only.
- The DOM card currently supports non-HDCP (unprotected) content only. If the *MediaWall V* is equipped with one or more WOMs, you can use those wall outputs to display HDCP-protected content. (4151, 4150, 4145)
- When one or more DOM cards are present, the system must use the *MediaWall V* internal timing generator – not EDID – as its output timing reference. (4136)

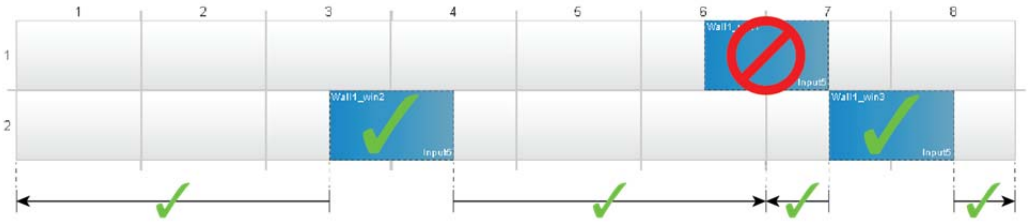
Multiple Walls

- Output Overlap is not supported on multiple walls. (3708)

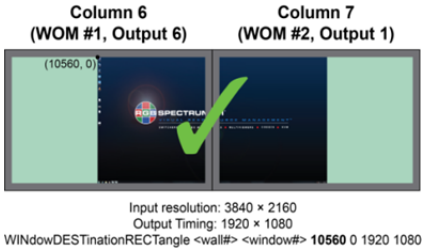
KNOWN ISSUES AND WORK-AROUNDS (CONTINUED)

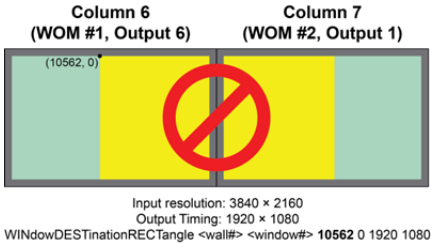
Long Walls

- On a long wall, you must use the **WINdowALLOCate** command – not the *MediaWall V* Web Interface – to create a window that can be placed anywhere on the wall. (4057)
- 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:





- Output Overlap is not supported on long walls. (3711, 3659)

Export/Import Settings

- When you create a settings file that includes presets (using the **SETTINGSEXPORT** command), import the settings using the **SETTINGSIMPORT** command, then recall a preset containing state information for multiple walls, only Wall 1 updates to reflect what is defined in the preset. (3854)
- Exported settings files copied to the *MediaWall V* using FTP are retained after being imported using the **SETTINGSIMPORT** command. (3269)

KNOWN ISSUES AND WORK-AROUNDS (CONTINUED)

Other Issues

- When connected to *MediaWall V* DisplayPort outputs, certain Dell and LG 4K displays will intermittently lose sync with the *MediaWall V* and either display distorted images, or go into sleep mode. If this occurs, do one or more of the following: (4083, 4076, 4075, 4074)
    - Use the `OutPutENable` command to disable and then re-enable all outputs;
    - Use the `OutPutTiMingLOAD` command or the *MediaWall V* Web Interface to re-load the output timing;
    - Power-cycle the monitor(s); or
    - Disconnect, then re-connect the monitor(s).
- 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)
- The X, Y, Width, and Height controls in the **Processor > Applications > Enter Application Details** dialog box are not currently implemented. (3270)

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	2.0.0.0_9544
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) 1.2.109 (PE) 1.21.2 (Wall Output Module) 2.6.2 (DisplayPort Output Module)
***MediaWall V* Web Interface**	2.0.0.0_9544