

Picturall series

Picturall Media Servers Changelog



ANALOG WAY®
Pioneer in Analog, Leader in Digital

Release 2.8.4 – October 16, 2019

This is a bug fix release.

Server

- Fixed: Frame blending issue (#5077)
- Fixed: Color handling issue (#5078)
- Fixed: PNG palette issue (#5081)

Commander

- No changes in GUI
- Mac OS: see the known issues (Pg. 9 of this document) on OS X notarization error notification

Release 2.8.3 – July 25, 2019

This is a bug fix release.

Server

- Fixed: First boot to configurator fails sometimes (#4993)
- Fixed: Layer intensity problems with ProRes (#4996)
- Fixed: Restore default values button in web configurator (#5000)

Commander

- Fixed: missing ask fps dialog when reading a sequence to media library (#4987)
- Fixed: failure to start on Mac under specific conditions (#5002)
- Fixed: previously selected media in and out in/out selection stayed visible when empty slot was selected (#5004)
 - Empty slot or stopped playback will now display blank in/out area instead of full
- Fixed: timecode with fractional seconds was used even when frame timecode was selected if empty slot was previously selected (#5008)

Release 2.8.0 – July 2, 2019

This release contains a layer crossfade functionality and support for NewTek NDI™.

Server

- Crossfade within one layer (#3)
- Support for NewTek NDI™ protocol (#4426)
- Support for SRT (Haivision) and MPEG-TS over UDP protocols for streaming video (#4811)

- ProRes pixel format performance update (#4317)
- Alpha support for ProRes (#4210)
- Changed auto mode to GPU level choice (#4894)
- Fixed: Genlock and Framelock accuracy improvements (#4844)
- Fixed: 10-bit colors for Picturall Twin (#4859)
- Fixed: Layer warp or keystone causes glitching (#4845)
- Fixed: File doesn't always start from user defined inpoint (#4621)
- Added: Warning about using different refresh rates with multiple resolutions (#4871)

Commander

- Crossfade support (#4841)
 - Crossfade can be set from both media and layer playback tabs
- NDI™ video streams can be discovered and added to media library. (#4892)
 - Drag network stream or expand NDI™ folder in server files panel to discover available NDI™ streams available in server's local network.
 - NDI™ is video only, no audio support with 2.8.0
- SRT and UDP stream support (#4848)
- Commander now uses bundle Java version. Separate Java installation on UI computer is no longer required. (#3915)
- Mac version no longer uses installer but instead is a dmg file which can be mounted and application dragger into Applications folder (#3915)
- Snap to display actions can be used when more than one layer is selected. Each layer gets identical snap (#4815)
- Added: Framelock delay control (#4865)
 - Located in GUI under Genlock
 - Adds delay to framelock pulse (in ns) to fine tune framelock with LED walls
- New Display Alpha settings can be found in Display Color parameters. (#4899)
 - Alpha only enables *alpha only drawing mode* for selected display
 - Alpha invert enables *inverted alpha drawing move* for a selected display → this can be enabled if Alpha only mode is also enabled
- Pixel space edit and optimize buttons are now disabled when automatic optimization option is enabled (#4898)
- Fixed Table column names duplicated when selecting which columns to show. (#4852)
 - Fixes bug in Media library, Cue list, Cue stack list, Playbacks, Test images, Performance view, Local files, Server files
- Fixed cue icon indicating cue has macro when macro isn't set (#4853)
- Fixed cue stack icon indicating cue stack has macro when macro isn't set (#4853)

- Fixed display reset all not selecting first display (#4891)
- Fixed layer reset all not resetting layer macros (#4888)

NDI™ is a trademark of NewTek, Inc. – <http://NDI.NewTek.com/>

This release also contains bug fixes and fixes for certain issues with genlock/framelock option functionality.

Two problems were identified with certain Analog Way Picturall Pro media servers equipped with framelock/genlock option:

1. Cable connection error. This error prevents the sync card to function correctly and this issue can only be fixed by reconnecting the sync cables. This error does not cause any permanent damage to the system.
2. Software error. The framelock/genlock option does not activate correctly with the current software. The fix for this issue is implemented to the update 2.7.3.

These problems can be detected externally by inspecting the LEDs found from the back of the framelock/genlock card (last expansion slot on the right side of the I/O).

- Power on the system and wait until the system has booted up completely.
- If during playback the LEDs are static green, the card is functioning correctly.
- If the LEDs remain yellow during the playback, then you have probably encountered the issue. Please contact your closest Analog Way technical support for further instructions. Contact information <https://www.analogway.com/emea/contact/contact-us/>

Release 2.7.1 – March 5, 2019

This release adds a support for AWX and HAP codecs.

Server

- AWX file format support (#4685)
- AWX container format support (#4721)
- Support for HAP codec (#3766)
- Support for second network port on PRO (#4640)
- Support for command protocol through RS232 (#4430)
- Support for different resolutions on one output card (#4422)
- G-sync option is enabled by default (#4624)
- G-sync option renamed to "Enable sync card and genlock" (#4735)
- Added: a check to verify media disks formatting on startup (#4743)
- Fixed: "Cable disconnected" notification from input card appears faster (#4382)
- Fixed: DP displays won't always turn on after reconnecting (#4774)
- Fixed: Verify CITP when used with GrandMA 2 (#3082)

- Fixed: Show refresh rate for each individual display in system info (#4809)
- Fixed: Player skips last frames issue (#4737)
- Fixed: Gaussian blur transparency fix (#4829)

Commander changes

- Video files can be encoded into AWX codec. AWX is available with or without alpha channel and in normal and high-quality variants. All AWX variants can be found in encoding list and encode to - menu. (#4681)
 - Please note that existing prkl files cannot be re-encoded into AWX.
- Added m4v files to list of supported files (#4625)
- .bmp files can be used as image sequences (#4797)
- Layers and displays in graphs can now be freely resized from all corners and sides. Layer aspect ratio in graph is now locked by default. Lock can be disabled by clicking lock icon in graph icons. (#4508). Please note that:
 - Display resizing is disabled in some cases (relative mode, ungrouped multiple displays)
 - Layer and display resizing is no longer possible inside the graphs.
 - Scale and scale height value limits can limit the range available for layer resizing.
- Display aspect ratio lock is enabled by default (#4771)
- Snap layer to display now supports fill mode in which media is scaled to full display area while maintaining media aspect ratio (#4753)
- Default snap layer to display mode is now called fit (#4753)
- In “select and snap to displays...”-dialog, rotation setting can now be selected. By default, layer is kept horizontal, but it is now possible to match the display rotation if it is same on all displays (#4753)
- Increased the number of audio output channels to 22 in Audio Channel Mixer (#4715)
- Added: possibility to use sample rate from audio card (#4619)
- Added: disc IO monitor to performance tab (#4741)
- Added: Refresh connected displays button allows refreshing connecting displays. It can be used if cable is disconnected and system doesn't detect reconnected display. (#4794)
 - The Refresh connected displays button can be found in GPUs -> Displays
- Fixed: Line-width adjustment (#3905)

Release 2.6.2 – November 16, 2018

This is a bug fix release.

Server

- Fixed the ArtNet universe and subnet ranges 0-15 (#4731)
- Fixed the copy protection system to work with newer license firmware (#4738)

Commander changes

- No changes in GUI.

Release 2.6.1 – November 5, 2018

This is a bug fix release.

Server

- Improved scheduler to make playback smoother with high loads (#4670)
- Fixed the error with dual DVI input cards when only single channel is detected (#4696)

Commander changes

- No changes in GUI.

Release 2.6.0 - October 5, 2018

This release adds text generator and cue and cue stack macros.

Server

- Cues and cue stacks can now have macros (#4427, #4587)
- Added text generator (#4425)
- Added ' ?' command (#4526)
- Playback of text is supported (#4425)
- Web pages can now be automatically reloaded (#4512)
- System startup process has been improved.
 - System now starts with all displays configured at 1080p using DisplayPort signaling (#4518)
 - All displays have new test image enabled at installation and factory reset with system IP address and display number. (#4545)
 - EULA can now be accepted from web configurator (#4518)
- Improved ProRes to PRKL conversion for some ProRes formats (#4528)
- Improved PRKL encoding performance (#4546)
- Fixed and improved video scaling filtering (#4559)
- Fixed webconfig edit custom modeline button (#4543)
- Fixed issue with DMX settings complaining about invalid value if DMX is disabled (#4479)

Commander changes

- Cues and Cue Stacks can now have macros. Please note that this is a separate macro concept from the

layer macros. Macros can be accessed from contextual menu on Cues in Cue List and Cue Stacks in Cue Stack List. Cue macros are executed when cue is executed. Cue stack has entry end exit macro. Entry macro is executed when stack is loaded into a playback and exit macro when stack is released from a playback. Pre-defined macro templates include Trigger cue, Trigger playback and Trigger network command. Custom macros can also be defined. Please note that if any macro is defined, saved showfile can no longer be loaded with older Commander version. Showfiles containing macros are supported only in Commander 2.6.0 or later. (#4464)

- Text can be added to media library. Under server files, new folder called Generators can be found. Drag Text generator into media library and a dialog opens. Enter text and specify text settings. Texts already added to media library can be edited from contextual menu. (#4425)
 - Web page can now be automatically reloaded. When adding or editing web page, reload option can be entered to automatically reload web page at specified intervals. (#4512)
 - Non-optimal GPU pixel space is automatically optimized after 5 second delay. If Commander detects that pixel space is not optimal, Commander will automatically execute optimize. This feature can be disabled or customized in Options, under General Options. (#4437)
 - Minimum length of image sequence increased to 49 frames. If sequence contains less than 49 frames, it cannot be used and will not be detected as image sequence. (#4499)
 - Layer composition graph can now be opened in a separate window. To open separate graph, select Layers Graph from Window-menu or graph icon from main toolbar. (#4434)
 - Display position graph can now be opened in a separate window. To open separate graph, select Displays Graph from Window-menu or graph icon from main toolbar. (#4434)
 - Dialog for entering image sequence FPS now displays image sequence name. (#4498)
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Known issues

General

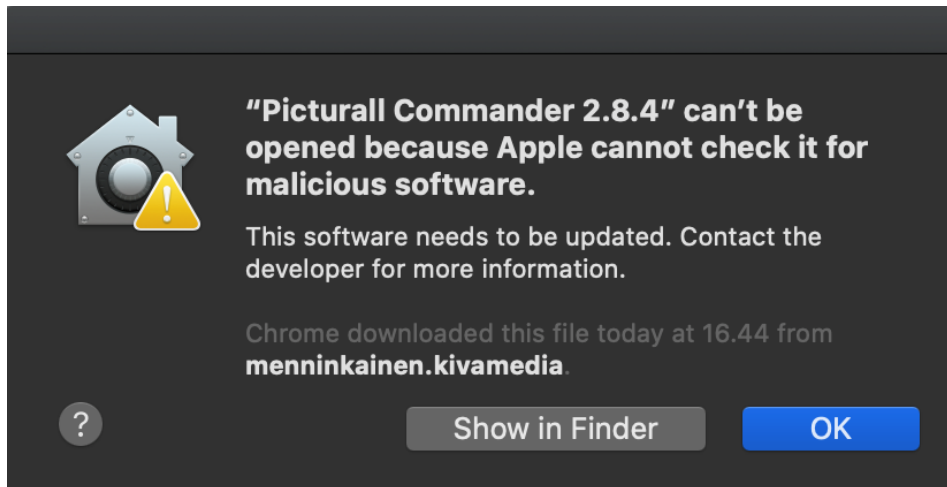
- Various operations may slow down significantly while the GUI is transferring large files over FTP. This is due to the fact that the file transfer consumes the network bandwidth required for interacting with the server. For best results avoid transferring large files during the show or while making significant changes to the configuration, e.g. while loading a showfile.

Server

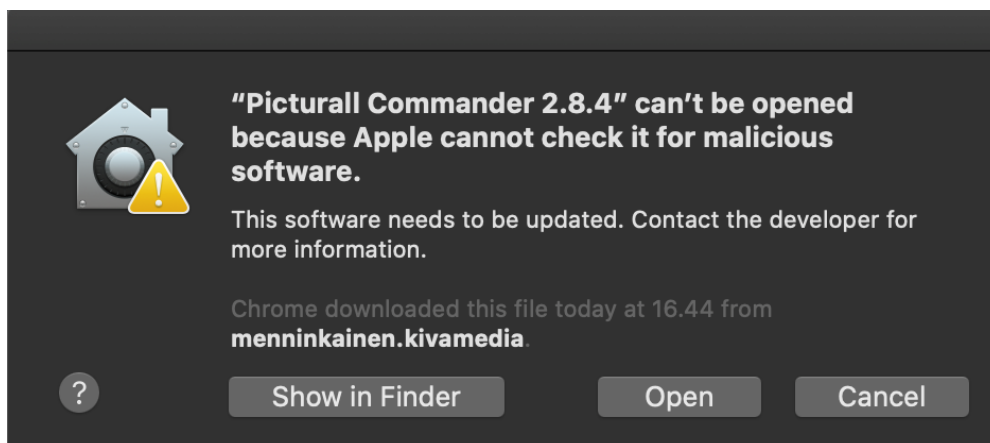
- Disconnecting USB audio card freezes the layers with audio playback.
- When playing back inputs, if you disconnect the cable and then reconnect it, the "cable disconnected" error message persists. The workaround is to click stop and then play again.
- When the media file has audio in it, the FPS control appears enabled, even though it's not possible to adjust this value.
- It's not recommended that you overwrite files that are playing on Octo through an FTP connection as this is not supported and might result in the server crashing.
- Using multiple display devices with different refresh rates is not recommended as this may cause stuttering.
- The server can only play (non-PRKL) files that have smaller resolution than the Max layer size specified in Configurator > Display Config > Advanced. This limitation doesn't affect PRKL playback.
- DPX image sequences support only 24bit and 10bit rgb (gbrp10le) colors. Other color spaces might cause havoc.
- Seeking and frame stepping with paused video only seeks / steps to closest keyframe.
- ProRes implementation doesn't support alpha channel.
- 10 bit colors only work when display is configured for auto mode.
- Forcing Dual-Link DVI resolution from 4xHDMI or 4xDP connectors can cause system to become unstable
- If a DisplayPort is disconnected and reconnected from display, or if display loses the DP signal, a manual display refresh must be done to reconnect the display. This applies to servers without a genlock card.

Commander

- Notarization issue with Mac OS X. Default installation with Commander 2.8.4 DMG will cause an error screen during the first start.



The notarization issue can be bypassed by right clicking the Commander 2.8.4 and selecting OPEN from the contextual menu. A following screen will appear. Selecting Open from this screen will allow Commander 2.8.4 to be opened.



The notarization issue will be fixed with the next Analog Way Picturall software update.

- Auto is only permitted target file value for sequences. This setting appears in transfer local files dialog.
- Remember last server browser path option doesn't work with Inputs folder.
- When dragging media in Media Library, media must be dropped into slot and not between slots.
- Macro name is not permitted to contain dot character
- Font sizes smaller than 10 and larger than 18 are not supported. Some fonts can render text non-visible. If font selector preview doesn't show valid preview, do not use the font. Font style settings (bold, italics) is not honored by all texts.
- Changing display type during runtime is not supported, resolution change is not handled