

Picturall series

Picturall Media Servers Changelog



ANALOG WAY®
Pioneer in Analog, Leader in Digital

Release 3.2.1 – March 1, 2021

This is a hotfix update for previous 3.2.0 release.

Server

- Fixed: Server front panel not responding after 3.2.0 update (#5465)
- Fixed: Audio stutter with certain Prores files (#5467)

Commander

- No changes

Release 3.2.0 - February 25, 2021

This update adds real-time audio support for capture cards, network streams and Chromium sources.

NOTE: Before updating to 3.2.0 from any previous version, check your input sources for audio channels. Unmuted input audio channels will play from the audio outputs after the update.

Mute unwanted input audio channels either from the source or from the Commander UI → Layers tab → Audio panel.

Server

- Added: Support for real-time audio inputs (#4910)
- Fixed: Incorrectly tracked cue hold timings (#5460)
- Fixed: visible border in certain display setups (#5444)

Commander

- No changes

NOTE: 3.1.1 update and the addition of timecode-controlled cues have changed how a manually triggered cue that follows an automatically triggered cue works:

- **Before 3.1.1** – After an automatically triggered cue, a manually triggered cue was also played and left to wait for the trigger **at the end of the manually triggered cue**.
- **Before 3.1.1** – An automatically triggered cue following a manually triggered cue **requires a trigger to start** when the manually triggered cue ends.
- **After 3.1.1** – Only the automatically triggered cue is played to the end, and the manually triggered cue will **wait for trigger at the beginning of the cue**.
- **After 3.1.1** – An automatically triggered cue following a manually triggered cue will now **play without a trigger** after the manually triggered cue has ended.

PREVIOUS VERSIONS

Release 3.1.1 - January 20, 2021

This update adds support for timecode-controlled cue triggering and playback scheduler functionality.

Server

- Added: Ability to adjust time settings on the server (#4915)
 - Web configurator: Configurator → Time settings
 - Set the date and time
 - Set time zone
 - Enable and configure NTP server time synchronization over network
- Added: Timecode triggered cues (#5277)
- Added: Support for LTC input (#5393)
- Added: Ability to configure LTC inputs (#5302)
 - Web configurator: Configurator → LTC configuration
 - Audio option is required for LTC
 - Audio channels from one or more audio cards can be configured to receive different LTC signals with different LTC configurations.
 - LTC inputs can then be set as timecode provider from the Picturall Commander timecode menu
 - Offsets for the LTC signal (input/output) can be adjusted from Commander Timecode provider menu
- Added: Improved thumbnail generation: analyze content to avoid black thumbnail (#4043)
- Update: Importing a showfile does not trigger Go on playback automatically (#5415)
- Fixed: A delay when seeking multiple layers of image sequences (#5290)
- Fixed: Media change with alpha fill/key effect is not smooth (#5364)
- Fixed: Nvidia G-sync compatible monitors causing stuttering on playback (#5299)

Media manager (Web configurator)

- When a file is uploaded to media library, server will verify that the playback of the file is possible. Unplayable files will be rejected (#5428, #4873)
- Emojis can be used in web media manager (#5424)

Commander

- Timecode can be used to trigger cues (#5277)
 - New trigger type timecode can be now set to cues in stack or playback.
 - Timecode provider can be selected for programming or timecodes can be entered after cue stack or playback entry has been created. Programmer timecode provider's timecode will be

used as default value if set.

- Timecode provider can be selected for each playback. When timecode from the selected provider reaches the timecode defined in the cue entry, and the entry has timecode trigger type, the cue will run.
- Each playback supports several different kinds of timecode providers. MTC, server internal wallclock, any layer, any other playback, server internal timecode generator or LTC-signal can be used. These providers are also accessible in layer synchronization.
- Timecode provided from each playback can be adjusted with offset. Both input and output offsets are supported.
- Please note that adjusting address of cue in cue stack or playback can cause adjustment of timecode and vice versa. This is to ensure order of cues will remain in same as the execution order.
- Timecode generators panel can be used to control server timecode generators (#5317)
 - Eight timecode generators are supported, and each supports basic playback controls, such as play, pause, stop, seek, in- and outpoint, end action, and synchronization to another timecode provider. Generators can be used to run timecoded cues.
- Schedule can be used to trigger cues (#5339)
 - Schedule can be defined for a cue in stack or playback. For a scheduled cue to run, it must have trigger type timecode and it must be in a playback with Wallclock as the selected timecode provider. Date information required for scheduling is not supported by other timecode providers.
 - In such cases, the cue will run when its timecode will match the provider's timecode, but schedule will not be used.
 - Schedule contains desired start date and time. Optional repeating options can be defined. Use Day of the week and Day of the month to schedule repeat on specific day of week or month. On each matching day, the cue will run on start time.
 - Repeat within day can be used to schedule cue to repeat during a day on specific intervals until specific stop time.
 - Both repeat options can be combined for more advanced schedules.
 - Please note that scheduling occurs in time zone defined in server configurator.
 - Please note that when scheduling cues to run on different days, the playback view lists cues based on their timecode. Next on the list might no longer be the next cue to run if it's scheduled for another day.
- Changed name of playback option "Always wait for trigger" to "Manual triggering". Option behavior is same (#5324)
- After loading a showfile, Commander no longer runs the first cue on each playback automatically (#5415)
- Connection can be renamed from Edit -> Rename... and Rename... in connection contextual menu (#5406)
- Web media can now include Javascript code, which will be executed in the browser context after the web page has been loaded. Javascript can be specified in add / edit web media dialog (#5374)
- New hotkeys (#5297):
 - Clear programmer now has a default hotkey Alt/Option + A.

- Save new cue: Alt+W
- Hotkeys can be customized in Edit, Options and Keymap.
- Fixed: Issue which could cause playback transition state not being visible in Commander (#5341)
- Fixed: Error condition which could prevent use of Reset all –button in Timecode outs -panel (#5296)
- Fixed: Error which could cause Commander not to display latest value (#5408)

Release 3.0.2 – October 5, 2020

This update adds support for the new DPH104 resolution formats.

Server

- Support for Analog Way DPH104 firmware v1.2 (#5304)
- Fixed: issue which caused input signal error under specific conditions (#5307)

Commander

- Improved error handling for a corrupted thumbnail file (#5278)
- Fixed: missing input icon on layer list (#5279)
- Fixed: Event... item in contextual menu is not selectable under certain conditions (#5292)

Release 3.0.1 – July 1, 2020

This is a bug fix release.

Server

- Fixed: Audio card issue when there are more than one audio cards installed (#5280)
- Fixed: Unable to create dropshadow effect to layer bottom (#5266)

Media manager (Web configurator)

- Fixed: An error which prevented encoding from starting after transfer in some cases (#5269)
- Fixed: Video file transfer and encoding caused source file not to be present when encoding is completed (#5273)
- Fixed: Transfer dialog not displaying a warning in some cases where transfer process would overwrite file(s) (#5275)
- Fixed: Text media color picker not having enough space on narrower displays (#5267)
- Fixed: Capitalization errors (#5270)
- Fixed: Unable to delete or move a server file with unexpected filename (#5272)
- Fixed: Invalid encoding completed message can appear in some rare cases (#5274)

Commander

- No changes to Commander UI

Release 3.0.0 – May 26, 2020

This release contains cue tracking functionality, NotchLC codec support and Media manager. Also, external AWX encoder plugin for Adobe will be released along with the 3.0.0 update.

Server

- Added: Cue tracking (#4444)
- Added: Support for NotchLC (#5147)
- Added: Enhanced the display division with a generic Virtual Display system (#5224)
- Added: Media manager is a new web application for managing server media library. (#4913)
 - Access Media manager by navigating to server IP-address with web browser and select Media manager from navigation menu bar.
 - Files and folders can be dropped into media library slot or dropped into a server files directory. Connected inputs, network sources and text can also be added to media library.
- Added: User management tool (#4913)
 - Web configurator: Tools → User management
 - Can be used to restrict web access to Configurator, Tools and Media manager
- Update: NDI version 4.5 (#5082)
- Fixed: HDMI input crashing issue (#5200)
- Fixed: Importing a show file with large amount cue data causes crashing (#5206)
- Fixed: Pixel space calculation does not take display crop into account (#4862)
- Fixed: Unwanted buffering on network streams (#5148)

Commander

- Cue tracking support for playbacks (#5223)
 - Each playback has a tracking option which is enabled by default
 - To run Go or Go to with full tracking, hold shift-key when selecting Go or Go to from playback control, cue menu or from hotkeys
 - Forward tracking can be used when tracking checkbox is disabled
- Default hotkeys for playback 5 to 8 go are now Ctrl/Command + F9 to F12 (#5259)
- Support for NotchLC (#5181)
- Layer audio mixer now supports up to 24 output channels (#5227)
- Virtual display support (#5235)
- Web media default size is now 1920x1080. This change does not affect existing web media in media

library. (#5253)

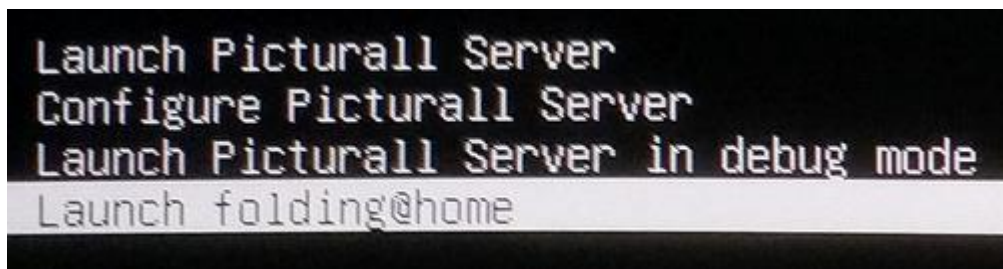
- Fixed: Slow loading on large show files (#5208)

Release 2.9.6 – March 23, 2020

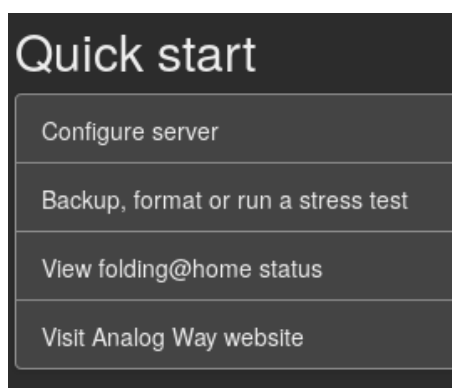
This release does not contain any updates or fixes from 2.9.5 release. With this update you can boot into Folding@home mode with your Analog Way Picturall media server to supply the computing power of your server for finding new cures for Coronavirus and other diseases. More details from <https://foldingathome.org/>.

Quick guide

- Use the Analog Way Picturall installer program for creating an update USB media. Select version 2.9.6 from the version drop down menu. See the User manual pg.23, chapter 4.3. for update instructions <https://www.analogway.com/files/uploads/produit/download/user-manual-picturall-media-server-2.9.0.pdf>
- After installing the 2.9.6 update, boot up into the configuration mode (Configure Picturall Server from the boot up menu).
- Set the IP and network settings (Network configuration / Advanced manual) and the display settings. Internet connection is required for Folding@home mode.
- After the configuration, reboot and select Launch folding@home from server boot up menu



- Notice:
 - All media server playback features will be disabled when using the folding@home mode. For playback features, reboot the server and select Launch Picturall Server.
 - Folding@home visualization will be enabled only for GPU 1
 - You can also check the Folding@home status from web configurator



Please note that Analog Way does not officially support Folding@home. We have included

Folding@home client to this update to give access for our customers to use Analog Way products in the fight against corona virus and other diseases.

Release 2.9.5 – February 5, 2020

This is a bug fix release.

Server

- No changes to server side

Commander

- Fixed: always wait for trigger (#5197)
- Fixed: Commander shutting down unexpectedly (#5080)
- **Important information regarding the Commander Windows version (2.9.3 →)**
 - Commander saved connections, Commander options and layer macros made with any previous Commander version will reset after 2.9.3 (or later) update
 - Connections, options or layer macros made in Commander 2.9.3 and later will not be visible with older Commander versions
 - **To keep existing connections, options and layer macros:** before updating to Commander 2.9.3 (or newer version), please manually copy folder **C:\Users\<USER>\AppData\Roaming\.picturallcommander** to the folder **C:\Users\<USER>\<USER>** (<USER> is the username of the Windows user)
 - If C:\Users\<USER>\.picturallcommander folder already exists, it can be removed before copying the old .picturallcommander folder to this folder path
 - Notice: if you have saved connections, options and layer macros with Commander 2.9.3 (or later) they will be removed
 - This behavior is specific only to Windows version of Commander.

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.
- The framelock/genlock option does not activate correctly with software versions prior to 2.7.3 update. The issue is fixed in the newer software versions.

Server

- Disconnecting USB audio card freezes the layers with audio playback.
- When the media file has audio in it, the FPS control appears enabled, even though it is not possible to adjust this value.
- It is not recommended that you overwrite files that are playing on the server 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 does not 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 does not 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

- On Windows, updating to Commander 2.9.3 or newer version resets Commander saved connections, Commander options and layer macros made with any previous Commander version. Also, any connection, option or layer macro made in Commander 2.9.3 and later will not be visible with older Commander versions. This behavior is specific only to Windows version of Commander.
 - **To keep existing connections, options and layer macros:** before updating to Commander 2.9.3 (or newer version), please manually copy folder C:\Users\<USER>\AppData\Roaming\.picturallcommander to the folder C:\Users\<USER>\ (<USER> is the username of the Windows user)
 - If C:\Users\<USER>\.picturallcommander folder already exists, it can be removed before copying the old .picturallcommander folder → Notice: if you have saved connections, options and layer macros with Commander 2.9.3 (or newer) they will be removed
- Copy keyboard shortcut cannot be used to copy multiple media files. Please use contextual menu action instead.
- Auto is only permitted target file value for sequences. This setting appears in transfer local files dialog.
- Remember last server browser path option does not 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 does not 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