

SOFTWARE RELEASE NOTES



Product: Mbox Media Server
Manufacturer: PRG
Subject: Software Version 5.6
Bulletin No: MBX-081
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INTRODUCTION

Mbox Software Version 5.6

We are pleased to announce that software version 5.6 is now available for the Mbox Media Server applications including Mbox, Mbox Director, Mbox Daemon, and Mbox Remote. Software version 5.6 implements a number of notable new features and addresses issues in the Mbox 5.5 applications.

We are especially excited about the new functionality in Mbox related to the ISF Framework, a 3rd-party plugin framework allowing for the creation and use of GLSL-based shaders (fragment and vertex). ISF effects and transitions can be created and tested outside of Mbox and then used in Mbox as plugins, connected to Mbox's standard effect/transition selection and control mechanism. The ISF Framework is widely supported beyond Mbox, with compatibility in many other products. Visit <https://isf.video> for more information.

We are also excited about the addition of the camera input scan-based pixel mapping fixture placement that has been added to Mbox Remote. This functionality allows for a faster placement of large numbers of pixels or fixture, without having to accurately plot their x/y positions in advance.

Compatibility with Apple Silicon Processors - M1-M6 - and macOS versions

All Mbox 5.x applications are universal application and run natively on both Apple Silicon and Intel computers. All Mbox 5.x applications require at least macOS 12.0 and are compatible with all newer versions of macOS up to and including macOS 26 Tahoe. The use of macOS 27 Golden Gate is discouraged at this point in time. If you have issues using Mbox, please contact MboxSupport@prg.com for assistance.

IMPORTANT!! Mbox 5.5+ eliminates support for versions of macOS older than macOS 12.0 Monterey. You must be running Monterey or newer to install and use the Mbox applications!

Mbox, PRG, and your Personal Data

Please refer to the release notes for Mbox software version 5.0.2 (MBX-065) for information regarding PRG's use of your personal data. Please contact MboxSupport@prg.com if you have any questions.

New and Updated Features

Mbox:

- + Addition of ISF Framework (<https://docs.isf.video>) functionality to allow for user-created and edited effects and transitions. The ISF Framework as implemented in Mbox supports both fragment and vertex shaders, as well as multiple passes and persistent buffers.
- + ISF and Core Image effects and transitions can now use audio input - waveform, FFT, and level. The Preferences tab includes a new "FX Audio Input" preference to select the audio input interface for use by effects and transitions.
- + Live preview view for Blackmagic and AVFoundation video inputs on Preferences tab allows incoming signal to be viewed during configuration, without requiring the input to be displayed on a layer.
- + New playmode Jam Sync XFade #138 uses layer's current transition type and time to crossfade from the current media time to a new time when incoming timecode jumps.



- + NDI Audio Output allows for output of Mbox's current stereo L/R audio channels on all NDI outputs.
- + Selectable output configuration property to cause outputs with no associated display device to be able to render when Mbox is in fullscreen mode.
- + Syphon Loopback preference allows Mbox to receive Syphon from its own layers or outputs.
- + Output Copy media slots (Folder 255, Indices 121-152 and 161-192) allow direct copying of an output's imagery - with or without opacity - to a layer.
- + Selectable output configuration property to cause outputs that do not enter fullscreen mode (i.e. NDI and Blackmagic) to be hidden when Mbox is in fullscreen mode.
- + Allow playmodes that pause or restart when opacity is 0 to also pause or restart audio playback.
- + F9 HUD enhancements showing render gate source, Global Surface target rate and period.
- + Support for up to ten (10) modifiers per effect for both Core Image and ISF effect using either the slot 255 extension method or via external DMX input.
- + External DMX for effect modifiers now supports 16-bit modifiers.
- + New Core Image effect #203 Face Track.
- + New Core Image effect #204 Ripple Single.

Director:

- + OSC feedback added for single parameter, time, and delay values.
- + OSC feedback added for entire fixture parameter, time, and delay values.

Remote:

- + Pixel Mapping: Fixture Auto-Placement functionality allows the use of a connected USB camera to scan and locate patched fixtures then place them accurately onto the context grid.

Corrected Issues

Mbox:

- + Fixes for audible disturbances in audio output.
- + Fix issue that prevented pixel mapping context with a layer as its source from outputting data when the layer has no selected media.
- + Fix stall on launch with 2019 Intel Mac Pro computer.
- + Pixel Mapping: Fix blending issue when a pixel overlaps more than one sub-sampling rectangle on a context.
- + Eliminate multiple stalled threads caused by configured but missing Blackmagic devices.
- + Media_Report.txt file now shows duplicated files if an entire folder is duplicated.
- + Corrections for bus and port identifiers in Audio device names on Preferences tab.
- + Greatly reduce logging frequency of default camera whenever a mix is moved.
- + Make layer show null image when stepping from other media to an invalid video input.
- + Skip Core Image transitions to avoid app stall when incoming or outgoing media size is greater than 8192x4600.



- + Make sure missing Pixel Map max update preference appears on Preferences tab.
- + Make media scan ignore .txfx and .txfx files with indices greater than 255 and 254 respectively.
- + Core Image effect/transition future compatibility improvements.
- + Improve alpha rendering of Drop Shadow effects.
- + Fix lack of default lighting when using Mini profile with Studio/Designer license level.
- + Fix lack of default camera when using Mini/Studio profile with Designer license level.

Director:

- + Fix browser area layout issues when Global Surface uses wide aspect ratio.
- + Fix issue with Media Picker object selection when using Designer profile.

Remote:

- + Pixel Mapping: Avoid exception when re-addressing multiple pixel in pixel mapping profile editor.
- + Pixel Mapping: Make pixels table sort and redraw after re-addressing multiple pixels.
- + Pixel Mapping: When new pixels are added to custom fixtures, their shape is now correctly applied and stored if they are not Parked pixels.
- + Content tab info area size has been increased slightly to eliminate cramped text.

Daemon:

- + Add scanning of /Mbox/plugins/cubemaps folder.
- + Eliminate scanning of unused folders.