

# SOFTWARE RELEASE NOTES



**Product:** Mbox® Media Server  
**Manufacturer:** PRG  
**Subject:** Software Version 3.7  
**Bulletin No:** MBX-015  
**Date:** January 7, 2014

## INTRODUCTION

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### Mbox Software Version 3.7

Software version 3.7 is now available for the Mbox Media Server applications including Mbox Designer, Mbox Studio, and Mbox Director.

### Overview

For the Mbox Designer and Mbox Studio applications, the most notable changes in version 3.7 are the addition of Content Management and modifications to the Pixel-Mapping capabilities. A number of bugs have also been addressed. A list of all new items can be found below:

#### New 3.7 Features and Enhancements

- + Addition of Content Management (Sync) between Mbox servers.
- + New output Destination setup for pixel-mapping.
- + Added KiNET output to Mbox pixel-mapping.
- + Pixel-mapping output limit for Mbox Studio is now 6000 pixels rather than 32 universes.
- + New playmodes that support playback changes when layer opacity = 0.

#### Corrected Issues

- + r4097 - fix for pixel-mapping subpixel interpolation (rotations).
- + r4102 - fix for pixel-mapping previsualization view with large contexts.
- + r4251 - fixed Layer/Object HUD page 2 incorrect data.
- + r4267 - fixed HUD issues if a second universe not present.
- + r4268 - fix for topo aliases of topos.
- + r4402 - fix for pixel-mapping output frequency at reduced rendering rates.
- + r4415 - fixed issue with unavailable ports on network pop-ups.
- + r4462 - disabled AppNap on Mavericks systems.
- + r4473 - fix for memory leak and crash in Window mode.
- + r4511 - fix for reading past end of file when in timecode modes.
- + r4517 - fix for Timecode Kiosk mode file selection.
- + r4542 - fix for lost Decklink input (re-initialize).
- + r4605 - fix for unretained object in layer transition code.

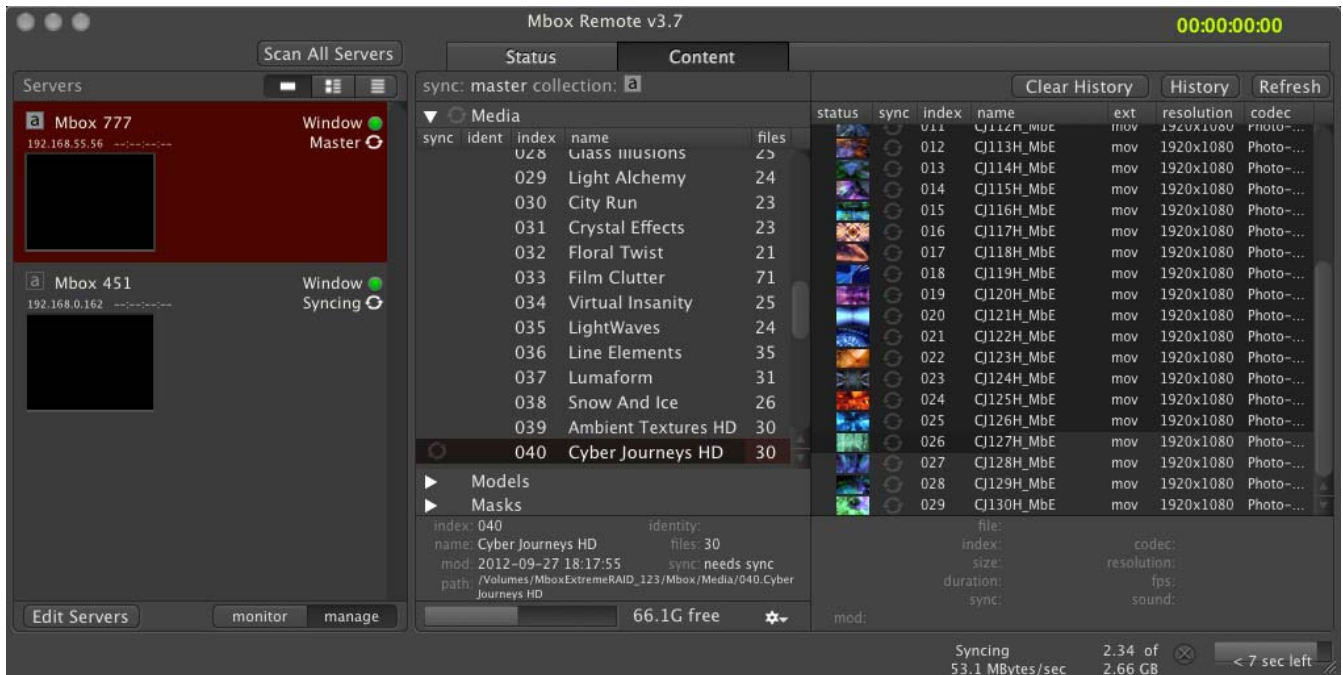
# NEW 3.7 FEATURES

## Content Management

The new Content Management feature allows users to setup and sync a number of "collections" of Mbox servers (1 with Studio, 26 with Designer) - from either an Mbox server or a separate computer. Each Collection has a Master that transmits content to Members. The file transfer is multicast for the highest possible speed.

Content Management tasks are handled by the Mbox Daemon and Mbox Remote applications (new 3.7 version required for both). Daemon handles the cataloging and synchronization tasks, while Remote provides the management interface.

The following is a sample Mbox Remote application screen showing the Content Management interface:

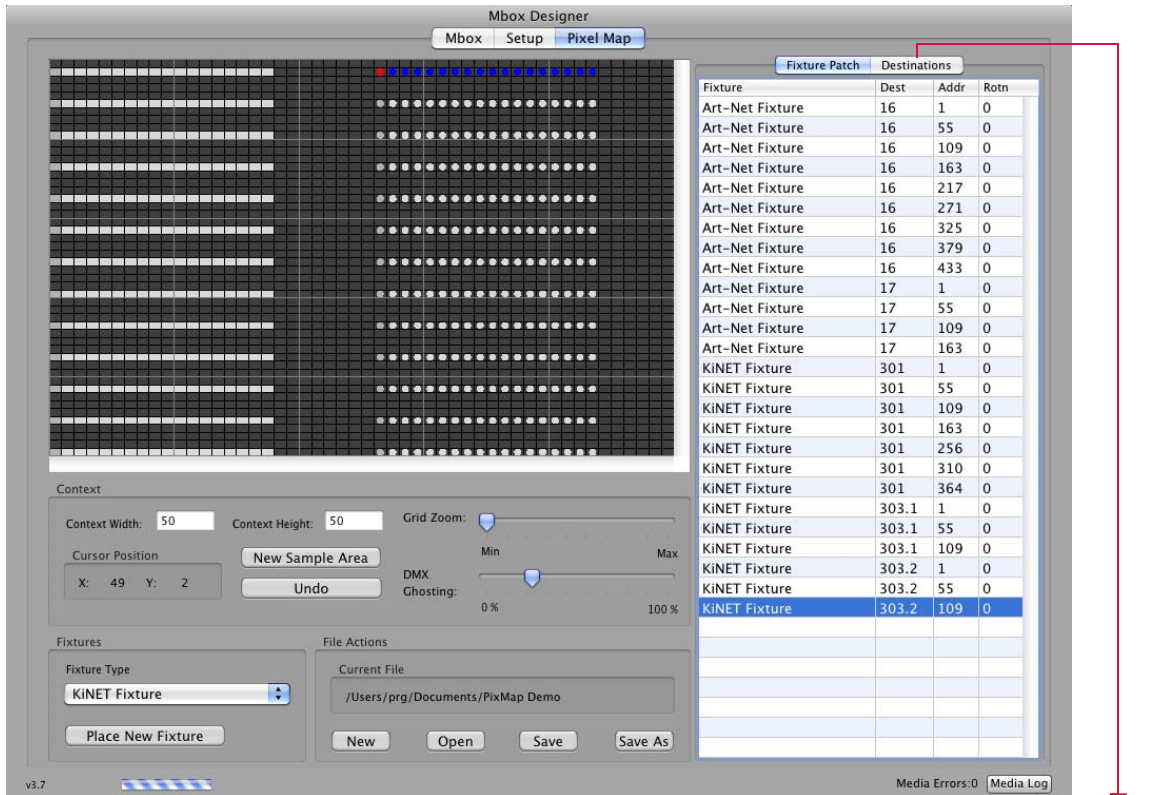


**Note:** Refer to the updated Mbox Designer and Studio 3.7 User Manuals for complete instructions.

## Pixel-Mapping Improvements

Pixel-mapping changes include major modifications to the output configuration, allowing users to broadcast and unicast at the same time, using one or more network ports on the computer. Support for the output of the Philips Color Kinetics KiNET v1 and v2 protocols has been added, and arbitrary fixture rotations are now possible. Finally, the pixel-mapping limits for Mbox Studio have been revised to allow 6000 pixels of output rather than 32 universes.

The following screen shows the revised Pixel Map tab of the Mbox application:



The screenshot shows the Mbox Designer interface with the Pixel Map tab selected. The main area is a grid representing the stage layout. Below the grid are controls for Context (Width: 50, Height: 50), Cursor Position (X: 49, Y: 2), and DMX Ghosting (0%). The Fixtures section shows 'KINET Fixture' selected. The File Actions section shows the current file path: /Users/prg/Documents/PixMap Demo. A table on the right lists the Fixture Patch and Destinations.

Fixture Patch	Dest	Addr	Rotn
Art-Net Fixture	16	1	0
Art-Net Fixture	16	55	0
Art-Net Fixture	16	109	0
Art-Net Fixture	16	163	0
Art-Net Fixture	16	217	0
Art-Net Fixture	16	271	0
Art-Net Fixture	16	325	0
Art-Net Fixture	16	379	0
Art-Net Fixture	16	433	0
Art-Net Fixture	17	1	0
Art-Net Fixture	17	55	0
Art-Net Fixture	17	109	0
Art-Net Fixture	17	163	0
KiNET Fixture	301	1	0
KiNET Fixture	301	55	0
KiNET Fixture	301	109	0
KiNET Fixture	301	163	0
KiNET Fixture	301	256	0
KiNET Fixture	301	310	0
KiNET Fixture	301	364	0
KiNET Fixture	303.1	1	0
KiNET Fixture	303.1	55	0
KiNET Fixture	303.1	109	0
KiNET Fixture	303.2	1	0
KiNET Fixture	303.2	55	0
KiNET Fixture	303.2	109	0

Dest	Protocol	IP Address	Port
16	Art-Net	2.255.255.255	
17	Art-Net	Ethernet 2	
301	KiNET_DMxOUT	10.31.1.100	
303.1	KiNET_PORTOUT	10.31.1.101	
303.2	KiNET_PORTOUT	10.31.1.101	

**Note:** Refer to the updated Mbox Designer and Studio 3.7 User Manuals for complete instructions.

## New Playmodes

New playmodes that allow playback to pause and pause + reset to the in-point have been added to the basic FWD/REV Loop/Once modes. The revised Play Modes values are listed below. (Please note that the ranges for the old modes have changed.)

### Play Modes (Mbox Designer 3.7)

Values	Play Mode
0	Forward Loop
1	Forward Loop, Pause when Layer Opacity = 0
2	Forward Loop, Pause and Reset to In-Point when Layer Opacity = 0
10	Reverse Loop
11	Reverse Loop, Pause when Layer Opacity = 0
12	Reverse Loop, Pause and Reset to In-Point when Layer Opacity = 0
20	Forward Once
21	Forward Once, Pause when Layer Opacity = 0
22	Forward Once, Pause and Reset to In-Point when Layer Opacity = 0
30	Reverse Once
31	Reverse Once, Pause when Layer Opacity = 0
32	Reverse Once, Pause and Reset to In-Point when Layer Opacity = 0
40-49	Forward Bounce
50-59	Reverse Bounce
60-69	Random
70-79	Forward Once - Restart on In Frame Change
80-89	Scrub - In Frame
90-99	Scrub - Out Frame
100-109	Forward Loop - Crossfade on Out Frame
110-119	Reverse Loop - Crossfade on In Frame
120-129	Forward Loop - Restart on In Frame Change
130-134	Timecode Sync (Strict Lock)
135	Timecode Sync then Freewheel
136	Timecode Jam Sync
140 - 149	Layer Slave
150 - 159	Layer Master - Forward Loop
160 - 169	Layer Master - Forward Once
180	Kiosk Mode Non-Looping, pause on last frame of last file
181	Kiosk Mode Non-Looping -loop last file
182	Kiosk Mode Non-Looping - fade out last file
185 - 189	Kiosk Mode Looping
190 - 199	SMPTE Kiosk Mode
240	Playout Mode - last 5 seconds
241	Playout Mode - last 10 seconds
242	Playout Mode - last 15 seconds
243	Playout Mode - last 20 seconds
244	Playout Mode - last 30 seconds
250-255	Restart Movie from In Point

### Play Modes (Mbox Studio 3.7)

Values	Play Mode
0	Forward Loop
1	Forward Loop, Pause when Layer Opacity = 0
2	Forward Loop, Pause and Reset to In-Point when Layer Opacity = 0
10	Reverse Loop
11	Reverse Loop, Pause when Layer Opacity = 0
12	Reverse Loop, Pause and Reset to In-Point when Layer Opacity = 0
20	Forward Once
21	Forward Once, Pause when Layer Opacity = 0
22	Forward Once, Pause and Reset to In-Point when Layer Opacity = 0
30	Reverse Once
31	Reverse Once, Pause when Layer Opacity = 0
32	Reverse Once, Pause and Reset to In-Point when Layer Opacity = 0
40-49	Forward Bounce
50-59	Reverse Bounce
60-69	Random
80-89	Scrub - In Frame
90-99	Scrub - Out Frame
130-134	Timecode Sync (Strict Lock)
135	Timecode Sync then Freewheel
136	Timecode Jam Sync
140 - 149	Layer Slave
150 - 159	Layer Master - Forward Loop
160 - 169	Layer Master - Forward Once
180	Kiosk Mode Non-Looping, pause on last frame of last file
181	Kiosk Mode Non-Looping -loop last file
182	Kiosk Mode Non-Looping - fade out last file
185 - 189	Kiosk Mode Looping
190 - 199	SMPTE Kiosk Mode
250-255	Restart Movie from In Point