

SOFTWARE RELEASE NOTES



Product: Mbox Extreme® Media Server

Manufacturer: PRG

Subject: Software Version 3.3

Bulletin No: MBX-008

Date: October 14, 2010

INTRODUCTION

Mbox Extreme Software Version 3.3

Software version 3.3 is now available for the Mbox Extreme Media Server.

Starting with the release of Mbox Extreme v3.3, all supporting applications will also be labeled with the same release number as the Mbox Extreme software. This will make it easier to determine the most recent version of these applications. Interim bug-fix versions will receive an additional suffix to the version number, e.g. v3.3.1.

Overview

Mbox Extreme v3.3 software contains several new features, enhancements, and bug fixes. An explanation of all new items can be found below.

New 3.3 Features and Enhancements

- + **Playmodes** - Several new Playmodes have been added and changes have been made to some of the existing Playmodes. (Refer to "[Playmodes](#)" on page 3.)
- + **Texture Effects** - One new texture effect has been added. (Refer to "[Texture Effects](#)" on page 3.)
- + **Object Effects** - Two new object effects have been added. (Refer to "[Object Effects](#)" on page 3.)
- + **Texture Transitions** - Two new texture transitions have been added. (Refer to "[Texture Transitions](#)" on page 3.)
- + **HUD's** - Changes and enhancements have been made to the HUD's (camera control channels) to reflect the ability to have 12 layers total, Dual Independent Mode, and two universes of Art-Net data. (Refer to "[HUD's](#)" on page 4.)
- + **Mbox Daemon** - The Mbox Daemon software is now required on all servers to enable remote feedback to both Mbox Remote and to CITP/MSEX enabled devices. (Refer to "[Mbox Daemon](#)" on page 4.)
- + **Update Rate Combo Box (Setup tab)** - The choices on the Update Rate combo box have been expanded to include all standard supported frequencies. Additionally, any change to the Fullscreen Mode frequency will immediately update the Update Rate to the same setting.
- + **12 Layers in Panoramic Wide Mode** - The use of 12 layers is now supported in Panoramic Wide mode.
- + **MultiScreen Gobo/Editor** - This feature uses a new animated gobo (Folder 2, File 9) to enable the placement of content onto a predefined structure that can receive external data (Art-Net) to control both the position and arrangement of the content on the structure, but also the structure's position in 2D and 3D space. (Refer to "[MultiScreen Gobo/Editor](#)" on page 4.)
- + **Timecode Sync Mode File Labeling** - An additional mode for linking files to timecode values has been added. (Refer to "[Timecode Sync Mode File Labeling](#)" on page 5.)

Corrected Issues

Bug fix highlights since v3.2:

- + r1759 - Fixed keystone object issues in panoramic modes
- + r1825 - Added support for MultiScreen gobo
- + r1840 - Added 3D Camera viewpoint controls
- + r1863 - Added support for additional Art-Net universes for use with MultiScreen gobo
- + r1873 - Added motion damping effect #13 (X/Y Position and Scale)
- + r1881 - Added motion damping for shutters
- + r1887 - Added image crop for effects that generate unbounded results
- + r1890 - Fixed one-pixel shift in display of JPEG images
- + r1891 - Added motion damping effect #14 (Z Rotation and Scale)
- + r1898 - Fixed After Effects compatibility bug, changed NTSC resolution to 720 x 486
- + r1906 - Added Kiosk playmodes
- + r1937 - Fixes and changes to Art-Net HUD's
- + r1942 - Fixed timecode calculations
- + r1959 - Added TC playmodes 135 & 136
- + r1960 - Added tc_30_is_2997 preference to accommodate 29.97 non-drop timecode
- + r1968 - Changed parsing of timecode filenames
- + r1969 - Allows kiosk modes for non-preferred codecs, added media error report button
- + r1979 - Added PageCurl transition
- + r1988 - Fixed default aspect ratio for NTSC resolution
- + r1989 - Added remaining Apple ProRes codecs to preferred list
- + r1995 - Added support for MediaTimeCodes.plist
- + r2016 - Changes to Setup window for clarity
- + r2018 - Network port selection pop-ups now dynamically populated during runtime
- + r2021 - Added Hue and Saturation effect #109
- + r2039 - Shutter damping defaults to on

NEW 3.3 FEATURES

Playmodes

Several new Playmodes have been added and changes have been made to some of the existing Playmodes.

- + **130 - 134** (old range was 130 - 139!) - TC Sync -> strict lock to timecode; movie waits for appropriate timecode to initiate playback, and if timecode stops or goes away, the movie playback stops. [Works the same way as it used to]
- + **135** - TC Sync then Freewheel -> movie waits for appropriate timecode to initiate playback, but then ignores timecode for the remainder of that movie's playback
- + **136** - TC Jam Sync -> movie waits for appropriate timecode to initiate playback, if timecode stops or goes away, the movie freewheels. However, if timecode returns, then the movie will resync to the incoming timecode.
- + **180-184** - Kiosk Mode non-looping - This playmode will play through all the files in a folder in sequential order, stopping at the end of the last file.
- + **185-189** - Kiosk Mode looping - This playmode will play through all the files in a folder in sequential order, looping back to the first file when it reaches the end of the last file.
- + **190-199** - SMPTE Kiosk mode - This playmode will play timecode-linked files in a folder, triggering playback of any new file (from that folder) when timecode reaches that file's starting point.

Note: The two non-SMPTE Kiosk modes use the layer's current crossfade type and time when switching from one piece of content to the next. These two modes require the first desired piece of content in the folder to be selected.

Note: The SMPTE Kiosk mode requires any valid SMPTE-linked piece of content in the folder to be selected; this should typically be the first piece of content desired. Folders for use with SMPTE Kiosk mode should not include any non-SMPTE linked content. It is also a good idea to make the first and last frame of any SMPTE-linked content black to avoid an undesirable paused frame as the layer waits for the appropriate SMPTE to initiate playback.

Texture Effects

One new texture effect has been added.

- + **109** - Hue and Saturation - Mod A = Hue (127 = default), Mod B = Saturation (127 = default)

Object Effects

Two new object effects have been added.

- + **13** - X/Y Position and Scale Damping - Mod A = X/Y Position, Mod B = Scale
- + **14** - Z Rotation and Scale Damping - Mod A = Z Rotation, Mod B = Scale

NOTE: The modifier channels for the Damping effects apply damping in 1/30 sec. increments. Therefore, a value of 30 will add 1 second to any change of that parameter. The damping is divided equally between the start and end of the movement curve. Effect parameters can be adjusted during a move to affect only one side of the curve.

Texture Transitions

Two new texture transitions have been added.

- + **57** - Page Curl 1 - This transition moves from the bottom-right corner of the image to the top-left corner.
- + **58** - Page Curl 2 - This transition moves from the top-right corner of the image to the bottom-left corner.

Note: The Page Curl transitions attempt to use files 021 and 022 in the RAID/Mbox/plugins/images/grayscale folder. If these files do not exist, the transitions will not work properly. File 021 is a 1920 x 1080 50% gray, and file 022 is a 480 x 480 radial gradient. Both files are saved as JPEGs.

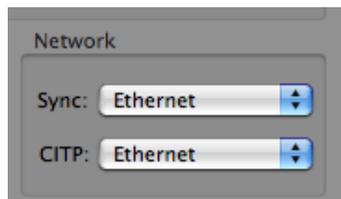
HUD's

Changes and enhancements have been made to the HUD's (camera control channels) to reflect the ability to have 12 layers total, Dual Independent Mode, and two universes of Art-Net data.

- + **40-44** - Lights/Camera/Shutter/Keystone for Main Screen or Left Screen in Dual Ind Mode (Art-Net Input A)
- + **45-49** - Lights/Camera/Shutter/Keystone for Right Screen (Art-Net Input B)
- + **50-54** - Texture Information for Layers 1-6 or Left Screen in Dual Ind Mode (Art-Net Input A)
- + **55-59** - Texture Information for Layers 7-12 or Right Screen in Dual Ind Mode (Art-Net Input B)
- + **60-64** - Object Information for Layers 1-6 or Left Screen in Dual Ind Mode (Art-Net Input A)
- + **65-69** - Object Information for Layers 7-12 or Right Screen in Dual Ind Mode (Art-Net Input B)
- + **70-74** - Raw Art-Net HUD for input A
- + **75-79** - Raw Art-Net HUD for input B

Mbox Daemon

The Mbox Daemon software is now required on all servers to enable remote feedback to both Mbox Remote and to CITP/MSEX enabled devices. When Mbox Extreme launches, it will automatically launch the last version of Daemon that was used on that computer. Mbox Daemon is a background process and has no UI unless you force it to be shown. To force Daemon's interface to be shown, press [cmd-D] while Mbox is in Window Mode. The new CITP popup on the Mbox Setup tab selects the network port that Mbox and Daemon will use to communicate with external monitoring devices like Remote or CITP enabled consoles and visualizers.



MultiScreen Gobo/Editor

This feature uses a new animated gobo (Folder 2, File 9) to enable the placement of content onto a predefined structure that can receive external data (Art-Net) to control both the position and arrangement of the content on the structure, but also the structure's position in 2D and 3D space.

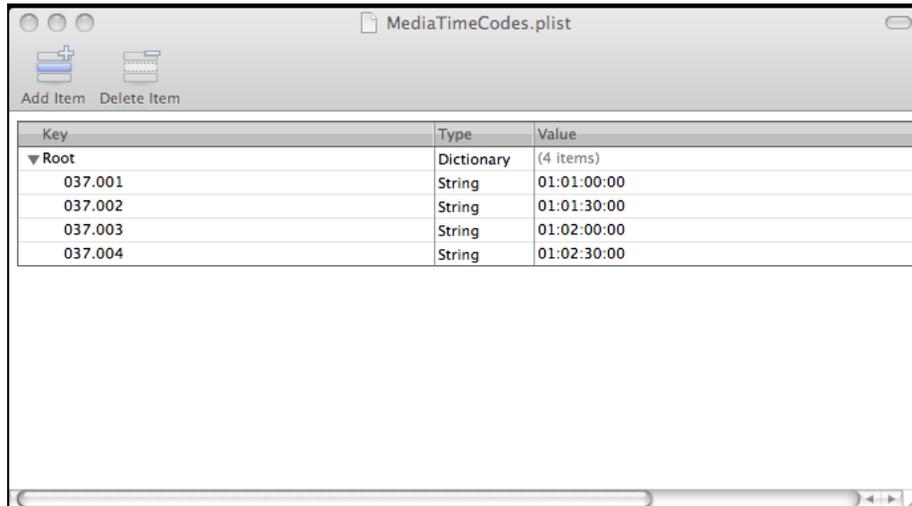
The **MultiScreen Gobo** is intended for use with complicated or creative video arrangements that require remapping, or that involve motion (scenic tracking) during playback.

The **MultiScreen Editor** provides the toolset for creating and editing the MultiScreen.plist file that the MultiScreen Gobo uses as its instruction set.

Note: The MultiScreen Gobo and MultiScreen Editors are advanced topics and you should receive instruction and assistance from a PRG representative (Matt or Mark) before using it.

Timecode Sync Mode File Labeling

An additional mode for linking files to timecode values has been added. Previously, you had to modify the name of the file - 001.MyMovie.mov became something like 001.MyMovie.TC-01-30-15-00.mov. When using the v3.3 software you can now create a plist document that holds the timecode values for any or all files on the server. The file is called MediaTimeCodes.plist and is placed in the RAID/Mbox/Media folder. This plist file is a simple set of objects, each object is a media index (folder.file) and has a linked timecode value (HH:MM:SS:FF). Such as:



Key	Type	Value
▼ Root	Dictionary	(4 items)
037.001	String	01:01:00:00
037.002	String	01:01:30:00
037.003	String	01:02:00:00
037.004	String	01:02:30:00

Important! All values entered must have the padding zeros. Folder and file numbers have to be three digits, and the timecode values must have two digits. Incorrectly formatted values will result in those entries being ignored.
