Release Notes. 1.0.2.477

Current Operating System Versions:
Axon HD Pro WES – 1.0.5
Axon HD WES - 1.1.3
DLHD WES7 – 1.4.1
MMS100 WES7 - 1.0.4

8/31/2016

Applies to: Axon HD Pro/ Axon HD / DLHD

It is recommended that the latest software build be downloaded from the High End Systems website; this download will ensure previous issues are repaired. The upgrade procedure has not changed; please see Axon Documentation for using the CMA to upgrade Application software.

Current version is 1.0.2.477

Axon HD Pro / HD / DLHD Application Improvements

EDID Emulation – Axon HD Pro

The Axon HD Pro can support EDID emulation that will allow protection from a disconnected cable when the graphics engine is running.

Graphics Engine Effect additions – HD, HD Pro, MMS100, DLHD

Addition of Emboss3 at DMX value (118)

Improvements to Pan and Scan at DMX value effect (116)

Improvements to Pointillism at DMX value effect (117)

Content filtering– HD, HD Pro, MMS100, DLHD

The CMA has a new section in the Info Tab that will set the Content filtering level. The 'strict' level will only allow mpeg variants and approved still images. The 'relaxed' level will allow multiple format files. It is advised to use strict level when possible to minimize technical issues surrounding custom content import.

Static IP functionality / DHCP feature

A new network tab has been added in CMA – this section allows selection between an Auto-IP /DHCP or Static IP network setting. Please consider this feature in Beta, as network complexity is widely varying and it is difficult to test a wide range of networked environments.

Sensors and Hardware feature, feedback

Sensors and hardware features are shown in the CMA for near real time feedback of the system. The sensors vary from model; they may include GPU temperatures and loads, as well as CPU and motherboard conditions.

Past Issues:

Bug fix, IP address 0.0.0.0

A reported defect was fixed - Server Info will no longer show 0.0.0.0

Bug fix, DMX Start address with low layer value

Reported defect: Low layer count and a high start DMX channel value high. Defect would result in setting the start channel back to 1.

Bug fix, Graphic Engine source DMX or OFF persisting through restart

Reported defect: After restart, an OFF value would reset to DMX as the source.

MMS Fine Position Correction – protocol clarifications

Clarifications to the mms100 protocol has been made, this will default the protocol to fine correction off.

Known Issues:

Particle System Effect

This effect will be added at a later date.

Audio Only Layers

This use is not advised, please use encode audio content as a movie containing only black frames

Hot Swapping Audio Ports

Please note that removing an audio connection after startup will render the port inactive, and may hang the currently playing movie. Please have port plugged in before powering on and do not remove ports while in use.

Hot Swapping Display Connectors

This functionality is not supported on Axon HD or MMS, It is partially support on HD Pro only when they EDID emulation feature is active. Please reboot system if a display output change needs to happen. Please make sure the display resolution in CMA matches the output device resolution.

Play-Once and Hold-Multiple layers

There was a demonstrated case where multiple layers were staged for playback, then played once consecutively. This created a rare race condition in DLHD. Work to ensure this condition does not happen has been implemented in the code and move playback system.