



## **Release Notes. 1.0.3.525**

Current Operating System Versions:

Axon HD Pro WES – 1.0.7

Axon HD WES - 1.1.3

DLHD WES7 – 1.4.1

MMS100 WES7 - 1.0.5

**4/18/2017**

## **Applies to: Axon HD Pro/ Axon HD / DLHD / MMS100**

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 1.0.3.525

Important: Drive image update required. Please download and use the USB restore method to update graphics engine software and Win7 OS. Graphics drivers are updated during the re-image, this is required for proper operation.

## **EDID Emulation – Tech Note Axon HD Pro**

An additional function that allows EDID Emulation on the AXON HD Pro servers has been implemented. This functionality allows for a display connector to be removed with minimal visual disruption. Please see the EDID Tech Note for more information.

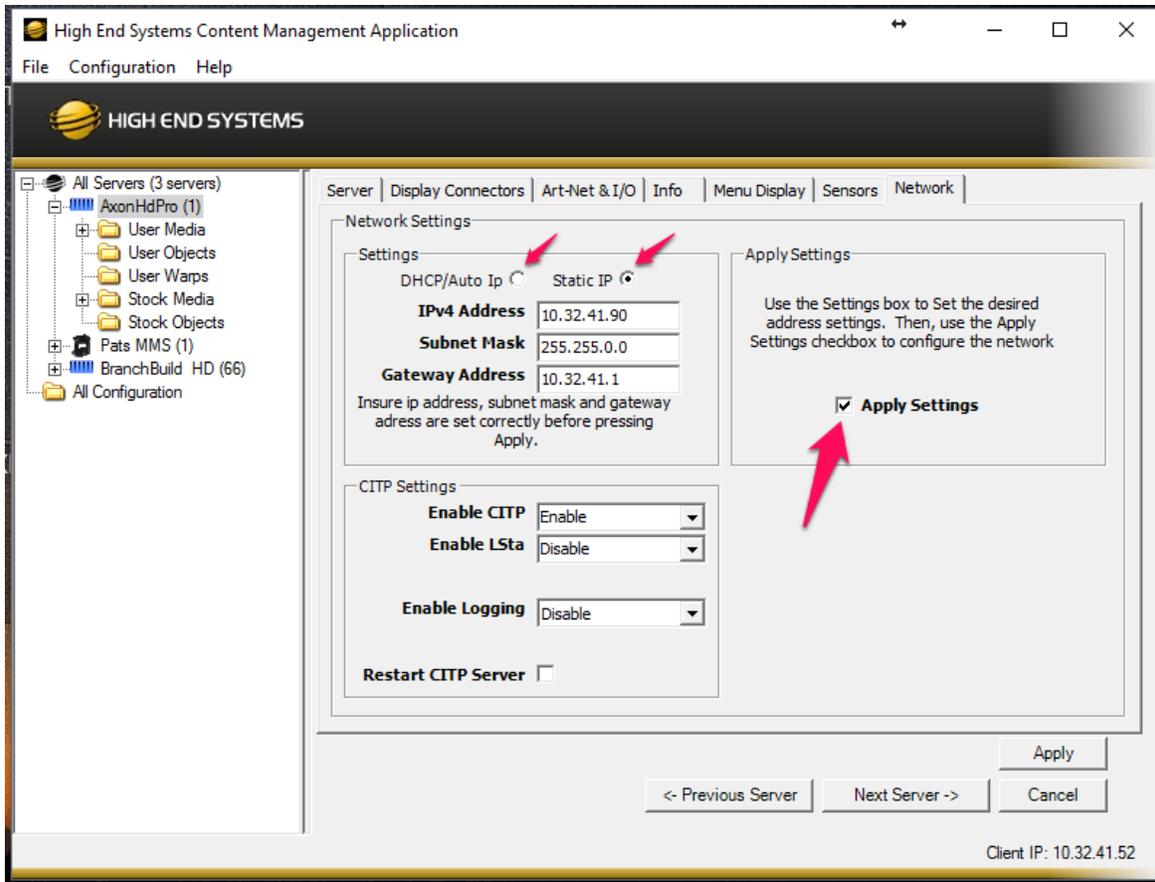
## **DHCP / Static IP – Persistence after reboot**

An issue was reported where the static IP address would be overwritten with a DHCP supplied address after a reboot. This issue has been remedied; static IP addressing will be retained properly after reboot. Please note: The system is internally defaulted to DHCP, and upon startup of the graphics engine, the DHCP / Static setting is examined. A network trace may reveal discovery packets being sent by the server asking for a DHCP address for a brief moment, these can be disregarded. Please get into contact with HES engineering if this is an issue. This would only affect very specific instances in very complex networks, we would ask for a full system design, as well as traces.

## **DHCP / Static IP**

The Axon HD, HD Pro, DLHD and MMS support Static IP addressing. This can be set in the network tab of the CMA, or directly in case of the MMS and DLHD. Standard networking rules apply for setting the values, as shown below. Upon pressing the apply button, a second confirmation will be required, this is by design, as a wrong IP address will make the server unreachable remotely.

Note: Scanning for duplicate address is not undertaken; be sure not to assign duplicate address on the network.



## **Content Scanning – Large Groups of files**

An issue was reported where an Axon HDP would display a black screen while scanning a large group of files; at times the server would become unresponsive. This issue has been resolved.

## **Content Scanning – Deletion of stock media cache**

An issue was reported where the content scanning dialog would not be displayed after the deletion of the stock media cache, or when the media cache version had changed. The issue should no longer be seen.

## **Display Interface Provider – Handling of externally connected monitors.**

Much work has been done in order to better handle monitors that have been removed and re-added in different orders. In addition monitors that are no longer present may become attached when not actually in use. Overall the end user should not see any notable difference in the operation.

## **Software Upgrade method**

Work has been done in the area of the software upgrade system; this is to better handle the requested software upgrade requests, and to ensure the process completes successfully. The system is designed to fail 'gracefully' if there is an issue during the process – this fail will be seen by the version number not changing. Reattempting the upgrade is advised if this happens.

## **CITP - Auto patching**

The required information packets are now available in the CITP stream to support auto patch with a HOG console. Please see the tech note for more information.

## **CITP - Logging and update**

There are various additions in CMA to better support CITP connection issues. The CITP process can be restarted from the CMA, in addition there is a specific log for the CITP system specifically.

## **CITP - Grand MA2 support**

Work has been undertaken to improve the connection ability to a Grand MA2 console, this work is in progress and may result in failed connection attempts. This is an open issue between MA and HES, work is being done to help the process.

## **Axon HD Pro - HDMI Underscan**

There is a specific method to allow the modification of the under scan settings for the outputs of the FirePro graphics card. This applies to HD Pro only, and will affect all outputs equally. There is no method to control individual outputs – this is a limitation of the hardware.

## **Global Background Color**

An effect has been added that is available via a global effect slot. A background color gradient can be added (DMX value of 170-191 on one of the global effect channels (11 or 15 or 19 or 23)) Once the effect is chosen, use the modifiers to edit the effect. Some modifications will be more visible than others, the best way is to learn the effect is to experiment.

## **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 only supported on Axon HD Pro, due to hardware limitations. It is partially supported 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. This issue may still occur in certain instances.

## **Frame hold, content layer change.**

There is an issue in the graphics driver that allows stale frames to be displayed; there is an internal workaround that reduces this visual error. The results is a slightly slower change of movie content as the last frame is held while the new frame is being loaded. Total time for this change is 1 frame time or less. The positive impact, multi-output setups will be better synchronized.