



FIRMWARE RELEASE NOTES

Version 6.2.45 (BrightSign XTx43, XDx33, HDx23, LS423)

Changes Since 6.2.39

Known Issues

- YouTube live streams do not work currently (however, non-live streams are supported).

End-User Notes

Improvements

- The interface for uploading/deleting files on the Diagnostic Web Server has been improved.

Bug Fixes

- Overloading a multi-touch screen (for example, by having four hands press it at once) no longer causes touch input to lock up for several minutes.
- Displaying multiple scrolling tickers no longer causes them to flicker.
- Rather than causing the player to crash, attempting to display more than 10 scrolling tickers (or nine if there is a mouse cursor) now simply doesn't work.
- (XTx43) The player will no longer crash when attempting to display more than 12 Mosaic Mode video zones.

Developer Notes

Improvements

- The `SetPreferredVideo()` and `SetPreferredAudio()` methods on the *roVideoPlayer* object now support streaming video.
- The *roHtmlWidget* object now supports the following audio-configuration methods:
 - `SetPcmAudioOutputs(a As Object) As Boolean`
 - `SetMultichannelAudioOutputs(a As Object) As Boolean`
 - `SetCompressedAudioOutputs(a As Object) As Boolean`
- HTML pages now support video playback from the Logitech ZC3XX USB camera.
- A player will now automatically substitute its physical address into the message payload of the following CEC messages: `ActiveSource`, `InactiveSource`, `SetStreamPath`, `SystemAudioModeRequest`, `RequestCurrentLatency`, `InactiveSource`, `SystemAudioModeRequest`.
- The *roCecInterface* object now supports the `GetPhysicalAddress()` method.
- A player will now send a CEC user message even if it hasn't yet negotiated a logical address.

Bug Fixes

- The OpenGL `glTexImage2D()` function now works when you pass it an unsized depth component.
- Continuously loading HTML pages that contain non-HWZ video no longer causes an eventual crash.

- (HDx23) An HTML page with several non-HWZ videos listed in its DOM will no longer run out of memory after a few minutes.
- The `GetOpacity()` and `SetOpacity()` methods on the *roVideoPlayer* object have been fixed.