

# RELEASE NOTES



## CORIOgrapher v2.2

### DESCRIPTION

- This is the installable release of the 'CORIOgrapher v2.2' software.
- NEW and improved application for controlling CORIOmaster and CORIOmaster mini.  
**Firmware M401 and above required.**
  - **If you are running earlier firmware please use CORIOdiscover software to upgrade.**
- Supported Operating Systems: **Windows Vista SP2, Windows 7 SP1, Windows 8.1, and Window 10, and above.**
- CORIOgrapher supports running multiple instances of the application so you can connect to multiple devices.
- **Please see the Quick Start Guide for details on Connecting and basic setup of your device.**

### INSTALLATION INSTRUCTIONS

**NOTE:** Depending on your computer settings during installation and when the software runs you might have to accept some security notices and allow the software to communicate on your network, this is normal.

1. Download the setup executable file to your computer's local storage or to a USB Pen drive:  
<http://tvone.crmdesk.com/answer.aspx?aid=20766>
2. Run the setup by double-clicking on the executable and following the instructions.
  - a. Then will install the control software on your computer.
3. Make sure your computer is fully up-to-date with Window Updates.
4. Launch the software by double-clicking on the Desktop shortcut or running from the Start menu or App list.
  - a. You can pin the application to the Start screen in Windows 8 and above.
  - b. The application may require you to update or install the Microsoft .NET Framework 4.6, if required.

#### TROUBLESHOOTING:

Running the installer or application from a network drive might cause the Microsoft .NET Framework installation to fail due to security permissions. It is recommended that you install the software from local storage.

**Ensure you have the latest version of firmware on your device. Which is M401 at the time of this release.**

If in any doubt, manually install Microsoft .NET Framework 4.6 from here:

<http://www.microsoft.com/en-gb/download/details.aspx?id=48137>

### POINTS OF CONTACT

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## NEW FEATURES

- US6275: Global Ease In/Out for Transitions via General Settings.
- US0882: Wall Editor Immediate Mode to send values to Device without pressing Take.
- US0966: Input Cropping via Window Properties Pane.
- US0951: Undo Configuration changes/settings in Wall Editor.
- US1137: Redo Configuration changes/settings in Wall Editor.
- US1153: Support Undo Redo in Edge Blend Mode.
- US1138: Undo and Redo Wall Editor Selection as part of the Revision History.
- US6392: Prompt to do a Take when entering Immediate Mode as there might be unsent changes.
- US6645: Change Window Snapping to snap to Display Viewable area only.
- US0954: Test Pattern - Global on and off option.
- US4535: Add Network Settings view (in settings)
- US1077: When Logging in prompt to either Read, Send, or Just Connect to the Device.
- US0889: Change and View Ethernet Network Settings via Settings Page.
- US1129: FW/CG - Allow saving of System Settings independently to the Live Configuration.
- US6407: Dithering: Add On/Off option to all Inputs.

## DEFECTS RESOLVED

- BUG FIX #802961: Setting too large a value for a windows width causes CORIOgrapher to hang
- BUG FIX #802932: Display & Window dimensions are not correct when switching from Physical mode to Pixel mode.
- BUG FIX #802783: Selecting a Window or Display by clicking on it causes it to move slightly.
- BUG FIX #801842: Changes (Window location) in Physical Mode is not the same in Pixel Mode.
- BUG FIX #802782: Variable amount of overshooting when snapping a Window to a Display.
- BUG FIX #802882: Leaving the Wall Editor page while in Edge Blend Mode leaves the grid visible on device.
- BUG FIX #802891: Enlarging a display in Video Wall 2 causes the Window quality to get worse on Displays associated with Video Wall 1.
- BUG FIX #802892: Add a Display to Video Wall 2 causes Displays on Video Wall 1 to move and repositioned just off their original position.
- BUG FIX #802631: Canvas preview on Dashboard corrupted.

## KNOWN ISSUES/COMMENTS

- If Equipment has previously been assigned to a Display or Source, then it will remain assigned until you change it. This only affects systems where 4K Displays and Sources have been used before we added Default 4K Display and Source Equipment as the Pixel Clock Bandwidth Gauge calculations will use 1920x1080 instead of 3840x2160p30 when using Offline Mode.
- Bandwidth Gauge may not reflect Source Resolution changes unless the Properties pane is shown or on the Slots Status page.
- Although it is possible to do we do not support adding or removing Windows from a Video Wall using Presets as it will cause unexpected behaviour.
- Window Quality is not saved as part of a Preset.
- We may lower the Quality of Windows to fit the available resources of the Device (for example an EHQ will become HQ).
- BUG #802192: Nudging Displays in Edge Blend Mode with the keyboard or number boxes does not update the Edge Blend values.
- BUG #802995: Edge Blend nudge buttons do not nudge the rotated Display in the direction that the button is indicating.

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## NEW FEATURES

- US3451: Preview Video with canned content within Video Wall Editor.
- US4849: Support for 4K Input module.
- US4655: Bandwidth Usage Gauges.
- US4683: Window Usage per Video Wall and per System Gauges.
- US4958: Allow Window Quality to be changed.
- US4876: Support Scaler Panes with Variable Window Quality.
- US5007: Support Window Quality Selection from Properties pane using constraints.
- US5009: Restrict adding Windows when no more Windows are allowed.
- US5008: Pick best recommended Window Quality when adding a new Window.
- US5043: Use Default 4K Display equipment when adding 4K Output Connector.
- US5014: Read flag from Device if Firmware has reduced Window Quality when migrating to Variable Scheme.
- US5024: Support when Window.Input is NULL so we can still select an Input.
- US4967: Update Connection Checks with new Firmware API version 4.1.
- US4977: Update embedded cached Resolutions to match 400 Firmware.
- US4969: Update Console to only send command and not wait for a reply.

## DEFECTS RESOLVED

- BUG FIX #802352: When associating a New Display Equipment to an Output Slot the Slots listed are not In the Correct Format.
- BUG FIX #802370: Cannot resize Console window.
- BUG FIX #802368: CORIOgrapher crashed when trying to save Console Log during polling.
- BUG FIX #802252: Trying to change an existing Preset Name to a Name that already exists for a different Preset causes the name to be blank.
- BUG FIX #802255: Inconsistent behaviour when creating duplicate Preset Names.
- BUG FIX #802174: "Reset All Edge Blend Settings" does not work.
- BUG FIX #802190: Incorrect Source Input button selection in Dashboard for a particular scenario.
- BUG FIX #802309: Dimensions in a Window on the Canvas are not correct instead of showing dimensions in mm/inches they are 'Wall Pixel' values.
- BUG FIX #802319: Alignment Buttons are inactive when I press the keys 'Ctrl' + 'A'.
- BUG FIX #802387: Deleting and adding Windows after Z-order causing Windows to be replicated in list.
- BUG FIX #802377: Z-Order in Window list reset when I navigate away from Wall Editor and back.
- BUG FIX #802398: HDCP selection is being reverted all the time when polling.
- BUG FIX #802351: Editing a Display Equipment doesn't work instead it creates a new Display Equipment.
- BUG FIX #802354: Adding display (projector) in edge blend mode did not render the nudging feature.
- BUG FIX #802402: Sending System.Reset() via Console does not change Connection State to No Connection.
- BUG FIX #802407: Toggling Pixel Mode deselects current Wall Items which is very annoying.
- BUG FIX #802409: 'Default 46 inch 4:3 Display' has incorrect value for Width and Height.
- BUG FIX #802447: CORIOgrapher leaving LayoutN.Canvas = NULL causing weird output.
- BUG FIX #802455: When disconnecting from my device the dialog has 'Read Configuration' as the title.
- BUG FIX #802439: Dimensions & Position values do not change from CP to Inches/MM & vice versa when switching between Physical and Pixel Mode.
- BUG FIX #802464: In Physical Mode when adding a 'Default 46 inch 4:3' Display its dimensions exceed the Canvas boundary.
- BUG FIX #802466: A Window has zero dimensions (i.e. Width=0, Height=0) in Physical Mode when added to the Canvas in Pixel Mode.
- BUG FIX #802475: When changing Input of a Window the Properties are not showing the correct Properties until you click away and select again.
- BUG FIX #802394: Weird edge blend behaviour.
- BUG FIX #802495: It is not clear that changing Output Lock properties also changes all Outputs on the same Card.
- BUG FIX #802343: Device name is reset when creating Offline Configuration or changing Window Configuration.
- BUG FIX #802484: Window 10 Update 1511 dashes appear as squares in CORIOgrapher v2.
- BUG FIX #802534: Selecting different Displays does not update the Source Lock Reference property with the correct value.
- BUG FIX #802539: Loading/creating new Configuration causes the device name in the application title bar to change to the device's IP address.
- BUG FIX #802346: User is expected to click 'Read Configuration from the device' button after implementing a Factory Reset of Settings & Presets
- BUG FIX #802574: Application window shows only a white screen after the computer was shutdown with CORIOgrapher running.
- BUG FIX #802579: The Pixel Clock bandwidth meter needs some explanatory text in it so the end user knows what this meter is for / calculating.
- BUG FIX #802580: Default 4K Source Resolution in Offline Configuration is 1920x1080p60 instead of 3840x2160p30.
- BUG FIX #802527: Loading Preset with Duration > 0 after reconnecting shows Windows at their End Point on the Display instantly.
- BUG FIX #802596: Window added in Pixel Mode show as Width=0 and Height=0 in Physical Mode.
- BUG FIX #802621: Default 4K Display (3840x2160px) saved as 1920x1080px shown as 1920x2160px when the Configuration is loaded.
- BUG FIX #802624: Configuration Refused by Device when loading Configurations that cause a transient invalid state.
- BUG FIX #802598: Timeout while Restoring from SD card which causes v2 to report it as failed.
- BUG FIX #802630: Adding Windows in Pixel Mode gives different size Windows when previously used.

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## KNOWN ISSUES/COMMENTS

- When loading a Configuration or Reading from a Device and the Windows appear to be 0x0 size in Physical Mode then you will need to set the correct size again or delete and add them again. This is now fixed when adding new Windows but you may have a Configuration where the Physical values were saved as 0x0.
- If Equipment has previously been assigned to a Display or Source then it will remain assigned until you change it. This only affects systems where 4K Displays and Sources have been used before we added Default 4K Display and Source Equipment as the Pixel Clock Bandwidth Gauge calculations will use 1920x1080 instead of 3840x2160p30 when using Offline Mode.
- Moving sliders quickly in Edge Blend Mode does not always update the last values on the device.
- Bandwidth Gauge may not reflect Source Resolution changes unless the Properties pane is shown or on the Slots Status page.
- Although it is possible to do we do not support adding or removing Windows from a Video Wall using Presets as it will cause unexpected behaviour.
- Window Quality is not saved as part of a Preset.
- HDMI 4K 1-OUT card Output Type property has analog related settings due to a firmware quirk with setting the Color Scale.
- We may lower the Quality of Windows to fit the available resources of the Device.

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VERSION NUMBER	RELEASE DATE	RELEASED BY
2.0.2.4 RC4	30 <sup>th</sup> Oct 2015	David Reynaga

#### NEW FEATURES

- US4402: Improve Display Bezel visibility in Wall Editor.
- US4859: Add option to Track Usage to Settings (disabled by default).

#### DEFECTS RESOLVED

- BUG FIX #802333: Application freezes then eventually crashes after selecting a Window or Displays caused by an incompatibility with Window 8.1 and Intel HD 4000 driver.
- BUG FIX #802338: Changing units to Millimetres from CanvasPoints will show Inches instead.
- BUG FIX #802342: Adding equipment to the display list does not allow you to add dimensions in mm even when the system is set to mm by the user.
- BUG FIX #802249: CORIOgrapher V2 Beta 5 Crashes on Launch with V1 alpha equipment files.

#### KNOWN ISSUES/COMMENTS

- Default 4:3 Display Equipment has 1920x1080 dimensions instead of 1600x1200.
- Editing a Display Equipment creates a new copy instead of updating original.
- Duplicate Slot name in New Display Equipment list for example Slot14.Slot14.Out1.
- Moving sliders quickly in Edge Blend Mode does not always update the last values on the device.

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VERSION NUMBER	RELEASE DATE	RELEASED BY
2.0.2.3 RC3	22 <sup>nd</sup> Oct 2015	David Reynaga

## NEW FEATURES

- Support for new 4k Output module (CM-HDMI-4K-SC-1OUT & CM-HDMI-4K-SC-1OUT-FF).
- Pixel Mode - able to toggle between Physical Mode and Pixel Mode and tweak by one pixel at time.
- More accurate item positioning when in Physical Mode - snaps to pixel so as to ensure better positioning.
- Offline Configuration Editor - set up your configuration on CORIOmaster/mini variants with the hardware.
- Full Offline capabilities including design and recall of Presets - Able to fully configure system offline.
- Can save full Configuration to local file – excluding user passwords - new CMC file format enables improved portability.
- Improved UI for easier access to item properties and simplified navigation - improving efficiency.
- Improved Edge Blend UI - significantly simplified edge blending.
- Faster and more reliable communication to device (over IP or RS232).
- Support for new hardware I/O configuration (9 Input slots and 7 Output slots).
- Removed the need for license key.

### Edge blend instructions:

- Enter or exit Edge Blend Mode by pressing the toggle button in the Wall Editor Toolbar toward the top.
- This will automatically find any valid Edge Blend areas (i.e. overlapping Displays that are Projectors) and displays a red overlay. If no overlap is found, you can move the Displays around and the valid edge blend areas will be highlighted as you move the items. Click the “Add” button to enable the Edge Blend for that overlap area. To remove an Edge Blend, hit the “Remove” button for that area.
- To change the Gamma, S-Curve and Black Boost values select the items you wish to change (single or multiple selection supported) and adjust the values in the “Edge Blend Properties” tab on the right.
- To reset all Edge Blend values and to remove Edge Blends from the selected Displays click the “Reset Edge Blending” button. This will set the Edge Blend values to default for all selected Displays.
- To remove Edge Blend from all the Displays use the “Reset All Edge Blend Settings” button.
- To adjust the overlap either drag and move the Displays and click “Take”.
- Use the nudge buttons on each Display to adjust the overlap values or use this will automatically update the device.
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## DEFECTS RESOLVED

- New and improved version

## KNOWN ISSUES/COMMENTS

- **Will not work on Windows XP.**
- Configuration files (.cmc) saved in CORIOgrapher v1 **cannot** be opened in CORIOgrapher v2. Use CORIOgrapher v1 to send the configuration to the device and then use CORIOgrapher v2 to read the Configuration from your device.
- Sending a configuration that was created for a CORIOmaster mini to a CORIOmaster is not supported (and vice versa).
- Edge Blending currently only supports rotations at 90 degree intervals starting at 0.

END OF DOCUMENT