

SOFTWARE RELEASE NOTES



Product: Mbox Media Server
Manufacturer: PRG
Subject: Software Version 5.3
Bulletin No: MBX-071
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INTRODUCTION

Mbox Software Version 5.3

We are happy to announce that software version 5.3 is now available for the Mbox Media Server applications including Mbox, Mbox Director, Mbox Daemon, and Mbox Remote! Software version 5.3 introduces new features and addresses several issues in the Mbox 5.x applications. This release also includes revised versions of the Art-Net Tester, TC Reader, and Mbox Controller utility applications.

Compatibility with Apple Silicon Processors - M1/M2/M3/M4 - and macOS versions

All Mbox 5.x applications are universal applications and run natively on both Apple Silicon and Intel computers. All Mbox 5.x applications require at least macOS 10.14.6 and are compatible with all versions of macOS up to and including macOS 15 Sonoma. The use of macOS 16 Sequoia is still discouraged at this time. If you must use Sequoia and experience issues, please contact MboxSupport@prg.com for assistance.

Mbox, PRG, and your Personal Data

Please refer to the release notes for Mbox software version 5.0.2 (MBX-065) for information regarding PRG's use of your personal data. Please contact MboxSupport@prg.com if you have any questions.

New and Updated Features

Mbox:

- + Mbox now uses version 14.3 of the Blackmagic Design SDK.
 - **WARNING!** This means that the installed version of Blackmagic Desktop Video used with Mbox 5.3 must be at least version 14.3 for any Blackmagic inputs and outputs to function.
 - Mbox now checks the installed version of Blackmagic Desktop Video at launch, and displays an alert if the installed version is older than the required version.
- + When individual connectors on Blackmagic devices are disabled, they are no longer available for selection as output devices.
- + ArtTimeCode (Art-Net Timecode) can now be used as a source for timecode-based playback synchronization on a layer.
- + New Timecode Sync playmodes: Strict Lock with Fade (133) and Jam Sync with Fade (137). Both playmodes cause the layer's opacity to fade to 0 when timecode is not received and when timecode is received but the time is before the layer's current start time or after the layer's current end time (based on movie length).
- + New playmodes: FWD Once with Fade to Null Image (024) and REV Once with Fade to Null Image (034). These playmodes cause the layer to crossfade to the built-in Null Image (rather than freezing on a frame of video) when the end/beginning of the movie is reached. The current transition type and time as set on the layer is used when this crossfade happens.
- + The R, G, B, Brightness, and Contrast layer parameters are now applied separately to each of the two halves of the layer. This allows correct crossfades between content with applied color (rather than a snap or timed fade of the color) when performing a single-layer transition.
- + New shader-based effect: Waves (#202) that allows for variable liquid/organic waves in content and also modes with patterned breakup/distortion.



- + New shader-based generative effect: Cloud Generator (#214) that allows a pattern of sky with variable cloud cover to be created as semi-realistic clouds or as a distortion pattern.
- + Added modes/effects for shader-based cropping effects:
 - Crop - Circular (#064): addition of mode parameter to select between normal and reverse modes.
 - Crop - Rectangular (#065): addition of mode parameter to select between normal and reverse modes.
 - Crop - Circular XY Reverse (#079): inside to outside version of existing Crop - Circular XY.
 - Crop - Rectangular XY Reverse (#080): inside to outside version of existing Crop - Rectangular XY.
 - Crop - Rectangular XY Aspect (#087): version of existing Crop - Rectangular XY with variable aspect.
 - Crop - Rectangular XY Aspect Reverse (#080): inside to outside version of Crop - Rectangular XY Aspect.
 - Crop - Oval XY Reverse (#089): inside to outside version of existing Crop - Oval XY.
- + New shader-based effect: Tile - Repeats (#139) with various modes to allow linear tiling with variable offset.
- + Enhancement of matrix-based effect: Shake (#223) to add parameters for a rotational wiggle.
- + Modifications to allow effects to work correctly with >4K textures, and show error image when texture is too large to work correctly. The Mbox manual's Combined Effects table in Appendix C now shows size limits for affected effects.
- + HUDs adjust their size based on the resolution of the display they are shown on. Text baseline for HUD text is slightly higher to improve readability.
- + New macros for the Global Master's HUD/Cntrl parameter, used to trigger Mbox Daemon to rebuild the Daemon Database or Webpages (includes thumbs for Director/CITP): Rebuild Database (207) and Rebuild Webpages (208).
- + New preference that displays the current IP address for NDI Discovery Server, and allows the value to be edited.

Daemon:

- + The Network Interface popup can now display custom names for ethernet interfaces (the "name" as entered in System Settings > Network, rather than the default interface name).

Remote:

- + Right-click contextual menus are now available on the Projection Editor window to allow for add/delete and copy/paste actions.
- + Still-image backgrounds applied to a context in the Pixel Mapping editor no longer exhibit clamping when rotated and now rotate around their center rather than the top-left corner.

Corrected Issues

Mbox:

- + Fix potential crash with Blackmagic video output when switching from an active device to a disabled device.
- + Do not attempt to output video using disabled Blackmagic video output devices.
- + Fix bug that stopped AVFoundation video input devices from appearing on selection popup and from working.
- + Fix issue that prevented Kiosk - Once Through Folder Loop Last (181) and Kiosk - Once Through Folder Fade Last (182) playmodes from working correctly.



- + Local network usage description for Security & Privacy > Local Network alert and request for explicit permission.
- + Fixes for text formatting on HUDs.
- + Fix for incorrectly displayed refresh period on Screen Status HUD.
- + Fix for display of incorrect screen data on all instances of the Screen Status HUD except the last screen.
- + 3D objects using the Null Image texture are no longer rendered, so as to correct the issue whereby such objects appeared as transparent (like a “reverse mask”) when placed in front of other layers.
- + Fix issue with shutter position updating that occurred when all shutter “a” parameters were set to 0.

Director:

- + The in and out frame parameter value fields use a slightly smaller font to allow up to six digits to be displayed without being truncated.
- + Fix issue where in and out frame bumper buttons might not work when movie has more than 65536 frames.
- + Improved accuracy of frame number for in and out frame value when movie has more than 65536 frames.
- + On fixture patch/update window, when the selected protocol is Art-Net and the selected universe is 0, and then sACN is selected as the protocol, force the universe value to 1 rather than keeping an invalid value of 0.

Remote:

- + Fix issue of missing server status text that could occur when a server higher in the column showed a troubleshooting message.
- + Fix potential crash in Projection Editor window when attempting to paste a data type that had never been copied prior to the paste action.
- + Fix for potential crash with old preference data.
- + Fixes for the Pixel Mapping editor UI to show numerical values correctly.

Art-Net Tester:

- + Fix issue that caused a white background for channel tiles when no universe data was being received and no text overlay mode was selected.

Known Limitations

All:

- + Applications in the Mbox family may exhibit unexpected behavior with regard to the use of sACN input or output when the host computer uses macOS 15 Sequoia.
 - This issue appears to be a bug in the operating system relating to the new Security and Privacy > Local Network Privacy setting. Apple has been notified of this issue and we are awaiting a resolution.
 - This issue can result in applications being unable to receive/output sACN data after the computer is (re)booted.
 - A known workaround is to quit the application(s) and to go to the System Settings > Security and Privacy > Local Network Privacy preference pane and to toggle off then on the switch for the affected application. Then relaunch the affected application. Once this process is completed, the application will work correctly until the next reboot, at which point the process may need to be repeated.