

**BrightSign®**

# FIRMWARE RELEASE NOTES

Version 6.0.25 (BrightSign 4Kx42, XDx32, XDx30, HDx22)

## Updating your BrightSign Software

1. Unzip the downloaded file and copy the *.bsfw* file to the root directory of your SD card.
2. Insert the SD card into your BrightSign player.
3. Power on the BrightSign player.
4. Ensure that the yellow update LED is blinking during the update process. Once the player has finished updating, it will automatically delete the *.bsfw* file from the SD card and reboot.

## Changes Since 6.0.20

### End-User Notes

#### Bug Fixes

- It is now possible to remove password authentication for the DWS when performing the player-setup process again.
- The **View Mode > Letterboxed and Centered** and **Fill Screen and Centered** zone properties now work with portrait-mode video.
- HTML `<video>` elements will no longer be misaligned if the zone containing the HTML has X,Y coordinates other than 0,0.
- Background Image zones that are rotated no longer exhibit image corruption.

- Live Text states will no longer incorrectly render an image when it has pixel height that is not a multiple of 16.

### Improvements

- (4Kx42, XDx32, XDx30 only) Both HTML and non-HTML presentations now support GNU Unifont. This means that you no longer need to specify a font for non-Latin text to display correctly (though you can still assign custom fonts as needed).
- The latency for GStreamer streams has been reduced.

## Developer Notes

### New Features

- Support for writing HLS streams to file via the *roMediaStreamer* object
- Support for the NEC32 IR protocol (via the *roIRReceiver* and *roIRTransmitter* objects). This allows BrightSign players to work with Apple TV remotes.

### Bug Fixes

- It is once again possible to rotate HTML `<video>` elements that are playing local files.
- The fade effect when switching between multicast channels has been fixed.
- The `UpTime()` global function no longer returns incorrect values after the player has been running for more than approximately 25 days. This function also now returns a `double` value instead of a `float`.

- (4Kx42 only) The process of enabling and then disabling Telnet or SSH no longer causes indefinite CPU resource consumption.
- Attempting to reduce the dimensions of a rotated video window no longer causes video corruption.
- Stopping an *roMediaStreamer* instance that is streaming HDMI Input no longer causes the displayed HDMI Input from going blank as well. This bug only occurred when the HDMI Input was being displayed before the encoding process began.
- Closed-caption text no longer jitters slightly when new text is scrolling onto the screen.
- HTML widgets now report an up-to-date default User Agent string.
- Audio track selection now works correctly when using the `SetAudioOutput()` method in combination with the `SetPreferredAudio()/SetPreferredVideo()` methods.

### Improvements

- Changes to the `preferredcaptions` and `viewmode` attributes for HTML `<video>` elements now take effect immediately.
- The Web Inspector now has scroll bars.
- The new *roVideoPlayer.ConfigureHdmiInput()* method allows you to control the EDID values on the HDMI Input.
- The new *roVideoMode.GetAvailableModes()* method allows you to retrieve an array of all available video modes on the player.

- The `GetHDMIInputStatus()` and `GetHDMIOutputStatus()` methods on the *roVideoMode* object now return Boolean values, rather than integers, for appropriate parameters.