



BRIGHTAUTHOR RELEASE NOTES

Version 4.3.0.3

BrightAuthor Requirements

- PC with Windows Vista or Windows 7, plus Microsoft .Net Framework 4.0 or later
- BrightSign 4Kx42, XDx32, XDx30, HDx20, LSx22, AU320

Minimum Firmware Required: 5.1.33

- BrightSign HDx22

Minimum Firmware Required: 5.1.16

Help and Feedback

If you would like to learn more about the new BrightAuthor features described below, please download the [User Guide](#). If you are new to BrightAuthor, you can also visit the [Tutorial Videos](#) page. If you have any questions, please contact us at support@brightsign.biz.

Changes Since 4.1.1.17

New Features

- 4K image support for 4Kx42 players: You can now add 4K images to a Video or Image zone or Background Image zone. Note that you cannot display a 4K image and a 4K video at the same time.

- Video/image rotation (not available for HDx20 and LSx22 models): Setting the **Monitor orientation** to **Portrait** now rotates all images and videos in the presentation.
- New **Splash Screen** option during unit setup: This allows you to customize the splash screen logo that is displayed on screen when a player boots up.
- New **Scroll speed** option, which allows you to set the speed of a scrolling ticker.
- New **Force Resolution** option in **Presentation Properties > Main** (requires firmware version 6.0.9 or later): If this option is disabled, the player will negotiate a compatible screen resolution with the monitor, and fall back to that mode if the specified screen resolution does not work; if this option is enabled, the player will attempt to use the specified screen resolution in all cases.
- New **Enable 4.2.0 10-bit output** option for 4K resolutions above 30p (available on 4Kx42 players only)

Bug Fixes

- You can now use BrightAuthor to view Remote Snapshots on players that are set up for Local File Networking with a user name and password.
- The player no longer encounters a runtime error when transitioning to a Play File state using a Timeout event.
- Players that have Remote Snapshot enabled and that are networked via the BrightSign Network or Local File Networking no longer have a chance of encountering a runtime error when uploading a snapshot.

- The player will no longer download multiple copies of MRSS media items if the MRSS feed does not supply a "guid" element with each feed item.
- If an SD card is full, the player now reports this fact correctly rather than stating that "the attached storage device is write protected".
- Selecting **Expand All** in the Presentation Tree View no longer causes BrightAuthor to crash when there are two or more zones in the presentation.

Improvements

- You can now use the Media Library to browse through sub-folders and parent folders of the currently selected folder.
- You can now replace any image, video, or Live Text state with another image, video, or Live Text state by dragging and dropping. This feature works from both the Media Library and Windows Explorer.
- You can now use Live Video and Video Stream states in a "Regular" BrightWall presentation. Previously, these states were limited to "Stretched" BrightWall presentations.
- When publishing a BrightWall presentation in the **Publish > BrightSign Network** tab, the configuration file associated with the specified group is now displayed. Only presentations that use the displayed configuration file can be published to that group.

- When editing a BrightWall presentation in the **Create > BrightWall** tab, the name of the BrightWall configuration file is now displayed in the title bar along with the name of the BrightWall presentation.
- BrightAuthor now returns an error message if you attempt to overwrite a BrightWall presentation on the BrightSign Network with another BrightWall presentation that uses a different configuration file (i.e. when the new presentation has the same name but a different configuration file).
- BrightAuthor now returns an error message if you attempt to publish to a player via Local File Networking, and the firmware of that player is not new enough to support the presentation.
- You can now use the Backspace key to delete states and zones.
- It is now possible to send a Zone Message command from an Audio List, Image List, or Video List state before playback of each media item (the name of the media file is used as the Zone Message parameter).
- The following states are now provided with a default state name upon creation: Live Text, HTML5, Audio List, Video List, Image List, Audio Play File, Video Play File, Image Play File, Interactive Menu, Local Playlist, Video Stream, Audio Stream, and Mjpeg Stream.
- Menu items in an Interactive Menu state now default to **Remain on Current State** when they are created.