



BRIGHTAUTHOR RELEASE NOTES

Version 4.6.0.35

BrightAuthor Requirements

- PC with Windows Vista, Windows 7, Windows 8, or Windows 10—plus Microsoft .Net Framework 4.6 or later
- BrightSign XTx43, XDx33, HDx23, LS423, HO523, HS123

Minimum Firmware Required: 6.2.39

- BrightSign 4Kx42, XDx32, XDx30, HDx22, HDx20, LSx22, AU320

Minimum Firmware Required: 5.1.33

Changes Since 4.6.0.18

Important: *BSNEE 4.4 does not support the "Match All Media Tags to Player Tags" option for Tagged Playlists with this version of BrightAuthor. This option will be supported in the next version of BSNEE.*

New Features

- Support for the 1920x540x60p and 3840x600x60p screen resolutions

Improvements

- BrightAuthor now supports a fourth BP200/BP900 input (i.e. BP200D/BP900D).
- BrightAuthor now offers the same set of BSN tagging options that are available on the WebUI: **Match ALL Player Tags to Media Tags**, **Match ALL Media Tags to Player Tags**, and **Match ANY Player Tags**.

- The 10-bit option is now available with screen resolutions other than 4Kp60 and 4Kp50. It is also now offered with XDx33 and HDx23 models.
- Media List states now support 4096x2160 images.
- LS423 models now support serial events and commands.

Bug Fixes

- Specifying default network rate limits during player setup no longer causes issues when downloading and playing MRSS feeds.
- Publishing a presentation to a player configured for Simple File Networking no longer deletes the proxy settings on the player.
- Attempting to display HTML5 and MRSS states simultaneously in different zones no longer causes the player to crash.
- Enabling Mosaic Mode no longer causes video zones to ignore the **Graphics plane z position** setting.
- Attempting to publish a BrightWall with a 4096x2160 screen resolution via BSN no longer causes layout issues with the BrightWall.
- Deleting all entries from a Live Media feed that is part of an active presentation will no longer cause players using that presentation to crash.
- Specifying an invalid MRSS feed no longer prevents all MRSS feeds in the presentation from working.
- Resize Zone commands now work when the presentation is displaying a Live Text state.

- Zone Message command data is preserved after you close and re-open an Image List or Video List state.
- An Image List state will no longer raise an image-size error if you attempt to add image files that were recently moved to the current folder.
- Attempting to publish a schedule containing multiple script plugins with the same name now raises an error message rather than causing players to crash.