

Release Notes

ResultTV 6.20

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Obtaining Lynx Products and Information

There are three ways to obtain Lynx products and information:

- » Go to the Lynx website (<http://www.finishlynx.com/product/>)
- » Call (978) 556-9780 and ask to speak with someone in sales, or
- » Send an email to...
 - » Domestic Sales: domsales@finishlynx.com
 - » International Sales: intlsales@finishlynx.com

Obtaining Technical Support

There are three ways to obtain technical support for Lynx products:

- » Go to the Lynx website (<http://www.finishlynx.com/support/>)
- » Find our latest video tutorials on YouTube (<https://www.youtube.com/c/FinishLynx/videos>)
- » Call (978) 556-9780 and ask to speak with someone in tech support, or
- » Send an email to...
 - » Technical support: support@finishlynx.com

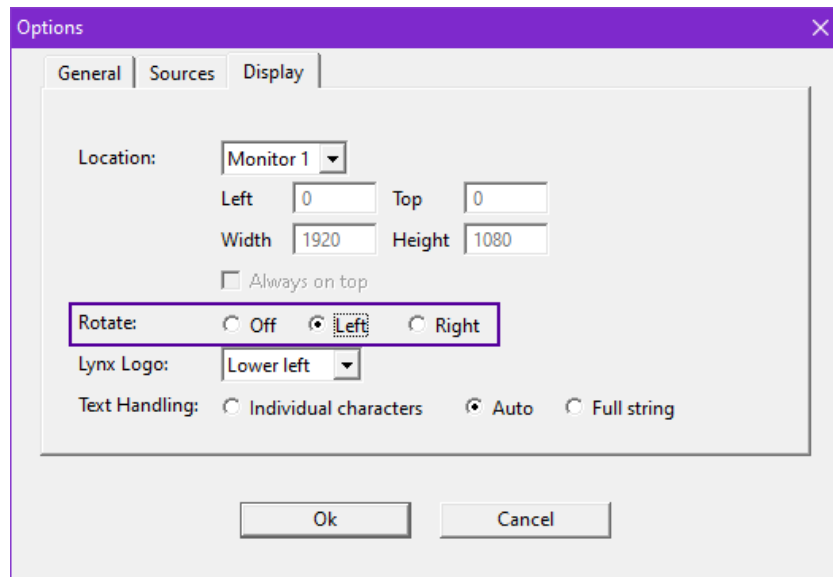


What's New

Layout Display Rotation

It is now possible to rotate (clockwise or counter-clockwise) a layout sent to a display. The feature is added specifically to be used with the [Portable LED Video Display](#), but may benefit other displays on the market as well.

- » To rotate layouts:
1. Go to **File|Options|Display**.
 2. Select **Rotate**:
 - a. **Off** (no rotation)
 - b. **Left** (counter-clockwise)
 - c. **Right** (clockwise)



Video Display Objects

Video Display objects in ResultTV enable the same functionality as to the [Video Display Module](#) embedded in Vision-Series cameras. By using a **Video Display** object in a ResultTV layout, you can generate the content from commands in a compatible Lynx Scoreboard Script (LSS) file in FinishLynx, FieldLynx or LynxPad.

» How to create a layout using Video Display objects:

1. Create a source using the *Video Display.rss* and configure the port settings.
2. Restart ResultTV.
3. Click **File|New** and **Layout|New Video Display** (or open the sample *2x1_Video Display.rtv*).
4. Click **Layout|Edit Objects...** to define the *Position*, *Size* or *Rotation* of the object.
5. Click **Ok**.
6. Select a compatible *ResultTV_Video_[identifier].lss* script and set the standard scoreboard options in FinishLynx, FieldLynx or LynxPad.
 - » **Note:** ResultTV_Video compatible scripts are much like VDM scripts, except for a different wrapper. Each packet must start with \01\02 and end with \05\03\04 to be recognized by ResultTV.

Video Display Object Properties

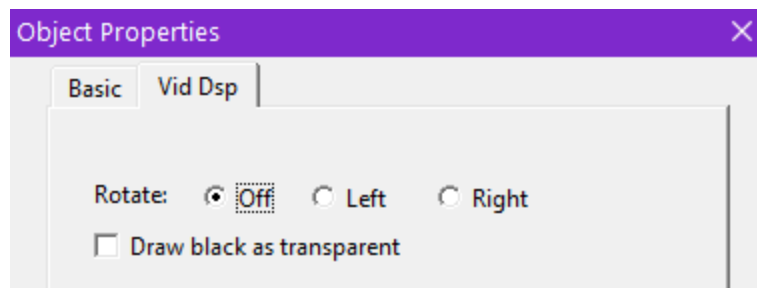
BASIC

The Video Display objects must have the following **Basic** properties:

- » **Type** = Dynamic
- » **Field** = Video Display Data

Vid Dsp

On top of the ability to set the **Display** rotation, it is also possible to set the rotation of **Video Display** objects.



NOTE: If both Display and Vid Dsp rotation is set to Left or Right, the content will appear upside down.

Loading Bitmaps

Just like dynamic bitmap objects, it is possible to load bitmaps into a Video Display object by using an Image block defined in the LSS. All parameters are controlled in the LSS. The *ResultTV_Video Display_Example.lss* shows how to load a flag from *C:\ResultTV\flags* when the country code is included in the *User3* field.

NOTE: Any supported type of bitmap can be loaded, but animated GIFs will only show the first frame of the GIF.

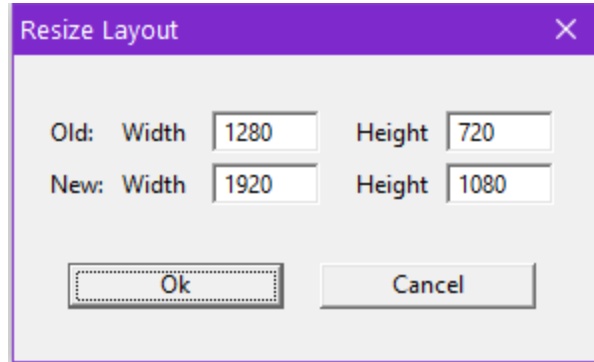


Resize Layouts

The Layout Resize function allows you to easily adapt an existing layout for a new display of different width and height.

» To resize a layout:

1. Select the layout to resize so it appears in the foreground.
2. Click **Layout|Resize...**
3. Enter the **Old** and **New** values for **Width** and **Height**.
4. Click **Ok**.



TIP: The old and new values can be absolute or relative. If you want to double the layouts size, you can enter 1 for the Old values and 2 for the New values.

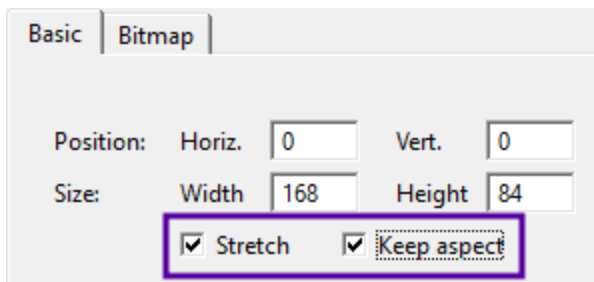
NOTE: By default, new Bitmap Objects do not resize. See "Resize Bitmap Object" below for more info.

Resize Bitmap Object

To avoid unexpected quality loss in bitmap objects, the size of new bitmap objects is locked. This can now be changed with the **Stretch** and **Keep Aspect** options.

» To allow for bitmap objects to be resized:

1. Select the bitmap object.
2. Click **Layout|Edit Objects...**
3. Select the **Basic** tab.
4. Check the **Stretch** box.
 - » **Note:** To limit any resizing to the current width and height ratio, also check **Keep Aspect**.



TIP: If you plan to resize a layout and you want bitmap objects to also be resized, enable these options first.

NOTE: Resizing bitmaps works well for simple block graphics like coloring field backgrounds, but may produce jagged edges or other quality degradation for more complex images.

Optimized Font Blending

The rendering of text with dark fonts and transparent border/shadow/background has been improved so that characters blend in better and appear less jagged. Further, the blending artifacts seen around light text with a light background can be removed by setting the border of the font to the color of the face.

TIP: For blending to occur, the border color must be achromatic (or transparent) and different than the face color (e.g. no blending is done on a black font with a black border). See Advanced settings for more options.

NOTE: These optimizations do not apply to the <Internal> font, only installed Windows fonts.

Source Scripts

- » **FinishLynx_ALL_Fields.rss** adds support for the ResultTV_ALL_Fields.lss available on the [Display and Scoreboard Scripts](#) page of our website. These scripts will be updated if/when new outputs fields are added to FinishLynx.
- » **FieldLynx_results.rss** adds support for the resultv_results.lss included in FieldLynx 1.91, which includes new outputs fields.
- » **Video Display.rss** adds support for compatible ResultTV_Video_[identifier].lss scripts.

Default Layouts

- » **2x1_Video Display.rtv** - basic Video Display layout (336x168 pixels)
- » **84x168_Results1.rtv** - 1 line layout for the [Portable LED Video](#) display
- » **84x168_Results3.rtv** - 3 line layout for the [Portable LED Video](#) display
- » **84x168_Time.rtv** - running time layout for the [Portable LED Video](#) display
- » **336x168.rtv** - 3 lines and running time layout for the [1/2/3-Sided LED Video Infield](#) displays
- » **1920x1080-no-flags.rtv** - standard 8 line layout with higher resolution
- » **1920x1080-flags.rtv** - standard 8 line layout with flags at higher resolution

ADVANCED - Other Settings

Additional *Other settings* are included:

- » **Sources\BufferSize** defaults to 32768 bytes.
- » **Display\AntiAlias\Enable** controls how much blending (anti-aliasing) is done. Set to 0 to disable for all fields in all layouts. A negative value will enable blending of chromatic borders.
- » **Display\AntiAlias\BGLight** controls the cutoff between what is considered a light face color (to be blended with black) and a dark face color (to be blended with white). The default of 128 means all stock colors are considered light, except black.
- » **Display\AutoRotate** sets the rotation based on the orientation of the max allowable display size, when used with a limited display size version of ResultTV.
- » **Display\UseMax** when enabled, forces ResultTV to set the display size to the maximum available, when used with a limited display size version of ResultTV.
- » **Layout\AutoResize** can be used to have ResultTV automatically resize layouts from their default starting size to the current display size.

