

# SPX Release Notes

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Most recent updates are at the top.

## WORK IN PROGRESS

List updated Jun 20 2022

**⚠ PLEASE UNDERSTAND:** Features and changes below may not fully work as the source code is constantly under development. For a stable and more tested version, please use published binary releases below.

### Completed items:

- (none)

### Waiting:

- Rundown Variables (does not remove prVar from profile if no users)

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Published releases:

## 1.1.2 (Jun 20 2022)

- See also [Latest changes Knowledge Base article](#) for selected feature highlights.
- Added API endpoint `getprojects` that returns all project names in SPX.
- Added API endpoint `getrundowns?project=MyProject` that returns all rundowns of given project.
- Added width and height url params to renderer (`/renderer?width=1000&height=500&preview=true`).
- Added a link to API endpoint list to app config.
- Added `disableConfigUI` boolean to config.json. If `true` config menu is hidden and config page gets locked.
- Added `allowstats` boolean config flag. If `false` anonymous user stats posting is disabled.
- Added `registration{}` to config and a menu option for it (url `/register`).
- Added `open template folder` button to rundown item editor (mostly to help template developers).
- Added function to change `out` mode of an opened rundown item. (Change duration, for instance)
- Added function to change `webplayout` layer of an opened rundown item.
- Added `color` ftype and a color picker UI into the template item editor.
- Added `spacer` ftype.
- Added better error messages if template file is not found.
- Added preview: `none` option to configuration
- Fixed a major path detection bug that appeared after re-importing a template and prevented importing more templates (before server restart).

- Fixed a minor bug in filelist field (did not add trailing "/" in filepath).
- Fixed a bug in rundown item duplication routine (when clicking on the icon - had a clash with preview function).
- Fixed a "play duplicated rundown item" -bug.
- Fixed a spacebar bug (play) after editing several rundown items.
- Fixed "import CSV" functionality to generate a bunch of items onto the rundown in one go.
- Changed `spxgc-ip-address` to `spx-ip-address`
- Improved preview mechanism (prevent subsequent previews of the same item).
- Improved UI by reverting gcinput margin-top fixed back to 5px from zero.
- Improved controller UX / speed by doing init with DOMContentLoaded rather than onLoad event.
- Improved template import error handler to prevent SPX crash when errors in template's JS-code.
- Improved error handling and error message displays.
- Binary packages v1.1.2: [Windows](#), [Linux](#), [Mac](#)

## 1.1.0 (Feb 23 2022)

- See also [Latest changes Knowledge Base article](#) for selected feature highlights.
- Changed default port to **5656** to avoid clash with Apple Airplay receiver process. (Thanks Chris 'Lower' Fenwick, for in-depth troubleshooting 😊)
- Added preview functionality and required UI changes. Preview functionality is **very much WIP** and `Take-next-on-play` -preview mode is disabled due to bugs.
- Added "renderer options" area below the renderer to move local renderer to a popup window. Renderer options area also has buttons to copy Program and Preview URLs.
- Added 4K support to app config and renderer(s). Please note, most templates are done for fixed HD resolution and may appear in 1/4th size in the output.
- Added filtering to Projects view (visible when there are 5 projects or more)
- Added `/api/v1/controlRundownItemByID` -API endpoint (see <http://localhost:5656/api/v1>)
- Added `/api/v1/panic` -API endpoint (see <http://localhost:5656/api/v1>)
- Added "disable" toggle to CasparCG servers to temporarily prevent playout commands sending.
- Added recent files to the main dropdown menu (saved to config.json)
- Improved `/api/v1/invokeTemplateFunction` -API endpoint with url encoded strings.
- Improved startup sequence on macOS
- Improvements in various file reading / writing functions. Overall stability and cleanup.
- Improved locale files (english, finnish, portuguese, dutch)
- Improved "links to other stuff" globalExtra from config/createConfig to a plugin in `ASSETS/plugins/spxLinks/`
- Improved file browsers to skip dot-files (".file.ext", mostly on mac)

- Bug fix: a cross platform issue in the template browser navigation mechanism refactored.
- Binary packages v1.1.0: [Windows](#), [Linux](#), [Mac](#)

## 1.0.15 (Oct 24 2021)

- Renamed the app from "SPX-GC" to "SPX". Website: <http://spx.graphics>
- Added General Settings > Static Background Image to Project Settings (feature suggested by Rotem Kish)
- Added rundown item rename functionality to the ID-button
- Added "import CSV file" option to rundown > add template dialog
- Added help section to Knowledge Base and linked help() -function to those
- Added relative path (using template's root folder) filelist option, see README.
- Added "imported timestamp" to profile items for future version comparisons on the rundowns.
- Improved performance by prioritizing memory usage over disk I/O (multiple code changes)
- Improved initialization and startup folder detection
- Improved project file management by removing absolute path reference
- Fixed re-import bug (absolute file path was invalid)
- Binary packages v1.0.15: [Windows](#), [Linux](#), [Mac](#)

## 1.0.14 (Oct 01 2021)

- Added functionality required by "SPX-GC CasparCG MediaPlayer -extension" (CCG commands)
- Added tooltips to template fields in the editor view of the rundown
- Added [/feedproxy](#) helper API-endpoint for CORS data sources with "SPX-GC SocialPlayout -extension".
- Changed the rundown autoScroll parameters (to block: nearest, behavior: auto)
- Fixed template re-import functionality (in project settings)
- Fixed the "invisible rundown item -bug" when a template without DataFields was added
- Added scalable webrenderer pop-up window command to controller menu
- Added export CSV-file option to template editor (import function will be added in 1.0.15)
- Disabled Chrome autostart by default in config.json ("launchchrome": false)
- Binary packages v1.0.14: [Windows](#), [Linux](#), [Mac](#)

## 1.0.13 (Apr 27 2021)

- Fixed a complex rundown issue when items duplicated + sorted. (Bug found right after v.1.0.12 release)
- Binary packages v1.0.13: [Windows](#), [Linux](#), [Mac](#)

## 1.0.12 (Apr 25 2021)

- Added new direct API commands, such as `invokeTemplateFunction` to enable custom template function triggering from StreamDeck
- Added a welcomeOverlay -plugin for onboarding (localStorage flag 'SPXGC\_WelcomeScreenDisplayed').
- Added an ID button to item editor for copying itemID's (to be used with API parameters)
- Added `openthrone` flag to config.general
- Added Dutch language file
- Removed OVERLAY CasparCG server from the generated default config. See README for instructions in adding CasparCG servers.
- Improved performance by skipping unnecessary CasparCG functions when no CCG servers configured
- Improved clearOutputs functionality
- Fixed issue #3 incorrect start-up folder detection (on binary macOS version).
- Fixed issue #18 complex rundown issue when items deleted + sorted.
- Fixed issue #32 (renderer parameter ?layers=[1,5,19]) was not working correctly.
- Fixed "looping templates issue" when auto-out was used and several templates played at same time.
- Several minor tweaks and stability and performance improvements.
- Binary packages v1.0.12: [Windows](#), [Linux](#), [Mac](#)

## 1.0.11 (Mar 25 2021)

- Added a "button" ftype to template definition
- Added ASSETS/plugins functionality for custom plugins. See README > plugins for info.
- Help feature points globally to Knowledge Base. Content sections ignored for now.
- Added a "re-import template" functionality to templates in the project settings
- A bunch of stability improvements and minor bug fixes
- Binary packages v1.0.11: [Windows](#), [Linux](#), [Mac](#)

## 1.0.10 (Jan 23 2021)

- Added a "checkbox" ftype to template definition

## 1.0.9 (Jan 08 2021)

- Fixes a bug in timed Stop animations (in v1.0.4 - 1.0.8)
- Fixes get-file-list bug (Excel file list) in binary package versions
- Build process reconfigured. Some build zip files were corrupted in 1.0.8.
- Fixes a playout issue with other CasparCG servers than "localhost"
- Added a configuration option `general.templatesource` to configure CasparCG template playout to use either file or http protocol:
  - `spxgc-ip-address` is the default and uses SPX-GC **http** server to host templates for both CasparCG and web playout
  - `casparcg-template-path` uses CasparCG config's template-path and **file://** -protocol
- Tiny other fixes and code cleanup
- Binary packages v1.0.9: [Windows](#), [Linux](#), [Mac](#)

## 1.0.8 (Dec 30 2020)

- Added `/api/v1` endpoint for external commands (for Elgato Stream Deck and other similar use cases)
- Binary packages v1.0.8: [Windows](#), [Linux](#), [Mac](#)

## 1.0.7 (Dec 20 2020)

- Templates loaded to CasparCG via `http://` protocol (and not `file://`)
- Bugfixes in project / rundown file management functions (empty selections ignored)
- Added Excel reading API capability for templates via ajax call (such as news ticker). Also added a demo template `SPX1_TICKER_EXCEL.html`
- Added a "number" ftype to template definition
- selected layers rendering (for external renderers, such as OBS) with `layers` parameter `/renderer/?layers=[2,4,20]`
- improved collapsed rundown data preview
- **NOTE: Issue found.** Special-characters-fix (in 1.0.4) may break existing templates with multiline text areas and html sequences renders as text. Effected templates must be fixed with `DOMParser()` -logic which will interpret escaped characters (such as `&lt;BR&gt;`) back to valid HTML tags (`<BR>`) for correct rendering. (See this article for an example: <https://www.codegrepper.com/code-examples/whatever/how-to-convert-text-to-html-document-javascript-DOMParser>)

## 1.0.6 (Dec 18 2020)

- Improved `filelist` field type functionality
- Added `instruction` field type
- Binary packages v1.0.6: [Windows](#), [Linux](#), [Mac](#)

## 1.0.5 (Oct 19 2020)

- Added support for INVOKE handler for custom template commands.

## 1.0.4 (Oct 19 2020)

- Rundown items changed from index based to ID-based. This is a major internal change and improves app stability, enable further development and cleanup spaghetti code.
- Added playlist item duplication.
- Continue button only active if template definition "steps" > 1
- Update button removed from main UI and is now only in the item editor
- Minor UI tweaks and some orphan code purged
- Allow special characters in template fields (`"/&#<>`)

### 1.0.3 (Oct 17 2020)

- added support for "filelist" dropdown selector for choosing a file of specific type (such as 'png') from a specific Asset -folder (such as '/media/image/logo/')
- added messages.dbggreet logic to view-home.handlebars for msg debugging.
- improved "continue" button logic in UI and added "steps" parameter to template definition
- moved templates/empty.html from a file to internal route
- implemented duplicate and rename rundown -buttons in the rundown list view

### 1.0.2 (Sept 21 2020)

- added support for multiline "textarea" fields
- Binary packages v1.0.2: [Windows](#), [Linux](#), [Mac](#)

### 1.0.1 (Sept 5 2020)

- fixes #4 (wrong output url)
- show template folder at startup info
- Binary packages v1.0.0.1: [Windows](#), [Linux](#), [Mac](#)

### 1.0.0 (Sept 05 2020)

- Initial release. Known issues listed in README.md
- Binary packages v1.0.0: [Windows](#), [Linux](#), [Mac](#)