

## ResultV Version 6.01 Release Notes

+Updated the USB Hardware Key Installer to Windows 10 compatible version.

## ResultV Version 6.0 Release Notes

### 600b04

+Added MeetPro.rss, which is identical to Hytek.rss.

### 600b03

+ You can now enter custom colors for font face, border, shadow, and background as well as layout background.

### 600b02

+ All hidden settings should now have comments

+ There is a new hidden setting \Sources\DebugPort that enables a debug output port (that you can connect to with Telnet, for instance). Details of how to setup the port are in the comments.

Any characters sent to the port will be echoed back, so you can easily confirm that you are successfully connected. By default, debug info from every source is transmitted. Typing the digits 1 through 9 will change to only transmitting that source's info. Typing 0 will go back to transmitting all sources. Typing a source number that doesn't exist is an easy way to pause transmission.

The output format should be pretty self-explanatory. Each line starts with the number of characters received before that line. Printable characters (0x20 through 0x7E) are sent as-is. Other characters are printed in hex as [HH].

Messages (enclosed by curly braces) are sent when a header is detected and when a trailer is detected. The message format is:

```
{<source name> <section name> HDR} for header
```

and

```
{<source name> <section name> [BDY ]TRL} for trailer
```

If at least one field was successfully scanned and sent to the layouts then "BDY" will be included. If not, "BDY" will be missing.

### 512b04

+ The registry usage is updated to be the same as FinishLynx (using HKEY\_CURRENT\_USER instead of HKEY\_LOCAL\_MACHINE).

+ There is a new "Lynx Logo" setting on the Options|Display Tab that allows you to choose which corner the Lynx logo is in.

### 512b03

+ Changed the default behavior to have GIFs always use black for the background color. There is a hidden setting (Display\GIFUseBg) that if set to 1 will cause the old behavior, which was to use the background color stored in the GIF.

(Windows Picture Viewer, Firefox, MS Paint, and Paint Shop Pro all seem to treat the GIF's "background" as their own "background". For Picture Viewer that is white, for Firefox that is black, and for the others it is "background" rendered as gray but changeable).

### 512b02

+ Lowered the default minimum delay between frames to 30 milliseconds. This is now controlled by a hidden setting (\Display\MinAnimDelay). There is a hard coded absolute minimum of 10 milliseconds.

+ There is now a Speed setting on the Bitmap Dialog. This works the same as Speed in FinishLynx. A value of 100 is "normal" speed, 200 is double, 50 is half, etc. Negative values can be used to run the animation backwards.

### 512b01

+ The Windows 8 combo box fix is in this version.

+ GIF support (including animated GIFs) is added. There are no new settings associated with this. You'll find that \*.gif files now appear in the Bitmap Dialog combo box (at the end of the list). The GIF file format includes the delay after each frame, which can be different for each frame. You should be able to set this in your GIF editor. If you find a GIF somewhere and don't like the speed you should be able to change the delays in an editor.

The GIF file format also (optionally) includes the number of times that the animation should be played. The way the spec is written the animation should only be played once if this value is omitted. In ResultTV, however, an omitted value results in the animation playing continuously. If you only want 1 loop (or a finite number) then be sure to set the value in your editor. Some editors may always set this value (either to a finite number or to the "continuous" value, which is zero).

If you have many GIFs and/or large GIFs and/or GIFs overlapping large text areas then playback can slow down in ResultTV. In particular, a GIF overlapping text (especially long and/or large text) can cause some slowdown. Also, ResultTV enforces a minimum delay between frames of 33 milliseconds (corresponding to a maximum frame rate of 30 fps). GIFs are generally designed to run at less than 30 fps (20, 15, or 10 likely).

GIFs can take a while to load. 1.5MB file size takes about 1 second for ResultTV to load it. The mouse cursor should show the hourglass whenever a GIF is loading. Note that using undo/redo involves re-loading bitmaps, so you'll see the delay then as well.