

# Release Notes

## ResultV 6.21

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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](mailto:domsales@finishlynx.com)
  - » International Sales: [intlsales@finishlynx.com](mailto: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](mailto:support@finishlynx.com)



## What's New 6.21

Internal update only.

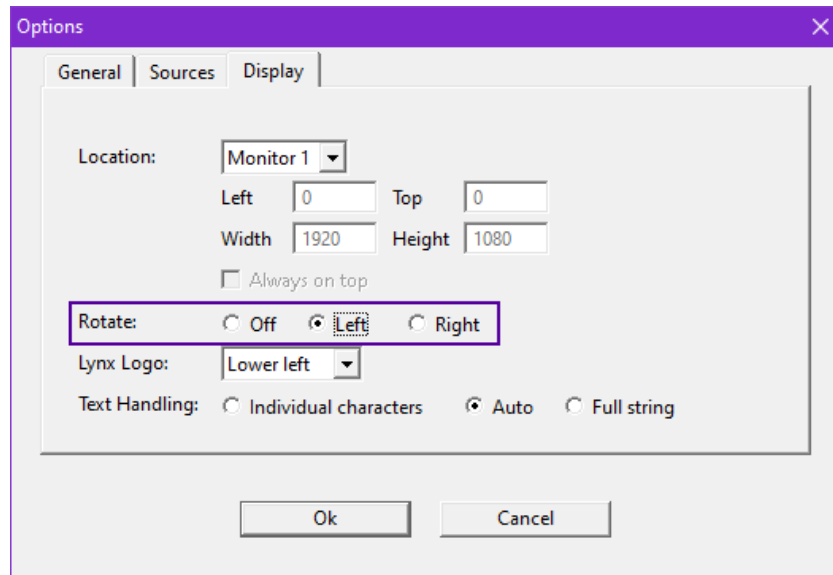
## What's New 6.20

### 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

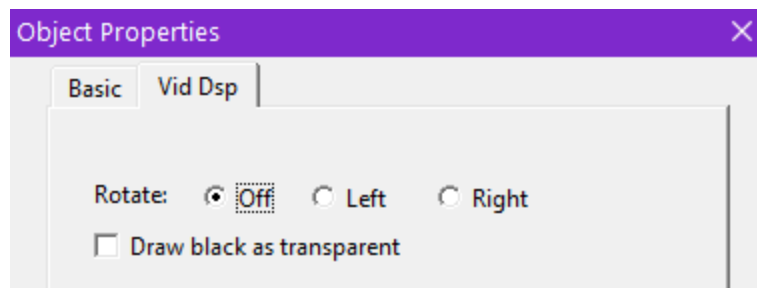
#### BASIC

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.

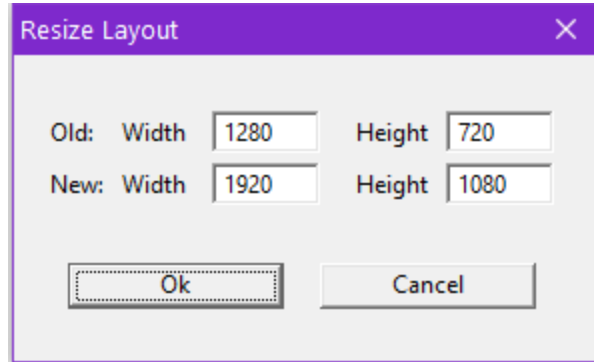
**NOTE:** Any supported type of bitmap can be loaded, but animated GIFs will only show the first frame of the GIF.



## 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**.



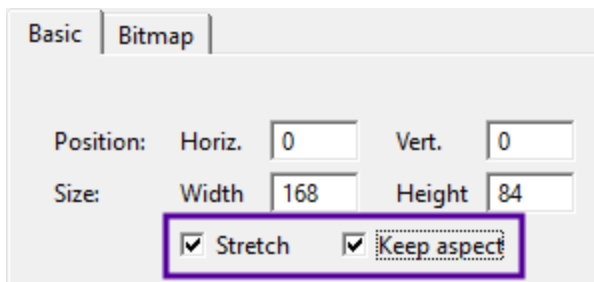
**TIP:** The old and new values can be absolute or relative. If you want to double the layouts size, you can enter 1 for the Old values and 2 for the New values.

**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.

