

WingsVIOSO/RX

What is the difference between WingsVIOSO and WingsRX?

Wings RX is a new generation of the Wings platform developed mainly for the usage on the [Wings Engine Raw](#) hardware. It has similar user interface and many functions in common with Wings Vioso 5. The render engine inside Wings Vioso RX is completely rewritten from scratch. It is based on x64 architecture and includes several base level algorithms, replacing standard operating system and driver functions. Thanks to the new render engine it is not possible to program the timelines and live players independent of the current media playout. Here are listed the main differences in comparison to the Wings Vioso 5:

1. Multiple masters workflow

In real-time and regardless of physical location, multiple operators can work together collaboratively on projects using the same media server outputs. This means that one operator can control background projection whilst another can add overlays or add or change content live at runtime, even whilst the show is running.

In Wings Vioso 5 - the system can have only one master at the moment (back-up master can be chosen only to back-up the main one). All the content editing is being done on master exclusively. All the content changes on the timeline are disabled during the live runtime (except real-time control and live player known features).

2. Unlimited timelines and layers

The new multiple masters workflow also provides a multi timeline functionality which allows to run concurrent timelines - synchronized or not - on the same system and on any number of layers. These timelines can be edited, enabled, disabled, started and stopped independent of the other playbacks.

In Wings Vioso 5 - only one single time can be displayed at one moment. Layer can be done with different tracks, but only one timeline is displayed at any moment. Different timelines can be created and they can be switched from one to another.

3. Realtime frame blending

If the content source has been produced in a lower frame rate than the display or projector supports the new RenderEngine(tm) can produce intermediate frames in realtime to achieve a smoother video playback

4. Uncompressed media playback

Video compression is one of the major challenges in media application these days. Everyone knows compression artifacts such as color fringes or pixelated pictures.

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Wings Vioso RX's render engine is built and optimized for playing uncompressed video contents which avoids all the negative effects of video compression. Supported formats are TIFF, DPX, TGA and PNG without any intermediate file conversion needed.

5. Maximum color depth

Wings Vioso RX has been developed to process media files with a higher color depth than 8bit per channel such as 10bit contents to be ready once display devices support these new technologies.

6. Realtime Color Space Transformation

Wings Vioso RX interprets the source color profiles of images and videos and automatically transforms them into any destination color space in realtime. This way content handling is simplified since it is not necessary to make any time consuming conversions to match color profiles in advance. In any case Wings Vioso RX utilizes the full color space of the display or projector without global restrictions (e.g. to sRGB)

! Note that some of the well-known functions of Wings Vioso 5 are not yet supported in Wings Vioso RX so please consult with our support engineers before purchasing the Wings Engines Raw.

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