

# Firmware revision information for:

## ServSwitch Wizard IP DXS

### Version 1.10

Original shipping release.

### Version 1.11, 1.12

*(October 2007)*

Never officially released.

### Version 1.13

*(October 2007)*

1. The viewer could previously incorrectly assess the speed of the line and drop the colour depth down unnecessarily causing unexpectedly poor video quality. This could occur with a certain mixture of viewing computer, network speed, VNC viewer version and screen appearance of the target computer. The miscalculation is corrected in this version. (bug tracking ref. 108).
  2. Internal filing system could not be changed when full (bug tracking ref. 104). Very unlikely to be seen by a user.
  3. OSD sync status updated more frequently to avoid potential problems with OSD after screen mode changes (bug tracking ref. 105). Only relevant to unit with a local feed through port.
  4. The tracking of the USB absolute mode mouse could sometimes be in error due to the last update being missed. Bug corrected. (bug tracking ref. 110).
  5. Potential issues associated with the sequence of events when hotkeys + C are pressed have been fixed. (bug tracking ref. 111).
-

6. When used with some Java viewers, an “EAX block too large” error message could be observed. This has been resolved by reducing the EAX block size. (bug tracking ref. 112).
  7. The video sync level was not perfect for all systems. This could lead to video breakup when looking at some computer video. Sync levels adjusted to remove this problem. (bug tracking ref. 113).
  8. The LOC light now comes on when the unit is in the special configuration mode. (bug tracking ref. 117).
  9. If a dual access unit is reset using the OSD, the default IP address is now 192.168.1.42 (was previously 192.168.1.22). (bug tracking ref. 118).
  10. Modem configuration option is not relevant on the DXS and has been removed. (bug tracking ref. 119).
  11. The processor controlling the PS/2 keyboard and mouse is reset after a reset of the main processor. This ensures that the full system is reset together. (bug tracking ref. 120).
  12. Video pass through on local port of dual access unit is now correctly handled under all login conditions. (bug tracking ref. 58).
  13. Control of OSD improved. (bug tracking ref. 59).
  14. Extra checks in code added to avoid “Cannot display this video mode” being displayed before video is captured. (bug tracking ref. 86).
  15. On the dual access unit, the local keyboard and mouse signals were not previously fed through to the computer when the host computer is connected via USB. This release fixes this issue. (bug tracking ref. 86).
  16. Changes made to stop local feed through screen flickering for a few seconds during a reset of the DXS. (bug tracking ref. 90).
-

## **Version 1.14**

*(October 2007)*

1. The video capture hardware now captures the video at the same colour depth as the viewer is using. This leads to significant speed improvements on slow network links. (bug tracking ref. 123).
2. The 'Single Mouse Mode' option is now not incorrectly greyed out. Previously, this was erroneously greyed out until the single mode mode had been selected in the VNC menu. (bug tracking ref. 124).
3. Small fragments of the single mouse mode message were previously left on the menu bar after exiting from single mouse mode. This behaviour has been corrected. (bug tracking ref. 125).
4. Blank box that appeared on screen 2 of the OSD configuration menus has been removed. (bug tracking ref. 126).
5. PS/2 keyboard and mouse hang error on the dual access unit fixed. (bug tracking ref. 127).
6. Issues that could cause the Java viewer to terminate unexpectedly have been resolved. (bug tracking ref. 128).

## **Version 1.15**

*(First validated release for the Dual Access product)*

*(October 2007)*

Issues associated with the state of the caps lock light on the keyboard connected to the feedthrough port of dual access unit resolved.

---

## **Version 1.16**

*(October 2007)*

1. The Virtual Media now takes significantly less time to connect. (bug tracking ref. 68).
  2. Removal of video sysncs in a particular sequence could cause a kernel panic. This issues has been fixed. (bug tracking ref. 93).
-