

Version 1.1

Consolidated Release Notes

Core professional workflows

01

Native SMPTE ST 2110 I/O

DeckLink IP 100G and Macnica MEP100 support, with SDP import/export and improved sender/receiver matching.

Enhanced ST 2110 audio, device configuration, and cadence stability.

02

NVIDIA Bridge output

NVIDIA Quadro GPU output via NVIDIA Bridge, including dual-GPU frame pools, NVIDIA Sync Card support, device selection, and bandwidth-efficient output.

Performance, mapping & show control

ProRes at scale

Up to 10 parallel 8K 60p, 10-bit ProRes streams on M4 Max - up from six.

Output & multi-projector mapping

Soft-edge blending, saved output configurations, and rotatable output regions.

Grid, Timeline & animation

Autopilot per layer plus reusable custom curves for sliders and the Timeline.

Display Link & workspaces

Improved Display Link stability and ultra-wide screen support for Dual View.

Electronic output protocols

Timeline, Grid, and Switcher can now send Art-Net, OSC, and REST API commands. Use one-shot cues to load presets or trigger effects, or continuous values for time-accurate lighting fades and external show-control software.

Full release record

The following pages document every Version 1.1 improvement, current limitations, and the NVIDIA Bridge setup and hardware reference.

Version 1.1 highlights

Connectivity, media, and workspace improvements

Connectivity, devices & playout

Added support for Blackmagic DeckLink IP 100G cards and Macnica MEP100 devices for SMPTE ST 2110 input and output.

Added support for NVIDIA Quadro GPUs through NVIDIA Bridge and its driver.

Added SDP import and export and improved sender and receiver matching for ST 2110 workflows.

Improved NVIDIA Bridge with dual-GPU frame pools, NVIDIA Sync Card support, device selection, naming, and bandwidth-efficient output.

Improved ST 2110 audio handling, device configuration, and cadence stability.

Improved ShowMotion Satellite compatibility with older Apple TV devices and Display Link slice handling.

Improved ShowMotion Display Link stability.

Performance & media

Added HAP video codec support.

Expanded composition and output sizes up to 32677 x 32677 px on Apple M5 and newer processors.

Updated ProRes pipeline: up to 10 parallel 8K 60p, 10-bit ProRes streams on M4 Max, compared with six before this update.

Workspace & UI

Added resizable multi-pane workspaces. Switcher, Timeline, Grid, and Multiviewer can be used side by side.

Added full Multiviewer layer selection and editing with transform handles, centered scaling, and aspect-ratio locking.

Added a Dark Orange UI theme and improved text rendering on external non-Retina displays.

Fixed Atlas preview switching, stale Inspector content, and layer and clip selection across single- and multi-pane workspaces.

Fixed aspect-ratio locking and free layer scaling for video and other source types.

Version 1.1 highlights

Grid, Timeline, and output workflow improvements

Grid & Timeline

Grid and Timeline documents can now be sent directly to outputs and used as sources in the Output Manager.

Added initial MIDI support for Grids, including MIDI Learn.

Grid columns can now be added before or after an existing column.

Grid Autopilot now calculates transition timing and start positions correctly, preventing media from looping during a transition.

Grid layers can now ignore column triggers.

Grid columns can now be reordered.

Added dedicated Grid and Timeline runtime audio channels to the Audio Mixer.

Fixed Grid undo and redo, preset restore, render-loop stalls, cadence displays, and advanced output-mapping reliability.

Added Grid Autopilot control per layer.

Users can draw and save custom animation curves, then reuse them on all sliders and in the Timeline Curve Editor.

Output & mapping

Added soft-edge blending to the Output and Region Manager for multi-projector setups.

Improved File Manager selection and browsing, including Shift-click and Ctrl-click multi-selection.

Added advanced Output Region Manager controls for duplicating, copying, pasting, and changing the source of regions.

Users can now save and load complete output configurations.

The Output Mapper can now rotate individual output regions.

Added Art-Net, OSC, and REST API output to Timeline, Grid, and Switcher. Use one-shot cues for presets and effects, or continuous values for time-accurate lighting fades and external show-control software.

Known issues & NVIDIA Bridge

Current limitations, setup reference, and tested hardware

Known issues

Blackmagic driver requirement

The integrated Blackmagic SDK is based on version 16.01. Install Blackmagic Desktop Video Driver 16.01 on the system before using Blackmagic hardware.

NVIDIA driver entitlements

An NVIDIA driver entitlement issue is currently being addressed and is planned for a forthcoming update.

High-resolution ProRes with HX Receiver

Projects with many 6K-or-higher ProRes layers can interfere with the ShowMotion HX Receiver. This may cause frame drops on ShowMotion Display Link layer inputs. This behavior has not been observed with codecs such as HAP. A future update is planned.

Legacy Grid and Timeline documents

Older Grid and Timeline files can cause layer-related issues. Create new Grid and Timeline documents for the most reliable results.

NVIDIA Bridge - quick setup

- 1 Install the driver**
Extract the NVIDIA Bridge Driver Installer ZIP, copy the installer app to /Applications, install the driver, and restart the Mac.
- 2 Install NVIDIA Bridge**
Extract the NVIDIA Bridge ZIP, copy NVIDIA Bridge.app to /Applications, and launch it.
- 3 Prepare the Mosaic**
In Setup, confirm that the driver is active and CLI tools are installed. In Displays, start QEMU and create the outputs and Mosaic.
- 4 Match the canvas**
Write down the Mosaic total resolution. In ShowMotion, create an NVIDIA Bridge output and set the canvas to exactly that Mosaic resolution.
- 5 Finish mapping**
Continue the ShowMotion mapping, then save the output configuration.

NVIDIA Bridge hardware

Tested configurations and compatibility notes

Tested NVIDIA Bridge configurations

Enclosure	Connection	Tested cards
Razer Core X2	Thunderbolt 5	NVIDIA T400, T600, T1000, T2000, T4000, T5000
Razer Core V1	Thunderbolt 3/4	NVIDIA A1000, A2000, A4000
Low-power cards (up to 75 W)		
OWC Helios 5S	Thunderbolt 5	NVIDIA T400, T600
Sonnet Echo II	Thunderbolt 5	NVIDIA T400, T600
Sonnet Echo I	Thunderbolt 3/4	NVIDIA A400, T400, T600
Sonnet Echo III	Thunderbolt 3/4	NVIDIA A4000 with internal power supply

Compatibility notes

Other cards and enclosures should work in equivalent tested combinations. NVIDIA Ampere Series is currently not working over Thunderbolt 5. NVIDIA Ampere and Turing Series work in Mac Pro M2 Ultra.

Canvas resolution

Use the Mosaic total resolution shown in NVIDIA Bridge as the exact ShowMotion canvas resolution.