



Cnario Suite 4.1

Release Notes

Cnario Server Build 61

Cnario Messenger Build 61

Cnario Player build 62

July 2026



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Cnario 4.1 Highlights

Note:

Cnario Suite 4.1 was developed and tested with Windows 10, Windows 11 and Windows Server (Cnario Server & Messenger, please note that Cnario Player was not tested on Windows Server) as the only supported operating systems and with hardware components that support DirectX 11.1 or newer.

If upgrading a Windows 7 or 10 installation or installing on a new machine, please contact support@ycdmultimedia.com with your specific version of windows for further details.

This new and improved version requires resellers and integrators to undergo training and obtain an 'Authorized Reseller' certificate from YCD Multimedia before deploying this version.

1. New Features and Improvements

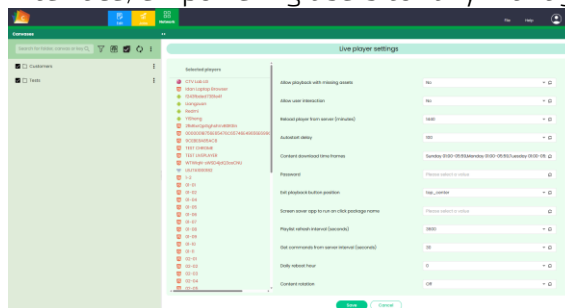
- a. Support for RAMP LivePlayers** – The Cnario Suite now fully supports the RAMP LivePlayers within the same workflow and interface as the rest of the Cnario Suite ecosystem. It includes all of the operating systems that the LivePlayer supports (Windows, Linux, Android, ChromeOS, Samsung Tizen, LG WebOS and more), as well as all of the great scheduling tools of Cnario (time & date / keywords / etc).
- b. Direct Control over Samsung and LG screens** – in this version we added the ability to control Samsung screens (Tizen) and LG screens (WebOS) with On/Off/Input changes, even if the screen is not running the YCD LivePlayer application at the time. This requires the use of Samsung / LG Control Server.
- c. Cnario Server Certification** – Starting version 4.0.0 the Cnario Server requires a dedicated certificate that can be managed through the CnarioConfiguration application.
- d. LivePlayers properties:**
 - i. LivePlayers will receive all their assigned keywords into channelProperties / templateData portion of running widgets, allowing users to leverage those as metadata for players to customize content (weather / room number / etc)
 - ii. Window scaling default behavior is "FILL", users can change that using these options (per window overrides per player), these are the possible values "FILL", "NONE", "MAXIMIZE", "MAXIMIZE_X", "MAXIMIZE_Y":
 - 1. Per Window in layout – add to the window name this text with the appropriate scaling you'd like to use "LivePlayerStretchMode:".

<https://ycdmultimedia.com>

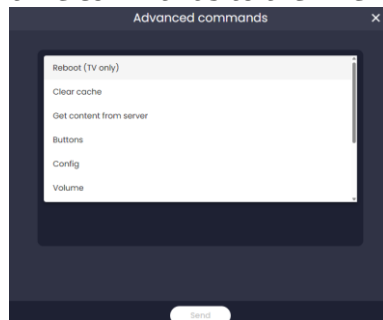


For example, if the window name is “Full_LivePlayerStretchMode:MAXIMIZE”, the behavior for media assets within the window “Full” will be “Maximize”

2. Per player (using keywords) – add a keyword to the channel that starts with “LivePlayerStretchMode:” and add the scaling type afterwards
- iii. Users can also control the “preferCachedStartup” property of the LivePlayer by applying a keyword with the name “No_PreferCachedStartup”
 1. If no such keyword, the default behavior is “true”
- iv. A new “Live player settings” section was added to the *Network* tab of the web-interface, empowering users to fully manage their LivePlayers in the field



- e. **Live Player commands** – A new *Advanced commands* feature was added to send real-time commands to the Live Players in the network.



- f. **Live Player as played reports** – as played reports support was added for Live Players
- g. **Web User Interface** – all functions previously available as Media Manager web interface, are now available in a new format and with additional functions that were not previously available. Including but not limited to the following features
 - i. Network module has been fully migrated from Cnario Messenger to the Cnario Web Interface
 - ii. Added playlist scheduling modes, currently available: Standard, Serial, Shuffle, Switch Playlist and Audience Measurement



- iii. Supported items are currently Image, Video\Audio, HTML, HTML Widget, Playlist, Text, Template item and RSS.
 - 1. Added the RSS item to supported media items
 - 2. Added support for the HTML Widget workflow to simplify the workflow when using HTML5 assets and widgets
- iv. Added the ability to fully manage and configure “Channels” / “LivePlayers”
 - 1. Channels – Cnario Players
 - 2. LivePlayers – What used to be called RAMP LivePlayer

h. Server-side API

A full API of all Cnario Messenger Server functions exposed, a vast range of server-side API calls are now available for integration.

Server-side API can be shared on demand by request from support@ycdmultimedia.com.

- i. **Audit log** – A full audit log was added for all actions done via our API or Web-Interface

j. Installation Process

The Cnario Server installation now adds a Web Server component called “CnarioMessenger” which is the holder of the new Web user interface. When installed on a Windows 10 machine, the installation is able to set all configurations and pre-requisites, however when installed on a Windows Server OS, all configurations at the IIS and Windows Features, WCF and .NET Framework level need to be manually configured.

The Cnario Server installation also adds a Web Server component called “CnarioRampWebAPI” which includes the integration of LivePlayers into Cnario.

k. Server – WebAPI

The Cnario Server now consists of four Windows services and a few IIS Web Server instances, each handling different portions of the Cnario operations (networking, database communications, UI service, hashing, queuing and transferring of content files).

- 1. **Server Settings** – these are available as a desktop application form on the server machine. Those settings now allow accessing and changing all server definitions previously available through the Messenger Preferences user interface or through a configuration file. Some of the available interfaces in the updated Server Settings –



- a. Upload folder migration – the heavy process of migrating the media that was uploaded to a Cnario Server must be done through the Server interface and the Upload folder tab.
 - b. Chainmail settings are now available for definition at the Server level and not only the Messenger Preferences level.
 - c. Certification – Cnario Server requires a certificate to be loaded on the server.
- 2. Login – a secured token and refresh token procedure was implemented. Default settings of 10 auto-login requirement and a 24-hour refresh token procedure. Settings are controllable through the settings application.
 - 3. API - Login process requires the password to be provided as a Base64 string
 - 4. HTTPS – HTTPS communication is fully supported for all API and Web-Interfaces workflows.

I. Components and infrastructure:

- i. CEF was updated to version 127
- ii. Codec package was updated to latest version
- iii. .Net Framework is now 4.7.2

m. Hashing process

A massive overhaul was made to the hashing process, making deployments much faster and more secure.

n. HTML 5 Cache management

HTML5 cache management and settings have migrated into the Canvas Controller Advance Settings on the player side. Cache settings are specific per player and should not be part of the library asset itself.

2. Major Changes and Bugs Fixed

- a. Global search in Web Interface has been improved
- b. Added support for HTML post-load JS in the Web Interface
- c. Added support for HTML Templates in the Web Interface
- d. Improved item scheduling and rules management
- e. The Network Module no longer appears in Messenger by default, if needed, please contact YCD Support to enable it
 - i. In "*C-nario Messenger.exe.Config*" under "*<appSettings>*" change the value of "*<add key='HideNetworkModule' value='False' />*"
- f. All the network module capabilities (canvas addition, management and import) as well as job creation and scheduling have been removed from Messenger and were added into the Web Interface



- g.** Added a favorite mark for jobs for easier re-use of jobs
- h.** Revamped the Collage settings for an easier, more efficient workflow
- i.** Added a password change procedure
- j.** Fixed issues with uploaded of CMF files
- k.** Minor bug fixes in other components
- l.** New deployments to LivePlayers will result in cancelling all previous deployments to that LivePlayer (as LivePlayer can only hold latest deployment)
- m.** When upgrading from version 3.9 and higher, or, when installing on a “clean” (new) server, the LibraryConversion will not trigger automatically as the database was already migrated to Cnario’s new structure
- n.** Many interface and workflow improvements were implemented as it relates to LivePlayers
- o.** Major performance improvements of the API and the web-interface
- p.** A new Analog Clock widget was added to the installation
- q.** Fixed an issue with file names that included non-Unicode characters
- r.** Fixed an issue with where a mismatch between playback refresh rate (fps) and video asset frame-rate (fps) would cause inconsistent playback duration
- s.** Fixed an issue with Audio Mapping during playback

3. Removed Features

- a.** Messenger network module is removed
- b.** Player 3.8.5 and lower are not compatible with this version and must be upgraded prior to upgrade of the Server and Messenger.
- c.** Starting version 4.1, minimum supported SQL server version is SQL 2016 (and up)

4. Known issues

- a.** When using Auto Deletion, some tag-along files from WebFeedReader (like image replacement) or WGT or HTML files might get deleted if the layout is not playing back for a few days, even if those are being used by a layout that is scheduled for the future. As a solution, if needed, users should set the auto-deletion to ignore those file types, for example *.wgt and *.html
- b.** Desktop Messenger network module does not support user permissions
- c.** Layout export and import may cause issues
- d.** Web Feed Reader with image replacement may stop showing content after multiple days of running
- e.** When installing Cnario Server on Windows Server 2022 and up, a server reboot is required after the installer performed the prerequisite components