



Cnario Suite

3.9.1

Build 453

Release Notes

November 2024



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Cnario 3.9.1 Highlights

Note:

Cnario Suite 3.9.1 was developed and tested with Windows 10, Windows 11 and Windows Server (Cnario Server & Messenger, Cnario Player was not tested on a Windows Server) as the only supported operating systems and with hardware component 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.

1. New Features and Improvements

- a. **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

b. Server-side API

On its way to 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.

c. Installation Process

<https://ycdmultimedia.com>



The Cnario Player installation package (.exe) now removes its older versions automatically.

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.

d. Server – WebAPI

The Cnario Server now consists of four Windows services and two 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.
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 possible to achieve in two levels
 - a. API communication – Server and Client interfaces (Messenger, Web Messenger) can communicate with HTTPS protocol enabled – this can be defined at the Server Installation level.
 - b. Web communication – IIS should be defined with HTTPS and SSL certificate to enable users to access the Cnario Web Interface through secured HTTP protocol. This definition is done at the Binding interface of the IIS instance.



e. 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

f. Hashing process

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

2. Major Changes and Bugs Fixed

- a.** Global search in Web Interface has been improved
- b.** Added support for HTML post-load JS
- c.** Improved item scheduling and rules management
- d.** 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' />*"
- e.** All of the network module capabilities (canvas addition, management and import) as well as job creation and scheduling has been removed from Messenger and was added into the Web Interface
- f.** Added a favorite mark for jobs for easier re-use of jobs
- g.** Revamped the Collage settings for an easier, more efficient workflow
- h.** Added a password change procedure
- i.** Fixed issues with uploaded CMF files
- j.** Minor bug fixes in other components

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.

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