

# USB Mode Release Notes

Macro USB Mode Version 2-2-X

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## USB Mode Variations

- Native
  - o The device hardware fully supports USB passthrough technology and does not need the USB macro to operate.
- Native Inogeni
  - o Cisco and Inogeni have partnered to enable a Native USB mode experience on non-USB passthrough enabled systems, such as our Room Kit Plus, utilizing Inogeni's 4KX-Plus system. This new native experience will become available soon after the release of RoomOS 11.
- Macro
  - o USB Mode Version 1 and 2 are a community driven Macro that re-creates the USB passthrough experience; this requires a USB capture device. Macro based versions of USB Mode are not supported by Cisco TAC.

## Features

### Single Script Deployment

USB Mode now has a single script for deployment, rather than 3. This makes it easier to distribute and manage scripts in your environment.

### Auto Endpoint Detection

On startup, USB Mode will determine which endpoint you are using and adjust its API calls depending on the product platform you're using.

For Example, in USB Mode version 1, there was a separate script for the CODEC Pro and Sx80 systems. Which made installation and management troublesome.

### Incompatible Endpoint Handling

USB Mode version 2 can also identify incompatible endpoints. Any endpoint this script is loaded onto that either supports Native USB features or is not compatible will be flagged in the log and the USB mode UI will not load.

This helps prevent confusion and promotes use of Native USB Features

### Memory Improvements

Memory no longer relies on Facility Service 5 to retain your endpoints normal configuration. Instead, a new method of memory storage was integrated which makes use of the Macro editor to a greater degree. We can store near infinitely more information if needed it's easier to read when troubleshooting.

Another thing to note about Facility Service 5, it's expected to be removed in newer version of RoomOs. CE Endpoints are unaffected, but RoomOS Endpoints should switch to USB Mode version 2 whenever possible

### Auto Disengage

USB Mode will automatically disable itself if it detects no presentation signal coming into the endpoint.

## Configuration Section

USB Mode now has a configurable suite of variables to help with various use cases  
Between lines 60 and 104 in the USB Mode script are several options you can edit

### Welcome Prompt

#### *usbWelcomePrompt*

- Use: If set to true, the USB Mode Welcome Prompt will display to the user each time USB mode has been enabled.
- Type: Boolean
- Default Value: true
- Accepted Values: true, false
- Location: Line 61

### Custom Panel Handling

#### *hideCustomPanels\_inUSBMode*

- o Use: If set to true, this will hide all custom Panels on your UI listed in the **hideCustomPanels\_inUSBMode\_PanelIds** constant on line 64 when USB mode is Enabled
  - Use Case: I have other Custom Buttons and Web Apps I want to hide when USB mode is Active
- o Type: Boolean
- o Default Value: true
- o Accepted Values: true, false
- o Location: Line 63

#### *hideCustomPanels\_inUSBMode\_PanelIds*

- o Use: If **hideCustomPanels\_inUSBMode** is set to true, Panel IDs listed in this array will hide when USB Mode is Enabled
- o Type: Array
- o Default Value: []
- o Accepted Values: String
- o Location: Line 64

#### *hideCustomPanels\_inDefaultMode*

- Use: If set to true, this will hide all custom Panels on your UI listed in the **hideCustomPanels\_inUSBMode\_PanelIds** constant on line 64 when USB Mode is Disabled
  - o Use Case: I have other Custom Buttons and Web Apps I want visible ONLY when USB mode is active
- Type: Boolean
- Default Value: true
- Accepted Values: true, false
- Location: Line 66

#### *hideCustomPanels\_inDefaultMode\_PanelIds*

- Use: If **hideCustomPanels\_inDefaultMode** is set to true, Panel IDs listed in this array will hide when USB Mode is Disabled
- Type: Array
- Default Value: []
- Accepted Values: String
- Location: Line 67

NOTE: Do NOT use the same Panel ID in both locations

### Screen Share Experiences

#### *screenShare\_Mode*

- Use:
  - o standard: When USB mode is Enabled, the script will automatically start sharing your endpoints default presentation source
  - o auto: When USB Mode is Enabled, the script will continue to share any active presentation. If you are not sharing, then the script will then start sharing your default presentation source
    - Recommended for use for multiple Presentation/USB Capture locations
- Type: String
- Default Value: “standard”
- Accepted Values: “standard”, “auto”
- Location: Line 69

#### *continuousShare\_Mode*

- Use:
  - o true: When the user Disables USB mode, if a presentation source is still connected and sharing, it will continue to share this source on screen
  - o false: When the user Disables USB mode, the presentation will be stopped
- Type: Boolean
- Default Value: false
- Accepted Values: true, false
- Location: Line 70

### Sx80 Output Override

#### *sx80\_Mx700\_800\_videoOutput\_Override*

- Use:
  - o “Third”: Video for USB mode will be sent out Output Connector 3 (DVI)
  - o “Second”: Video for USB mode will be sent out Output Connector 3 (HDMI)
- Type: Boolean
- Default Value: “Third”
- Accepted Values: “Second”, “Third”
- Location: Line 72

## Touch Panel Avatar Correction

Touch Panel Avatars are the boxes found on a touch panel that represent the number of displays that are actively connected to the system.

### *touchAvatarCorrection\_Mode*

- Use: When set to true, and USB mode is disabled, the avatars display on the touch panel should accurately represent the number of displays used in your deployment of USB mode. This mode also depends on the proper configuration of your endpoints Video Monitors setting.
- Type: Boolean
- Default Value: true
- Accepted Values: true, false
- Location: Line 74

## Pin Protection

### *pinProtection\_Mode*

- Use: When set to true, USB mode will be placed behind a 4-8 digit pin, only allowing users with the proper pin to have access to this feature
- Type: Boolean
- Default Value: true
- Accepted Values: true, false
- Location: Line 76

### *pinProtection\_Pin*

- Use: The 4-8 Digit Pin associated to **pinProtection\_Mode**
- Type: String
- Default Value: "0000"
- Accepted Values: 4-8 digit numeric pin, formatted as a String
- Location: Line 77

## Text Localization

### *usbWelcomePrompt\_[Title, Text, Duration, Dismiss]*

- Use: These fields are the text associated with the USB Mode Welcome Prompt. Change this text to match your language
- [Title, Text, Dismiss]
  - o Type: String
  - o Default Value: **See script**
  - o Accepted Values: Alphanumeric
- [Duration]
  - o Type: Integer
  - o Default Value: 15
  - o Accepted Values: 0-480
- Location: Lines 82 through 85

*missingSourceText\_ [Title, Text, Duration]*

- Use: These fields are the text associated to when the no Video input is detected when USB is enabled without a source
- [Title, Dismiss]
  - o Type: String
  - o Default Value: **See script**
  - o Accepted Values: Alphanumeric
- [Duration]
  - o Type: Integer
  - o Default Value: 15
  - o Accepted Values: 0-480
- Location: Lines 88 through 90

*pinProtection\_Prompt\_Duration*

- Use: This field dictates how long the Pin Entry prompt is open for without user interaction
- Type: Integer
- Default Value: 30
- Accepted Values: 0-480
- Location: Line 93

*pinProtection\_ [FlavorText\_Title, FlavorText\_Text, FlavorText\_Placeholder, FlavorText\_SubmitButton, UnlockText\_Title, UnlockText\_Text, Fail\_Title]*

- Use: These fields are the text associated to when a user is prompted for a Pin to use USB Mode, if enabled
- [Title, Text, Placeholder, SubmitButton]
  - o Type: String
  - o Default Value: **See script**
  - o Accepted Values: Alphanumeric
- Location: Lines 95 through 103

## USB Mode Endpoint Compatibility Matrix

CODEC	Native USB	Macro 1-3	Macro 2-2-10	Native USB Inogeni
C-Series and older	No	No	No	No
Mx200/300 G1	No	No	No	No
Mx200/300 G2	No	No*	No	No
Dx70/Dx80	No	No	No	No
Sx10	No	No	No	No
Sx20	No	No*	No	No
Sx80	No	Yes	Yes	No
Mx700/700ST	No	Yes	Yes	No
Mx800/800ST/800D	No	Yes	Yes	No
Board 55/55s	No	No	No	No
Board 70/70s	No	No	No	No
Board 85s	No	No	No	No
Room USB	Yes	No	No	No
Room Kit Mini	Yes	No	No	No
Room Kit	No	Yes	Yes	FR (Room OS 11)
CODEC Plus	No	Yes	Yes	FR (Room OS 11)
CODEC Pro	No	Yes	Yes	FR (Room OS 11)
Room 55/55D	No	Yes	Yes	FR (Room OS 11)
Room 70D/70S	No	Yes	Yes	FR (Room OS 11)
Room 70D/70S G2	No	Yes	Yes	FR (Room OS 11)
Room 70 Panorama	No	No	FR (2-3-0)	FR (Room OS 11)
Room Panorama	No	No	FR (2-3-0)	FR (Room OS 11)
Desk Mini	Yes	No	No	No
Desk	Yes	No	No	No
Desk Hub	Yes	No	No	No
Desk Pro	Yes	No	No	No
Board Pro 55	Yes	No	No	No
Board Pro 75	Yes	No	No	No

\* => USB mode script will function, but this endpoint requires a 3rd party audio solution to be fed into the USB Capture Device

FR => Future Release, Tentative release version within parenthesis