



V11.0.0 Release Notes - LiveEdge® Max & Node

2025-03-26

LiveEdge® Max V11.0.0.407

LiveEdge® Node V11.0.0.149.3

Bundled Cloud Agent: V1.27.4

Features

> (GA) Dynamic HTML5 Graphic Overlay

- **Product: Max**
- **Dynamic Graphic Overlay support for overlay graphics up to 1920x1080p60** is now generally available on LiveEdge Max software (with the **LE-OPT-GRAPHIX-MAX** license!) This feature includes native support for entering the desired HTML5 URL via the local web UI, LiveEdge Cloud UI, and local REST API.
- See **Known Behaviors** below for more information about this new feature.

> Automatic Enrollment in LiveEdge® Cloud Control

- **Product: Node**
- The **automatic enrollment of LiveEdge® Node devices** has been developed with this software release. This prevents users from needing to manually [“provision” or “enroll”](#) their device into Videon’s Cloud Control platform. Devices will still need to be [“adopted”](#) into an organization to acquire access to your appropriate licensing. All devices will receive the LiveEdge Cloud Control FREE tier until a paid license is applied. Learn more about our Cloud Control tiers [here](#). To upgrade your Cloud Control tier, reach out to our sales team [here](#).
- **If you are not currently part of Videon’s Cloud Control platform**, check out [this article from our Help Center](#) to learn how to submit a request to our support team to be invited.



Bug Fixes / Improvements

- > [Downloading debug logs](#) includes Docker logs:
 - Product: Node
 - The log capture from Node devices now includes Docker logs along with regular device logs.
- > OS stability enhancements:
 - Product: Max
 - Improvements for more robust handling of various network-related anomalies that would cause unexpected behaviors within the core containers.
- > Software Update enhancements:
 - Product: Max
 - Improvements that prevent the local web UI from falsely prompting that a software download has failed for an unexpected reason.
 - Improvements to the software update process for a more seamless user experience, particularly in limited network bandwidth locations.

Known Behaviors

Both LiveEdge® Platforms:

- > Known bug with Facebook and Amazon IVS RTMP integrations.
 - A known workaround for these issues is to use Generic RTMP to stream your events to these platforms. For setting up a Generic RTMP stream to Facebook, check out [this article](#)! For setting up a Generic RTMP stream to Amazon IVS, check out [this article](#)!

LiveEdge® Max specifics:

- > **Dynamic HTML5 Graphic Overlay:**
 - **4K video input source:**
 - **DO NOT** exceed a video input source framerate of 30 frames per second while streaming with Dynamic Graphic Overlay enabled. Framerates higher than 4Kp30 for the input source can produce a gray screen, trailing, artifacting, and pausing in video playback depending on the player used. Failure of the overlay graphic and/or stream could also result. **60FPS overlay rendering is supported on resolutions lower than 4K.**

- **Front Panel Preview:**

- We **DO NOT** recommend or support utilizing the [Front Panel Preview](#) (displaying a live preview of the input on the device's front panel display) while utilizing the native Dynamic HTML5 Graphic Overlay. If you are utilizing the Front Panel Preview for extended periods (> 5 minutes) with Dynamic HTML5 Graphic Overlay enabled, you will likely encounter "Unable to Encode" errors on the associated video profile/encoder. The local web UI can become extremely slow to load or will encounter loading errors. You must reboot the device to recover it, and in many cases physically power cycle the device.

- **AV Input Preview:**

- We **DO NOT** recommend or support enabling AV Input Preview on the [local web UI](#) or via [LiveEdge Cloud Control](#) while utilizing the native Dynamic HTML5 Graphic Overlay. If you enable the AV Input Preview function for extended periods (>5 minutes) with Dynamic HTML5 Graphic Overlay enabled, your overlay graphic and/or video playback will likely begin to stutter or freeze occasionally, eventually resulting in "Unable to Encode" errors on the associated video profile/encoder. The local web UI can become extremely slow to load or will encounter loading errors. You must reboot the device to recover it, and in many cases physically power cycle the device.

- **Large Rendering Field:**

- Large graphics like those of scrolling text-based ticker graphics present too large of a rendering field and extend beyond the overlay screen. This will create a "scrollbar" at the bottom of the overlay and creates a very large use of memory resources. When rendering a graphic with too large of a rendering field, your overlay graphic and/or video playback will likely begin to stutter or freeze occasionally. In some cases, an "Unable to Encode" error can occur on the associated video profile/encoder, slow loading, or unresponsive local web UI, and will require a reboot to recover.

- > **External Storage:**

- An SD card must be inserted prior to device boot in order for it to mount properly the first time. After being recognized from the initial mount, SD cards can be inserted/removed at any time and will then be recognized and mounted by the device.

LiveEdge® Node specifics:

- > Known bug when using multichannel audio on AAC encoders with SD resolutions (480 and 576) resulting in audio artifacts.



Did you know?

> **New Form Factor - LiveEdge® 2Go**

- The LiveEdge® Ecosystem is now available in two small, rugged, and portable form factors - **LiveEdge® 2Go and 2Go Mini** - designed for the pitch, court, track, rink, or wherever your live events take you, prepared to take on the most grueling on-the-go workflows. Both subscriptions include Compute, Cloud Control, vCare and an encoding container per input - perfect for supporting multiple camera angles or backup feeds - add a la carte licensing options to personalize your workflow. Check out all the details [Here](#).