



V11.1.0 Release Notes - LiveEdge® Max & Node

2025-05-29

LiveEdge® Max V11.1.0.435

LiveEdge® Node V11.1.0.149.3

Bundled Cloud Agent: V1.29.1

Features

- > **HTTP Push support for AWS MediaPackage**
 - **Product: Max & Node**
 - **HTTP Push output protocol support for streaming to AWS MediaPackage** is now available on both Max and Node devices! This feature has been included with the upcoming deprecation of AWS MediaStore in mind. With this feature, users will be able to stream to a MediaPackage ingest point using the HTTP Push Streaming Provider “AWS MediaPackage”.

- > **Backward Compatibility of HLS feeds via HTTP Push**
 - **Product: Max & Node**
 - **HTTP Push HLS manifests will now include the #EXT-X-VERSION:6 tag** for backward compatibility with some older set-top boxes requiring the version 6 tag to properly playback audio.

Bug Fixes / Improvements

- > **Data Profile/Encoder enhancements:**
 - **Product: Max**
 - **Improvements to data profiles/encoders (like SCTE-35, KLV, and SMPTE-2038)** so they cannot be attached to an output that uses a video or audio source from another hardware input.



- > Local Web UI enhancements:
 - Product: Max
 - Enhancements to ensure the Max device can properly load its local Web UI even when located on an isolated network without a proper gateway being supplied over the LAN connection.

- > OS stability enhancements:
 - Product: Max
 - Enhancements to Videon's supervisor (Max-only) container for increased robustness and handling when Videon's Core Docker containers encounter errors.
 - **See Known Behaviors for LiveEdge Max Software Updates below under Docker Containers!!!!**

- > Software Update enhancements:
 - Product: Max
 - A new method for implementing software updates is being introduced with this release that will cause the initial update to take a bit longer than usual, but provides increased robustness for software update behavior in the long term, especially in limited bandwidth scenarios. This enhancement will allow Videon to create software update files that are much smaller in size.
 - **See Known Behaviors for LiveEdge Max Software Updates below under Software Update!!!!**

- > XML support enhancements:
 - Product: Max
 - XML support has been added for on/off control of the Dynamic HTML5 Graphic Overlay feature.

Known Behaviors

LiveEdge® Max specifics:

- > **Updating from pre-V11.1.0**
 - **Software Update**
 - **When updating software, this update WILL take extra time to complete!!!!** There is a new software update process being introduced with this release. This new process requires a second download of Videon's Core Docker containers hosted within the OS once the device has booted back up after the initial update has taken place. Please allow at least 30 minutes for the software update to complete from start to finish. **Note: the time for the update to complete may vary depending on the local network's available download bandwidth.**



- **Docker Containers**
 - Any third-party or non-Videon OS containers (like HTML5 graphics renderer, SCTE-35 Ad Insertion Button, or Watchdog container applications) will be removed from the device with this update and will need to be **manually reinstalled after updating**.

- > **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.

 - **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.



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](#).