

2025-07-15

LiveEdge® Max V11.1.1.465 LiveEdge® Node V11.1.1.149.3

Bundled Cloud Agent: V1.29.2

Bug Fixes / Improvements

- > Bug fix for deinterlacer issues introduced in V11.1.0:
 - Product: Max
 - Resolved an issue causing the deinterlacer to behave unexpectedly in certain edge cases.

- > Deprecation of Dolby.IO WHIP Integration:
 - Product: Max & Node
 - The Dolby.IO-specific WHIP integration has been deprecated due to its minimal differences from the Generic WHIP implementation. Going forward, please use the more flexible Generic WHIP option when streaming to Dolby.IO.

- > Cooling Fan enhancements:
 - Product: Max
 - In the event that the fan functionality encounters an error/failure, fans now default to the speed at time of error or 80% to ensure that proper cooling takes place until the error is resolved.

- > Front Panel Display screen enhancements:
 - Product: Max
 - Added additional error handling to ensure the front panel display remains operational in more situations.

- > Software update enhancements:
 - Product: Max
 - Enhanced device resilience during software updates, ensuring recovery in the event of a power interruption mid-update.



Known Behaviors

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.

- **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](#).