# V12.0.0 Release Notes - LiveEdge® Max 2, Max, & Node

## 2026-02-16

## LiveEdge® Max V12.0.0.520
## LiveEdge® Node V12.0.0.163.3

**Bundled Cloud Agent: V1.36.3**

### Features

> **Dual Ethernet Support**
- **Product: Max 2 only**
- Added support for configuring the dual Ethernet interfaces on the new Max 2 hardware platform via the local Web UI.

> **Password Protection for Local Web UI**
- **Product: Max 2 & Max**
- Added support for Max 2 and Max products to have the ability to enable password protection on the local Web UI.

### Bug Fixes / Improvements

> Enhancements to Docker DNS Resolution
- Product: Node only
- Improved UX for Docker Image pulls to resolve DNS using the device's assigned DNS server(s) first. If there are no DNS server(s) assigned to the device, the behavior will default to resolving through Google's 8.8.8.8 or 8.8.4.4.

> Data Encoders (SCTE & KLV) print to a separate log file
- Product: Max 2, Max, & Node
- Data encoders such as SCTE and KLV now print to a separate log file.

> Software Input stability fixes
- Product: Max 2 & Max
- Bug fix for looping video content to prevent the video encoder from failing to restart as expected.

- Bug fix to prevent GStreamer Software Input from hanging at the end of a stream interruption.

> Automation/XML Control: Component ID Overflow Fix
  - Product: Max 2, Max, & Node
  - Addressed an issue where long-running XML-based automation workflows could lead to component IDs becoming excessively large. This sometimes resulted in internal naming overruns that could impact Daemon stability. Component IDs are now automatically truncated to maintain reliable operation.

## Known Behaviors

**LiveEdge® Max 2 specifics:**

> **Dual Ethernet**
  - In some configurations, route weighting may behave unpredictably. While this typically does not impact functionality, the SRT Listener may bind to the *eth1* interface instead of the expected *eth0* interface.

**LiveEdge® Max specifics:**

> **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.