

Twonky Client 8.0.3

New Features

- added support to configure DMR screen resolution with DMRCP_PROP_MAX_RESOLUTION
- support for new IOCTL: DMSCP_IOCTL_GET_SYSTEM_UPDATE_ID
- added 64-bit support for TSDK (iOS)

QA information

CTT 2.0.0.05 passed
MCVT 2.0.0.3 passed
UPnP CTT 2.0.51 passed
LPTT 1.22.4 passed
LPTT CVP 2.0.16 passed

Improvements

- allow client to browse into an empty well-known bookmark container
- enabled SetNext support for Xbox One
- improved interoperability with future Samsung TVs
- added new API on Android in RendererContext for getting current transport actions from renderer
- added new API on iOS in NMCRendererContext for getting current transport actions from renderer

Changes

- deprecated SHARE_ITUNES and getLocalFileObjectID (Android)
- deprecated TMSOptionShareiTunes and getLocalFileObjectID (iOS)

Bug Fixes

- backward skipping works now also in non-random queue modes
- beaming content from Dropbox works again
- fixed a number of problems when doing follow-me scenarios; overall robustness against client behavior significantly improved
- fixed occasional deadlock when clearing a queue immediately after playback
- fixed occasional disconnection from Apple TV during playback
- fixed stack overflow happened while browsing plex server which returned same children over and over
- resolution checking now picks the correct resources for very high resolutions
- database is kept whenever possible after upgrading application on Android
- download manager no longer uses a hardcoded secure storage path
- fixed multiplied issues in MediaResource class
- fixed online services for Android Lollipop devices
- NMCAsyncListener::onAsyncResult executed in a separate thread
- fixed issue where mp4/mov content was incorrectly recognised as non-DLNA content

Known Issues

- CTT fails for DMC test 7.3.26.2 (bug filed with DLNA)
- Twonky Proxy sometimes discovered as server
- Beaming issues
 - XBox360 does not support beaming online content
 - cannot beam multiple items to Xbox One
 - issues with XBMC and picture beaming