

Twonky Ref App 8.3

Twonky Ref App Android

Improvements

- simplified aggregation settings

Bug Fixes

- fixed crash when changing orientation while browsing servers
- fixed crash when showing media queue
- fixed issue where beaming notification was not always created
- fixed issue with repeat and random buttons not showing correct state.
- local server no longer goes offline after setting network visibility off

Known Issues

- Android's list view is not updated correctly after deleting items from the queue
- DMR queue list is not updated after an item is removed from it
- DTCP content playback stops when user performs seek
- DTCP content playback stops when user resumes paused playback
- [Ref App Android] Crash upon server lost
- [Ref App Android] upload goes to failed state and is not removed from the view after manually cancelling the upload
- already cleared queue item appears in the DMR Control screen after new queue plays to the end
- bookmarked container is enabled even when device is offline
- devices cannot be enabled manually if the Auto-enable new devices is turned OFF
- hidden server does not become accessible again after Network Visibility is turned back ON
- indicator is missing which video is playing in the queue for premium video
- local renderer setting remains disabled after setting it private in general settings
- local server does not list content stored in extra sdcard
- progress is not shown correctly for premium video
- ref app android shows device not activated message and does not change renderer even when LMP has already started
- seeking forward to the end of the song stops playback on Apple TV
- server does not leave network or re-announces itself when Media Type Filter is changed
- skip to next track does not work when beaming to Sony STR-DN1030
- transferring back beaming to local device doesn't work for premium video
- user cannot resume to play the content after sleep

Twonky Ref App iOS

Improvements

- simplified aggregation settings
- updated App to utilize CocoaPods for GoogleCast SDK dependency management

Bug Fixes

- fixed a crash that occurs sometimes when the application fails to quit its background task fast enough
- fixed an issue where DMR Control UI is not updated correctly when seeking forward with seek bar
- fixed an issue where resetting star rating wasn't possible
- fixed an issue where song rating was showing incorrect values

Known Issues

- DMR Queue and DMR Control display incorrect media items after editing a queue on the external renderer
- DTCP content playback stops when user performs seek
- DTCP content playback stops when user resumes paused playback
- Network Visibility setting is not working
- [RefApp iOS] queue view remains in loading state while adding a URL to the queue that eventually fails
- after Play is selected the second picture in slide show is not always shown as per interval setting
- app crashes when it downloads a content after sleep
- app displays wrong status for download after app resumes
- app freezes if user taps [Select All] and [Clear Queue] continuously
- content is not shared when auto-share is disabled and a single device is manually enabled
- crash in player screen after pressing rapidly Skip Prev while beaming from external server

- fixed an issue with local renderer property change notifications when renderer is enabled after being disabled
- hidden server does not become accessible again after Network Visibility is turned back ON
- playback occasionally begins from the last item in the queue after queue is generated
- playback of a video ends 1 second before the total duration
- queue disappears when queue is transferred to a new device for the first time
- seeking forward to the end of the song stops playback on Apple TV