

Twonky SDK 8.3

Twonky Server

New Feature

- "diskless server" which stores the database for each USB drive on the drive itself
In case of multiple USB drives, the database was in the past stored on the drive that was first plugged in. When that drive was removed the media on the remaining USB drives had to be rescanned. From 8.3 onwards, multiple databases are supported. Those are stored on each USB drive individually. This also improves the performance when an USB drive is re-plugged because only new items have to be scanned.

Improvements

- Twonky now supports beaming to Chromecast devices also from Windows, Linux and MacOS
- restructured Twonky Server configuration pages to easier find the individual config options
- added an initial setup page for mandatory settings
- added config option `title_from_filename_for_non_utf8` to handle files with bad embedded metadata
- added device adaptation for JRiver Media Center
- added port number to list of network interfaces on the server status pages
- PCs or mobile phones that can run multiple UPnP software stacks are now listed only once in the Twonky Server device list
- distinguish during initial scan in `rpc call info_status` between adding files or just validating files if cached navigation tree was loaded successfully
- improved ASF file parser to support WM/Year property in long format
- improved checking of filename convention for recorded `.wtv` files
- improved client adaptation for the LG TV Series 5 2015
- improved database performance using buffered I/O
- improved support for Asian languages on Mac OS
- new config option to set the maximum picture resolution delivered by the server to scale down huge images automatically to the given resolution
- reduced discovery delays in case of network changes
- removed support of `.dat` files which do not have a specific media type (used by several applications) and therefore can not be served as media
- setting a different codepage to update the language settings now restarts the server
- when multiple servers are found on a single IP, Twonky Aggregation Server now has priority over others.

Bug fixes

- Internet Radio stations serving `.m3u` playlists within `.m3u` files are now served correctly.
- Windows mountpoint path to subfolder of removable media fixed.
- added missing initialization for SSDP-multicast
- aggregation auto-copy did not start right after the change of aggregation mode
- extracted "number of this disk" property from MP4 files to improve sorting on some navigation trees
- fixed CTT 7.3.60.3 failure for huge albumart
- fixed URL to twonkyforum.com in start menu
- fixed bad formed protocol-info for items with unknown mime-type
- fixed `dc:date` property in long format with invalid time `T00:00:00` part
- fixed duration of some DLNA test files (MP2TS)
- fixed handling of ignore files in evented subfolders
- fixed installation problems for user without admin rights on Windows

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QA information

CTT 2.0.4.3

MCVT 3.0.3.9

UCTT 2.0.70

LPTT 2.0.36

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- fixed issue that local SSDP does not always work properly after network cable disconnected
- fixed issue where DTCP activation cache is not populated correctly [iOS only]
- fixed possible bind-issues in the SSDP heartbeat
- fixed possible crash on Windows shutdown
- fixed possible termination of the notify handler thread on Linux when a share was removed
- fixed support for multiple mp3 genre
- fixed that a hidden Twonky Server would appear in the network when changing its name
- fixed that change of friendlyname was not correctly announced to the network
- fixed the creation of albumart-URI according to all defined scaling-parameters
- fixed wrong child count for empty user generated playlists
- for removable media on Windows there is no longer a pop-up window "drive not ready" when the media is removed
- implemented propagation of uninstall-size information to Windows 10 control panel for installed applications
- pretend being an old Twonky 6 client to discover and browse QNAP TurboNAS DLNA server, which otherwise blocks the access
- prioritization of wired network connection in multi home environment now working properly
- scaled AlbumArt (160x160) no longer becomes the default albumArt when loaded a second time
- setting a user was not possible when multiple clients share same IP address
- skip e-books when importing metadata from itunes
- track number in playlist starts at 1 and no longer at 0

Known issues

- fixed that in the web UI the list of servers available for aggregation was incomplete
- on Android the server does a frequent lookup of server managed directories if these do not exist
- the control point window from the web UI sometimes sticks to mouse pointer
- "My Russound" app does not show the correct album art when used with Twonky Server
- UPnP inspector gets confused when Twonky Server provides multiple artist tags with different roles
- audiobooks can not be aggregated by other Twonky Servers
- beaming media from Mediatomb to Samsung TV D series does not work
- duration calculation of MPEG2TS files is not accurate if timeseek generation is disabled
- error in Mac OS logs for filedb-delete is actually only a warning; operation is not impacted
- occasionally, Twonky license key input results in "invalid key" on Linux systems. (workaround: remove the appdata folder and try again)
- thumbnails of some rotated images do not show up correctly in webUI
- updating from 7.x to 8.0 with preserve settings leaves some files in c:\

Twonky Client Components

Improvements

- Twonky now supports beaming to Chromecast devices also from Windows, Linux and MacOS
- added QNAP TurboNAS media server as known server with support of some well-known bookmarks
- added new LocalServerOption
TITLE_FROM_FILENAME_FOR_NON_UTF8 [Android Only]
- enhanced thumbnail for pictures when browsing all pictures
- improved performance when beaming high bitrate content imported via iTunes [iOS only]
- poll Apple TV state only during playback
- poll Roku states only while it is being controlled
- reduced discovery delays in case of network changes

- resource selection added to local image renderer
- skip queue item if preloading is enabled and it fails

Bug Fixes

- added download content type into downloaded item's metadata dictionary to be retrieved with key `DLMKeyDownloadContentType`
- added missing initialization for SSDP-multicast
- fixed Chromecast renderer support
- fixed `NullPointerException` that happens when pressing back key before server content is shown.
- fixed an issue where `LocalServer` failed to start on some Android 6 devices [Android only]
- fixed crash that happened when browsing D-Link DIR-860L router
- fixed deadlock that occurred fetching server name
- fixed discovery and browsing QNAP TurboNAS DLNA server
- fixed discovery of Lynx Media Player when FireTV was connected and removed from network
- fixed issue that local SSDP does not always work properly after network cable disconnected
- fixed issue where DTCP activation cache is not populated correctly [iOS only]
- fixed issue where content was not shown on local server
- fixed issue with LDMR state listeners [iOS only]
- fixed issue with asynchronous teardown of LDMR [iOS only]
- fixed issue with generating album artwork for the iTunes content being shared [iOS only]
- fixed issue with premium playback screenshot detection [iOS only]
- fixed logic for resetting native player in LDMR [iOS only]
- fixed null pointer exception in image view manager [Android only]
- fixed possible bind-issues in the SSDP heartbeat
- fixed possible crash when modifying shared content [Android only]
- fixed possible deadlock when contexts were simultaneously created and deleted
- fixed repeated network changed notifications in an IPv6 network [iOS and Android only]
- fixed that DIAL devices not supporting Twonky could be listed as renderer
- fixed that LDMRs go offline when network visibility is disabled or the network is shut down
- fixed that a hidden Twonky Server would appear in the network when changing its name
- fixed that an invalid bookmark was returned after entering an empty well-known bookmark container
- fixed that item added to the queue was not played in repeat queue mode in in case the last item was currently being played
- keep Apple TV, Roku and Chromecast offline in renderer list if removed from the network
- media items are now left aligned in grid.
- slideshow will skip immediately to next image if renderer reports an error
- track number in playlist starts at 1 and no longer at 0
- wrong server had been selected as local server in Beam Content activity [Android only]

Known Issues

- TSDK crashes if `goBookmark` method is called with null bookmark [Android only]
- cloning queue with multi-user items to other DMR does not work
- enabling the Chromecast LDMR can lead to an endless loop [Android only]
- Roku does not support seek for music
- Twonky Server interferes AirTunes playback with Denon AVR-4311, as workaround disabling AppleTV support with `disable_dmr_plugins=1` solves this
- beaming media from Mediatomb to Samsung TV D series does not work
- cannot beam multiple items to Xbox One

- changes in twonky-startup.txt does not have any effect if application is upgraded in place [iOS only]
- only ASCII and Korean can be read from ASCII tagged MP3 metadata [Android only]

Twonky Ref App

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

Lynx Media Player for Android TV

Improvements

- enhanced thumbnail resolution when browsing all pictures

Bug fixes

- fixed NullPointerException that happened when pressing back key before server content was show
- fixed crash that happened when browsing D-Link DIR-860L router
- fixed deadlock that occurred fetching server name
- fixed issue where content was not shown on local server
- media items are now left aligned in grid

Known issues

- Android native player sometimes crashes when playing 4K video
- duration is not fetched and progress bar not shown for some songs
- empty grey screen is shown when scrolling down quickly while the media category is still loading
- server does not leave network or re-announces itself when Media Type Filter is changed
- servers suddenly appear in the browse rows instead of media container details
- the server visibility setting does not work

- playback of queued photos stops if an unplayable photo is encountered
- IllegalStateException while backing out from a server view before it loads