

Twonky Client 8.1.1

New Features

- DIAL support and related APIs

Improvements

- added option no-proxy to bypass proxy in tm_dmrpc_create_metadata()
- added start and count parameters to RSS renderer list
- login to/logout from multi-user Twonky Server now generates a server update event
- relaxed Apple TV discovery to search now every 30s instead of every second to reduce power consumption
- tm_ldmr_set_name automatically reannounces new name
- added API for providing upload progress [Android and iOS only]
- added API for rescanning renderers

Bug Fixes

- fixed beaming to Windows Media Player on Windows 10
- fixed queue offloading to other queue handler for 3rd party DMRs
- fixed skip on Samsung TV C series
- fixed skip while paused on Apple TV 2nd Gen in web UI
- fixed that LDMR with customer UDN is treated as 3rd party DMR by remote clients
- fixed that a lost event was sent to own app if network access to local DMR was disabled
- the audiobook position is no longer overwritten if resume from previous position fails
- fixed handling of HTTP error codes from DTCP activation server [TSDK premium only]
- fixed application ID handling for DTCP activation [TSDK premium only]
- fixed issue where DTCP upload handler is not registered in DTCP initialization [TSDK premium only]
- fixed an issue where querying sort capabilities from NMCServerContext may lead to a crash [iOS only]

Known Issues

- LG TV Series 6 does not display video subtitle of a video when advancing automatically to the video in a queue
- Roku does not support seek for music
- SDK allows to beam media items with unsupported DLNA profiles as it only matches mime types
- 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
- multi-user content cannot be beamed to remote Twonky renderer
- changes in twonky-startup.txt does not have any effect if application is upgraded in place on iOS
- cannot beam multiple items to Xbox One