

BrightSign®

OS8.2 RELEASE NOTES

Version 8.2.35.4

AU3x5, XTx44, XDx34, HDx24, HS1x4, LS424, XTx43, XDx33, HDx23, HO523, HS123, LS423, 4Kx42

Changes Since 8.2.26

New Features

- OS-10962: Added support for IP forwarding configuration to @brightsign/hostconfiguration.
- OS-7840: Added contrast and brightness controls to roVideoPlayer.

Improvements

- OS-11549: roVideoPlayer.ProbeFile performance improved.
- OS-11518: The module search path can now be set when using roNodeJS.
- OS-11513: Converting BrightScript associative arrays with non-native types into JSON will no longer cause a warning message to be emitted in the logs.
- OS-11510: @brightsign/assetrealizer validateFiles method attributes now uses camelCase, e.g. "deleteCorrupt".
- OS-11481: Local storage with multiple browser instances through roHtmlWidget has been improved.
- OS-11347, OS-9929: Suppressed warning message when playing a video at a different display rate than the source.

Bug Fixes

- OS-11585: Fixed an issue where not all HTML video tag attributes were honored.

- OS-11567: Destroying an HTML video player immediately after loading no longer causes errors to appear in the log.
- OS-11562: roAssetPool and @brightsign/assetpool now properly recalculate pool size after validation failure.
- OS-11531: Fixed problem with exFAT subdirectory parsing.
- OS-11529: GPIOs 4 and 5 now work correctly on AU335.
- OS-11484: @brightsign/audio instances are no longer garbage collected whilst playing.
- OS-11446: Fixed problem with event delivery from BrightSign objects when used with NodeJS.
- OS-11432: NodeJS is now prevented from exiting while promises are outstanding.
- OS-11319: Fixed potential crash that could occur during a traceroute operation.
- OS-11293: Fixed excessive memory usage when playing back portrait video.
- OS-11035: Reduce video encoding latency in particular configurations.
- OS-10448: HTML video element now reports the correct dimensions.
- Supervisor Bugfixes
 - BCN-8401: Players with no SD card can now run the LDWS again.
 - BCN-8399: Fixed ping method sometimes getting players stuck in a loop.