



Release Notes

BirdDog PLAY

NOTE: Due to internal BirdDog requirements, our public releases don't always have sequential numbering.

Version 1.0.30

This release includes the following:

Features:

- **Cloud Connect** integration for decoding sources directly from your Cloud Connect Groups.
- **SRT** support featuring caller, listener, and rendezvous modes.
- **Reset System Default** button to reset PLAY device to factory settings.
- **Custom SplashScreen** option for the user to upload custom PNG images.

Fixes:

- **Multicast** performance improvements.
- **Network** and **NDI® configuration** settings now persist after a device update.
- **BirdUI** is now accessible regardless of Internet connectivity.
- **Analog audio** output via the 3.5mm jack is now operational.

Previous Releases

Version 1.0.18

This release includes the following new features and fixes:

- Support for full NDI® decode of interlaced video (up to 1080@60fps).
- BirdDog security update.
- The **Remote IP List** is now searched correctly.
- Fixed a Multistream issue which was causing high CPU usage and degraded playback performance.
- The selected **Failover Source** now loads correctly.
- The **Device Mode** display on the Dashboard no longer always displays "NONE".

Known limitations

- Multicast playback performance is inconsistent.



Version 1.0.13

This release includes the following fix:

- HDMI audio now works correctly.

Version 1.0.11

This release includes the following new features and fixes:

- Static mode is now working and fallback to a static IP address works as expected.
- Added AAC audio support.
- Added renegotiation of the HDMI display EDID when switching monitors.
- A QR code is now shown on the display, and when scanned, will open the PLAY Quickstart Guide.
- The PLAY screensaver no longer automatically displays when NDI Screen Capture outputs at a low frame rate.

Known Limitations

- The 3.5mm analog audio output is currently not operational, but will be enabled in a subsequent release.

Version 1.0.8 (Initial Release)