

# LTN Schedule Changelog

## Schedule 7.0.0 - 7.1.11 Changelog

Type	Component	Details (for Customers)
Bugfix	Playout	Fixed Playout timeouts for long running elements
Bugfix	Pull Process	Fixed an issue where pull process was sometimes destroyed before being stopped
Bugfix	Licence checking	Fixed an issue with Schedule not working properly when there was an invalid license or license server not reachable on startup.
New	Logs & Metrics	Added internal monitoring metrics.
Changed	Playout	Changed Schedule playout to new rtmp server.
Fixed	Backup Server	Fixed an issue with main and backup server. Backup server will now be stopped on restart.
Changed	Logs & Metrics	Added ability to change notification email on a running system.
New	Live Video Input	Added support for SRT (Push & Pull) and MPEG-TS TCP (Push & Pull) livestream inputs
New	Playout targets	Added support for MPEG-TS SRT (Push & Pull), MPEG-TS TCP (Push & Pull) and MPEG-TS UDP (Pull) for Playout targets
Bugfix	Playout targets	Fixed an issue where the publishing to target was stopped during the restart of a push process, which caused issues with editing the push target later.
Changed	Playout targets	Improvement of HLS process with two sub-processes one each for primary and secondary and error reporting acknowledging the state of both.
Changed	Playout targets	Added ability to individually configure credentials for primary and secondary custom RTMP targets (separated from URLs)
Changed	Playout Preview (UI)	Improved Preview by always transcoding livestream elements to make sure they play in the browser.
Bugfix	Playout targets	Fixed an issue where clients could no longer connect to MPEG-TS listeners in some cases.
Bugfix	Playout targets	Fixed an issue where it was not possible to create a new HLS push target.
Bugfix	Playout Preview (UI)	Preview now maintains 16:9 aspect ratio.
Changed	Playout Preview (UI)	Improved handling of unavailable items in preview.
Changed	Playout Preview (UI)	Incoming Mpeg-TS H.264 are no longer transcoded for preview.
Changed	Playout Preview (UI)	Improved Preview (better process shutdown)

Bugfix	Live Video Input / Playout	Fixed Live stream recording process.
Bugfix	Live Video Input / Playout	Fixed an issue where an unavailable stream was never released.
Changed	Live Video Input	Added additional settings for UDP and HLS live input.
Changed	Playout Targets	Facebook target: Changed Facebook API to v6.0, fixed rtmps bugs and updated ad-break integration.
Bugfix	Live Video Input	Fixed an issue where non-standard MPEG-TS crashed the live video input.
Security	System	Various security bugs fixed
Bugfix	Remote Libraries	Fixed an issue with Scheduled accessing S3 storage in US-EAST-1 region.