3.14.15
- Fixed a minor performance issue that slowed down asset parsing a bit.
- Corrected an issue that caused critical memory issues when using FairPlay assets in the simulator.

3.14.14
- Fixed an issue with certain types of assets where iOS temporary download files would not get immediately cleaned up upon asset deletion in some use cases.

3.14.13
- Adjusted the (optional) API that allows developers to modify URLs to be used to download sub-manifests, encryption keys, and segments during asset parsing.

3.14.12
- Fixed Release build to work with Google Widevine Release libs
- Made mechanism for enclosing application to change URLs at parsing more versatile.

3.14.11
- Disabled packager, in favor of new optimized background download engine.
- Added optional mechanism for the enclosing application to add additional parameters to segments created during parsing.

3.14.10
- Catch exceptions due to settings in VirtuosoSettings being changed while remote wipe or unregister is occurring.

3.14.8-3.14.9

- Restart any existing proxies when the app enters the foreground so that any players that were running with offline content can be resumed without issues.

3.14.7

- Weak linked the widevine libraries to make them optional.

3.14.6

- Fixed parse issue when master manifest contains query strings.

3.14.5

- Separated MPEG-DASH support into separate build product. If you require MPEG-DASH, bitcode cannot be enabled due to security restrictions. If you are not

using MPEG-DASH, you can use the "-Bitcode" version of the frameworks, which disables MPEG-DASH support and has bitcode enabled.

3.14.2-3.14.4

- Corrected some edge-case issues with playback of offline content
- Fixed an issue where remote unregister request may not be honored if sent from a different device than the one being unregistered.

3.14.1

- Corrected some memory related issues that could occur during indeterminate network states.

3.14.0

- Improved performance of asset "delete" methods.
- Improved error notifications when asset parsing issues are encountered.
- Added support for downloading only desired audio codecs.
- Added support for only downloading desired audio/CC languages.
- Added optional support for HLS IFRAME playlists.
- Added support for system-wide "maximum copies of asset per account" download permissions logic.
- More efficient processing of non-packager background downloads.

3.13.49-3.14.50

- Removed libstdc++ from required library list.
- Minor updates to fix some URL encoding issues encountered when master HLS manifest contains relative URLs and URL parameters.

3.13.48

- Fix for issue where occasionally download will not resume when transferring from non-packager background download to foreground download

3.13.47

- Support for parsing/handling Uplynk asset references directly
- Skip content length checks for any segments returned with compressed content encodings

3.13.42-3.13.46

- Minor internal bug fixes

3.13.41

- Internal modifications to pass the error code and message from an external policy service through to the enclosing app. The external policy server response is now passed back in the userInfo dictionary of the error that is posted.
- Increased priority of task queue that handles starting download requests in order to prevent stalling of downloads when other system functions are under load