Player SDK for iOS

Release Notes

Version 1.1.5

June 20 2011

What's New

- The programming guide now includes a Troubleshooting Guide section.
- Progress status shows new Not Connected and No Network statuses for indicating the player is not connected to the Grid Service or there is no network available.

Bug Fixes

- Switching channels now stops the current channel immediately.
- Many minor bug fixes.

Known Issues

- Buffering time on iOS 3.X is very long. This is because the MPMoviePlayerController on iOS 3.X buffers 10 seconds of media before starting to show video. This adds to the RayV P2P engine buffering time and to the time until a key frame is available. This is solved in iOS 4.X where iOS buffers only 3 seconds of media. Using streams with more frequent key frames will also reduce buffering time.
- iPad with iOS 3.2.X will reboot when playing channels with H.264 main profile. This is a known Apple bug and it is solved in iOS 4.2. The problem does not happen with H.264 baseline profile.
- RayV Player SDK for iOS cannot currently play subscription channels and channels that cannot be viewed in standalone mode.

Version 1.0.0.16

December 15 2010

What's New

- Added RVMoviePlayerController object for simplifying application development.
- Added SupportInfoController for displaying RayV related support information.
- Fast Start is supported for loading faster channels that supports Fast Start.

First Version

October 3, 2010