



FIRMWARE RELEASE NOTES

Version 4.7.146 (BrightSign HD120, HD220, HD1020)

Updating your BrightSign Software

1. Click the **Download Now** button below the model number that corresponds to your BrightSign player.

Note: *HD and XD firmware versions are sometimes designated with the same number, but they are still different files. Make sure to download the update file that corresponds to the model number of your BrightSign player.*

2. Unzip the downloaded file and copy the `.bsfw` file to the root directory of your SD card.
3. Insert the SD card into your BrightSign player.
4. Power on the BrightSign player.
5. Ensure that the yellow update LED is blinking during the update process. Once the player has finished updating, it will automatically delete the `.bsfw` file from the SD card and reboot.

Changes Since 4.7.122

Note

Unless marked by a ✓ symbol, new features listed in these release notes are not available in the current beta or release version of BrightAuthor and can only be utilized with custom scripts. A feature may become available through BrightAuthor at a later date. Please use the latest version of BrightAuthor and read the release notes for all new features and functionality.

New Features

- ✓ Support for the Generaltouch RTL224
- Support for Streamzap remotes

Bug Fixes

- Switching from a video to an image using an interactive event no longer causes a brief graphics glitch.
- Icecast and SHOUTcast audio streams now begin playing faster and playback without glitches. These streams can now be mixed/crossfaded with other audio sources as well.
- Attempting to mix/crossfade a second audio source with an IP audio stream no longer causes the initial stream to stop abruptly.
- Media End events now work correctly with two mixed/crossfaded audio sources that have different audio sample rates.
- If an HD model is instructed to play an H.265 file, rather than crashing, it will not attempt to play the file.

Improvements

- Calibration resolutions have been improved for touchscreens that don't use HID drivers.
- Players no longer have a chance of crashing and rebooting if a connected USB device suddenly disappears.
- Players can now support USB devices that switch between HID and CDC ACM modes.
- The *roTCPConnectEvent* method now has a `GetSourceAddress()` method (see the [4.7 Object Reference Manual](#) for details).
- *roTCP*Server instances can now be set to only accept connections from within the player itself (by default, they can accept connections from anywhere).