

Differences between LiveShot Firmware 1.3 and 1.4

Introduction

LiveShot 1.4 firmware changes several aspects of how the product works. Here we will outline the main changes you need to know about if you are migrating from the 1.3 to the 1.4 firmware. All the new features and changes are described in detail in the LiveShot 1.4 manual.

CrossLock

In firmware 1.3, the CrossLock layer was designed to be “**always on**”. This helped in NAT traversal. Firmware 1.4 has new NAT Traversal features, so CrossLock is now enabled between LiveShots only at the beginning of each call. This means the “Network” LED will not be at a steady green state before a call is completed. If you prefer the CrossLock “**always on**” state, the system can be configured to work that way. Also, because CrossLock is now dynamic, it takes several seconds (up to 10) to establish a connection.

Peer to Peer

In firmware 1.3 (and previous), LiveShots set up their CrossLock layer on a client/server basis, with one LiveShot (usually the portable) designated as the client and the other (usually the rack) designated as a server. This meant that to establish CrossLock between units other than the original pair, the CrossLock client and server settings had to be completely reset, which was a tedious process.

1.4 completely removes the concepts of clients and servers. Each LiveShot is treated as a peer, and it is possible to disconnect from one peer and connect quickly to another. It is now possible to have a list of LiveShots in your peer list and connect ad-hoc between units in your fleet.

Switchboard

The use of the Comrex **Switchboard** server is much more tightly integrated into firmware 1.4. In this firmware, it is important to have an updated **Switchboard** account with all of the LiveShots of interest either in the same contact list, or added to the **Contact Lists** via the **Share** functionality.

Once this is done, you can choose target LiveShots to connect to via a “living list” that gets downloaded from **Switchboard** regularly. It’s no longer important to know any IP addresses of any LiveShots in your fleet.

Non-Switchboard Connections

As a result of the tight integration with **Switchboard** in 1.4, it’s more complex to make connections between LiveShots that are on closed networks, or within fleets that don’t always have the ability to see the **Switchboard** server. Units must be authorized to connect explicitly on each end by adding their unit ID to the **Switchboard** settings within each unit. Authority must be granted on both the send and receive LiveShot for the respective peer.

UI Web Access through Switchboard

Using firmware 1.4, it’s possible to use **Switchboard** to view the web-based user interface of any device in your fleet, rather than connecting directly to the LiveShot. This was previously available only when using the mobile apps.

When looking at your **Switchboard** account in a web browser, you’ll see a new option labeled “**open LiveShot control**”. This first ask you to re-log in to your account, then provide a list of all LiveShots in your fleet. You can then choose any unit and see the complete user interface via **Switchboard**. Note that the video preview function is disabled for this mode.