

H5 Modular Camera Line Firmware Release Notes

Version 4.66.0.28 – Released September 20, 2023

Issues Fixed

- Fixes an internal manufacturing issue

Version 4.66.0.26 – Released September 14, 2023

New Features

- “No Smart Analytics” mode has been renamed to “No Video Analytics”

Issues Fixed

- Resolves internal manufacturing issues
- Resolves an issue that can potentially cause incorrect URL redirections
- Resolves an issue that can potentially cause the RTSP stream to result in an error when the edge rotation value is changed while the camera is tiling
- Resolves an issue that potentially prevents analytics events from displaying properly on ACC when the image stream is rotated from the WebUI

Version 4.60.0.34 – Released July 17, 2023

Issues Fixed

- Fixed an internal manufacturing issue

Version 4.60.0.24 – Released June 5, 2023

New Features

- Now supports image rotation through the WebUI, please refer to the user guide for using image rotation in conjunction with ACC
- ONVIF Profile M support enabled
- Option to disable analytics is now available through the WebUI, note that this feature does not remove basic motion detection

Issues Fixed

- Resolves an issue that potentially causes difficulty logging out of the WebUI from iOS devices
- Resolves an issue that can potentially cause set Removable Privacy Zones to render incorrectly after changing the camera’s rotation
- Resolves internal manufacturing issues

Version 4.28.0.14 – Released June 10, 2022

- Fixed an internal manufacturing issue

Version 4.28.0.10 – Released May 12, 2022

- Fixed an internal manufacturing issue

Version 4.28.0.8 – Released May 5, 2022

- Added support for rotating camera stream by 90°, 180° or 270°. Option available under General Tab in the webUI.
- Fixes known issue in previous version

Version 4.26.0.16 – Released Mar 8, 2022

- Initial release for H5 Modular camera line
- Resolves known issue in previous version where logging out of the WebUI causes the camera to fail

Known Issues

- Logout on WebUI causes camera failure