



New Features

The following new features appear in this release:

- N-1. Added scroll icons to indicate when a list can scroll.

The following changed features appear in this release:

- C-1. Changed the music player screen into separate music file list screen and music player screen to have a more consistent interface.
- C-2. Improved loading time of AVI movie files.

Resolved Issues

The following issues have been resolved in this release:

- R-1. Fixed some issues where corrupted or invalid AVI files played on the PCS would lead to system crashes.
- R-2. Cleaned up some user interface navigation bugs.
- R-3. Stopped displaying files that are marked as hidden.
- R-4. Fixed an issue where the PCS could not detect a partition that had been converted from NTFS to FAT32 without formatting.
- R-5. Addressed issues with startup of composite and s-video input where the screen could appear to freeze.
- R-6. Fixed issue where PCS could get into a state where 3D movie files would not play.
- R-7. Fixed problem where the volume would reset to half when transitioning between pictures in a slideshow.
- R-8. Added support for USB mass storage devices with 4096 byte sectors, such as the 3rd Generation iPod Nano.
- R-9. Fixed issue that caused de-interlacing to not be enabled. This will improve picture quality on composite and s-video input.

Known Limitations

Limitation	Workaround
Only 1 USB host port can be used at a time.	N/A
Mini-USB does not operate properly if connected on power up.	Power up PCS and then connect Mini-USB cable.
Personal Cinema System can only support files up to 2 GB.	N/A

How do I Upgrade?

Upgrading the HEADPLAY™ Personal Cinema System is simple:

- From www.headplay.com, download the most recent upgrade to your computer.
- The download is a single compressed file (.zip format). Unzip the file and copy the contents to the provided USB key or a Compact Flash Card.
- Plug the provided USB key or a Compact Flash card into the Liberator.
- Go to "System Settings" from the main menu.
- Select "Upgrade".
- Then confirm the upgrade by selecting "Yes" from the pop-up window.
- The upgrade may take a few minutes to install and then the Liberator will restart automatically

Upgrade History

Resolved Issue	Resolved in upgrade
Fixed an issue where the screen saver would turn on while using VGA 3D input.	Upgrade 1.18r
Fixed an issue that caused the display settings to not load properly during file transition when moving from the last movie in a list to the first one. Resolved an issue that could cause the audio input to stop working when switching between input modes. Made changes to allow Mini-USB client connection to be used for upgrades while a USB flash stick is connected to the USB host. Fixed an issue to support the newest iPods with 2048 byte sectors. This is necessary for 2 nd Generation iPod Nanos, 2 nd Generation iPod Shuffles and 5.5 Generation Video iPods. Added proper error handling for situations where the PCS does not have enough memory to play an mpeg4 file.	Upgrade 1.17r
When a list of movie and image files were stored in the same folder, the system would not automatically play the next file when the current file was finished. Fixed an issue that blocked IPODs with firmware version 1.2.1 from connecting to the PCS over USB. Enabled screensaver activation while	Upgrade 1.16r

<p>playing music and when image player slideshow is paused. Resolved an issue that blocked Kingston Compact Flash cards from loading properly. Fixed an issue that could cause images with dimensions higher than they were wide to be clipped when displayed.</p>	
<p>Corrected French, German and Spanish translations. Fixed an issue where it was possible to have an extra menu appear on the screen that could not be accessed with the Navigator. Fixed an issue where USB flash keys that were formatted without an MBR would become corrupted when they were inserted into the PCS. Fixed an issue where VGA input of 800x600 resolution at 60 Hz refresh rate was clipping off the right edge of the screen.</p>	<p>Upgrade 1.15r</p>
<p>Fixed an issue with VGA 3D input where eye swaps (look like twitches on the screen) occurred with games that were computer intensive</p>	<p>Upgrade 1.14r</p>
<p>Fixed an issue with bad visual transitions between the menu and 3D movies.</p>	<p>Upgrade 1.14r</p>
<p>VGA input automatically detects 2D or 3D input from an <i>nVidia</i> video card and adjusts the display appropriately.</p>	<p>Upgrade 1.13r</p>
<p>Fixes for displaying Traditional Chinese characters properly</p>	<p>Upgrade 1.13r</p>