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GV-Mobile Server Version History

V1.5.1A 2022-06-24

Modified:

- Redundant audio files removed

V1.5.1 2020-10-30

New:

- Support for Windows Server 2016

Fixed:

- Inability to run on Windows 7 Embedded
- False continuation of PTZ control commands when clicking any PTZ control button

Modified:

- Copyright notices added to the Installer and accessible within the software directory

Changed:

- Audio codec changed to PCM
- End of support for 32-bit OS and 64-bit Windows 7 / 8 / 8.1 / Server 2008 R2 / Server 2012 R2



V1.5.0 2017-06-08

New:

- Support for Windows 10
- Support for H.265 video streaming
- Support for sending PTZ preset name information to GV-Eye clients via GV-Mobile Server
- Support for Wide Angle Lens Dewarping
- Support for GV-Eye clients to connect to GV-Mobile Server and trigger the I/O output devices connected to GV-DVR / NVR / VMS
- Support for GV-Eye clients to access user privilege control on GV-DVR / NVR / VMS through GV-Mobile Server

V1.4.2 2014-12-18

New:

- Support for GV-VMS V14.10
- Support for bypass streaming to stream the original resolution and codec received by GV-Mobile Server
- Support for Windows 8.1 and Windows Server 2012 R2

Fixed:

- Problems with HTTP live streaming using iOS7 mobile devices
- Inability to apply image alignment settings to 2MP fisheye cameras
- Inability to close GV-Mobile Server completely when clicking on the x icon in the top-right corner

Improved:

- Support for up to 6 channels



V1.4.1 2013-07-08

New:

- Support for Windows 8 (32 and 64-bit) and Server 2012 (64-bit)

V1.4.0 2012-12-18

New:

- Support for encoding fisheye dewarped images
- Support for decoding full frames upon motion and decoding key frames only upon non-motion
- Support for the Motion Pop-up function on the Matrix view
- Support for Dynamic DNS Service

Improved:

- Connection support for Stream 2 from GV-IP Devices
- Camera name allowing users to define the name for display
- Http streaming allowing live view from browsers of iPad, iPhone and iPod Touch