



Milesight Release Note For CMS

Firmware Version: 2.0.4.18-r1

Release Date: 16th July, 2024

1. Overview

Milesight offers a variety of sensor products designed to capture meaningful data. By innovatively applying AI, 5G, and IoT technologies, Milesight brings significant impact to various applications. The company manufactures products with exceptional image quality, unparalleled flexibility, and reliability for the global market. Milesight is pleased to announce the release of the new firmware version 2.0.4.18-r1 for CMS.

In this version, we have defined the number of connectable devices, moreover, added a function that retained the full-screen mode after rebooting the computer, and fixed known bugs.

2. Firmware Version Download

For the firmware version, please click the following link to download:

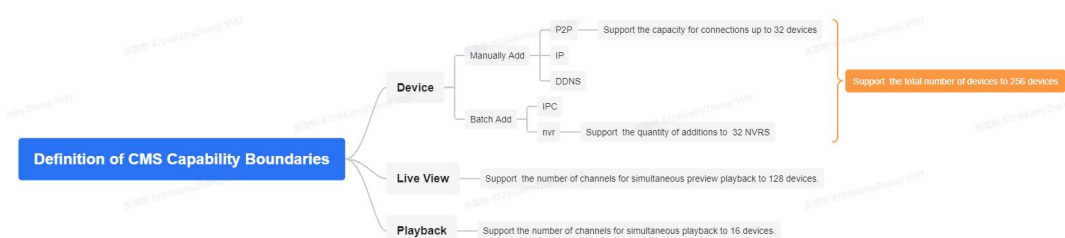
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3. What's new

3.1 New Features

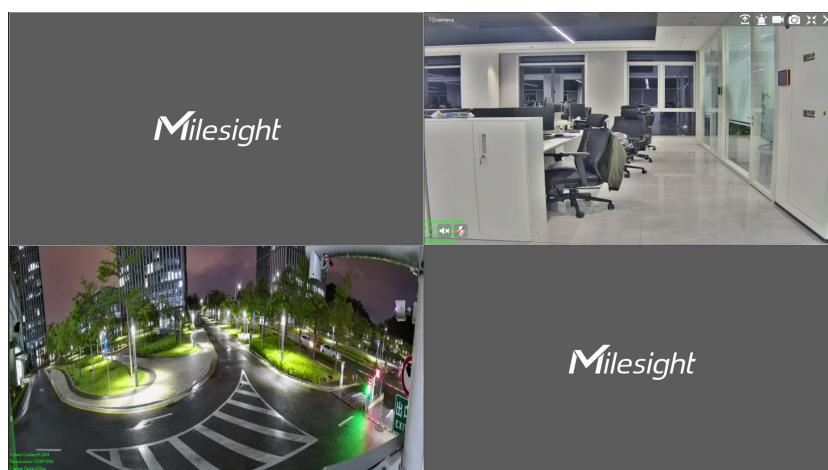
(1) Product positioning of Milesight CMS

- ❖ Milesight CMS is a complimentary video back-end management software that supports device management, video management, and user management. It also features video analytics capabilities, assisting users in centralized management of NVRs or cameras, enabling real-time stream preview and other back-end activities.
- ❖ To align with product's positioning, ensure the stability of the CMS, and enhance maintainability, the number of support connections is as follows:
 - Up to 256 devices, including cameras and NVRs, can be connected.
 - Up to 32 NVR can be connected by using P2P, IP or DDNS protocol.
 - Up to 32 devices can be connected via P2P.
 - Up to 128 channels can be simultaneously previewed.
 - Up to 16 channels can be simultaneously played back.



(2) Support retaining full-screen mode

- ❖ In full-screen mode, upon rebooting the computer, the CMS supports retaining the full-screen state minimizing user interactions to enhance interface friendliness.



3.2 Bug Fixed

- (1) Fixed the bug that prevented searching for recordings in the Playback interface due to calendar settings.
- (2) Fixed the bug causing stuttering during the rendering process.
- (3) Fixed other bugs.

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