

Cloud Application Rendering

Release Notes

Product Documentation



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Release Notes

Last updated : 2024-01-26 11:54:09

September 2023

Update	Description	Release Date	Document
Added pushing streams to third-party addresses	This feature is supported by the CAR stream push service and billed based on the stream push bandwidth.	September 20, 2023	Pushing Streams to Third-Party Addresses

April 2023

Update	Description	Release Date	Document
Added the quick launch feature	This feature launches a webpage for your cloud-rendered application using CAR's preset configuration in the console with zero coding required and generates a launch link.	April 23, 2023	Quick Launch
Added stream push APIs	Added support for cloud video stream push, which can be applied to scenarios such as interactive game live streaming and virtual conference live streaming.	April 12, 2023	Pushing Streams to CSS
Added the demo application and default test project	Demo applications and default test projects can help new users quickly test product features.	April 12, 2023	Default Test Project and Free Concurrency Pack for New Users
New billing mode added	Prepaid resource packs are now available.	April 12, 2023	Billing

February 2023

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Update	Description	Release Date	Document
Added multi-application projects	Concurrency packs bound to a multi-application project can be shared and used by all applications in the project.	February 16, 2023	How to Implement Concurrency Sharing

April 2022

Update	Description	Release Date	Document
Launch of Cloud Application Rendering (CAR)	Based on Tencent Cloud's abundant edge computing nodes, flexible vGPU technology, and stable and low-latency audio/video streaming capabilities, CAR helps you cloudify your application so that users can interact with your cloud application through a streamed video with no need to download the application on their own device.	April 25, 2022	Overview