

# R4 to R6 - Release Notes

## Summary

The 5G MEC BP is focused on deploying cloud gaming, HD video or live broadcasting services at the 5G network edge, to take advantage of the significant latency reduction brought by 5G air interface as well as mobile edge computing.

As the cornerstone of the BP, OpenNESS is employed to enable easy orchestration of edge services and network functions across diverse network platform and access technologies in multi-cloud environments. Besides, a couple of new components are also added to meet the requirements of cloud service providers (CSP).

## What's released

From Release 4 to Release 6, 5G MEC/Slice System Blueprint didn't include any new functional features except integrated with Bluval (Akraino blueprint validation framework) to validate the system.

To view the Bluval validating processes and results, please refer to [5G MEC/Slice System Release 4 to Release 6 Test Documentation](#).

## Dependencies of the release (Upstream Projects, Patches)

No.	Software	Version	Remarks
1	OpenNESS	20.03	
2	Docker	19.3.2	
3	Kubernetes	1.17.0	
4	etcd	3.4.3-0	
5	Ansible	2.9.1	
6	kube-ovn	0.10.2	
7	openvswitch	2.11.4	

## Release Data

### Upstream Software Version Changes

Not Applicable

## Deliverable

### Software Deliverable

Software is available in [5G MEC/Slice repo](#).

### Documentation Deliverable

- [5G MEC/Slice System R4 - API Documentation](#)
- [5G MEC/Slice System R4 - Architecture Documentation](#)
- [5G MEC/Slice System R4 - Installation Documentation](#)
- [5G MEC/Slice System R4 - Test Documentation](#)

## Known Limitations, Issues and Workarounds

### System Limitations

N/A

### Known Issues

N/A