

Version 2.2.1 (Dec 15, 2011)

This is a bug fixing release for us. We received some bug reports on the forums and fixed the issues listed below.

Bugs Fixed :

- :: WebcamPublisher/onNetStatus() throws Error 1400 (Thanks to Mickey79 - for reporting this - <http://forums.adobe.com/thread/922661>)

- :: Microphone Manager: setAdvancedMicrophone() does not check for a null object, and throws a 1009 error (Thanks to Mike - mjt333 - for reporting this - <http://forums.adobe.com/thread/930190>)

- :: C# LCCS library had a bug in startRecording (Thanks to myltiks for reporting this - <http://forums.adobe.com/message/4058217>)

As always, if you find a bug, please post any issues you encounter to the LCCS forums so that we can investigate.

LCCS forums: <http://forums.adobe.com/community/livecycle/lccs>

Version 2.2.0 (Nov 10, 2011)

A very quiet release - just some bug fixes, and compatibility for the latest service deploy (this caused issues with recording and playback - this release fixes any potential problems).

Bugs Fixed :

- :: AEC would disable itself in Flash Player 11.

- :: PHP integration libraries had some errors (reported to us in the forums, thanks rogerwu99!)

Version 2.1.0 (Sept 15, 2011)

This release is relatively more quiet - we're fixing bugs reported by the community, trying to make sure we keep up with quality goals. We did take some time to VASTLY improve webcampublisher, making it easier to set resolution to any custom value.

Bugs Fixed :

- :: thanks to javram, figured out how to make our webcampublisher/subscriber much better. Now support resolutionW/H, bandwidth of 0 by default, a black background for the subscriber, separate aspect ratios per camera, and

webcamsubscriber.usersPerRow. publisher also has much more aggressive defaults (fps=24, quality=80, keyframe=48, bandwidth=0). **Note** : resolutionFactor has been removed, as no one understood it anyhow ;-).

:: Unzipping the SDK payload from the SDK App would lose the Ruby server integration files. Thanks to kemmot for reporting this on the forums (and sorry it took so long to finally figure out!) : <http://forums.adobe.com/message/3070517#3070517>

:: We now return "not-found" when you try to play back a non-existent recording, rather than the obscure message. (Sorry, I've lost who reported this - thanks for the feedback though!).

:: No more annoying binding warnings in ConnectSessionContainer. Thanks to Mickey79 for reporting : <http://forums.adobe.com/message/3866249#3866249>

:: Seeking in playback was broken when you have UPPERCASE letters in the archiveID. Thanks to DrAlexG for reporting this (in numerous places) in the forums.

:: Remote control requests wouldn't work more than once during the same screenshare. Thanks to tomipont for reporting this!
<http://forums.adobe.com/thread/891646?tstart=0>

:: When the new allowDuplicateUserIDs was set to false, screensharing users would get kicked out of the room. Thanks to Ehud for reporting this -
<http://forums.adobe.com/thread/891646?tstart=0>. !

:: The room console was reporting "quota exceeded" for any session error. Thanks to JoeFlash for reporting this - <http://forums.adobe.com/message/3894529#3894529>

:: The Room Console's P2PDataMessaging checkbox would uncheck itself. Thanks for the report, Mickey79 : <http://forums.adobe.com/thread/897203>

Version 2.0.0 (July 28, 2011)

This release is a big one for us – it marks the transition from Public Beta to Production quality for the Recording & Playback feature. We are also making a LCCS Mobile SDK (beta) available, and we have fixed a large helping of bugs.

#Recording & Playback Feature Complete, and out of Beta

We've added authentication to your recordings, as well as metering, quota management, and billing for those recordings. You can now manage/track your recordings through the Developer Portal (click on the "My Rooms" drop-down menu and select "My Recordings"). Please note – this does mean that recordings made before this release will cease working (we warned this was coming). Now that we're out of beta, backwards-incompatible changes are DONE. Thanks for bearing with us!

As always, if you find a bug, we're committed to help – please visit the forums to report any issues you encounter.

#So long, Flash Player 9, hello Echo Cancellation!

After 3 long years of service, we're deprecating the LCCS Flash Player 9 SWC, in order to make room for LCCS Flash Player 10.3 SWC, which now automatically supports Echo Cancellation. Hopefully this change doesn't cause too much pain (supporting it was starting to cause plenty for us) – send us feedback on the forums if this ruins your day.

#Mobile (Spark) LCCS SDK is going Public Beta!

We will provide a Mobile SDK (beta) via our forums the day after the release. Feel free to give it a try and report all issues encountered via the forums. We're pretty confident it's good for production work, but we'd like you to help us validate before we mark it "official".

#Smaller Features / Bug Fixes (many requested by you!)

We've added some other features and fixed the following bugs (partial list):

- SDK:

- ☐ RoomManager (new mode: allowDuplicateUserIDs) - If false, a new user arriving with the userID of an existing user will kick out the original user. We added a checkbox for this flag in the Room Console Air App (*Thanks to Barry (he knows who he is =>) for reporting this feature request <http://forums.adobe.com/thread/626491>*)
- ☐ ScreenShare Publisher - Adding setters & getters for recipientIDs (*Thanks to Timur Tamerlan for reporting this issue <http://forums.adobe.com/thread/856524>*)
- ☐ WebCamSubscriber - Improvements were made to deal with the CPU ratcheting issue (*Thanks to Trace (tracedwax), Barry (barryc16) & Davis (davisballen) for working with us on investigating this issue <http://forums.adobe.com/message/3711308>*)
- ☐ WebCam Subscriber -Webcam Subscribers with a publisherIDs array of length 1 picking up multiple streams (*Thanks to Davis (davisballen) for reporting this issue <http://forums.adobe.com/message/3799367>*)
- ☐ AudioSubscriber & WebCamSubscriber - When you start up, even if the subscribers have publisherIDs that don't want you to subscribe to a netstream, they do briefly, then toss them (*Thanks to Trace (tracedwax) for reporting this issue <http://forums.adobe.com/thread/857711>*)

- ☐ IConnectSession now dispatches ping events every 10 seconds. Also, added the raw ping stats to the corresponding SessionEvent, and actually documented all the ping stats we already had on that event.
- ☐ Playback bugs : StreamManager Firing an RTE, and AudioSubscriber not rebuilding streams after seeking (*Thanks to Dr Alex G for reporting this issue <http://forums.adobe.com/message/3729157>*)
- ☐ Hooks : When subscribing to a collection in a room with a MixedCaseName, hooks occasionally would fail to register (*Thanks to Nigel and Jamie*)

- Server-2-Server APIs:

- ☐ Java - Making secret private within Session class (*Thanks to Jeff (endlessmind jeff) for reporting this issue <http://forums.adobe.com/message/3755926>*)
- ☐ PHP - Fixing a typo that prevented the creation of rooms (*Thanks to darkbearinteractive & MarcRich for reporting this issue <http://forums.adobe.com/thread/867392>*)
- ☐ Python - Following line (559) in lccs.py had the wrong indentation: items.append(item(name, desc, created)) (*Thanks to David (daveyha) for reporting this issue <http://forums.adobe.com/thread/871056>*)

- LCCS Developer Portal:

- ☐ New Dev Signup Form - All characters are now allowed (including high-ascii and double-bytes) for first name/last name fields except for the following characters:)<\@;/>(.
- ☐ Session - When the auth token times out and you do something that requires a valid token (view reports, billing history, etc.), you will get a dialog with error message and will be redirected to login page after clicking ok.

- Room Console:

- ☐ "Logs" Tab > scrolling the "Usage Statistics" scrollbar from 100 to 0, and back from 0 to 100... freezes the SDK Navigator.
- ☐ Adding accounts - The horrible scolding dialog that warned about entering roomURLs rather than accountURLs has been removed
... BAAAAAASSSSSSSUUUUUUUU!

- Sample Apps:

- ☐ SDK Navigator - It was missing the "Password" field which triggered an error.

- ☐ Recording & Playback - sample app was rewritten for this release to account for the new external authentication feature.

LCCS Forums: <http://forums.adobe.com/community/livecycle/lccs>

Version 1.5.0 (June 2, 2011)

This release marks the transition from Private Beta to Public Beta for the Recording & Playback feature. We are also making a LCCS FP 10.3 swc available and we have fixed a few bugs.

#Recording & Playback Feature

Thanks a lot for your participation in the Recording private beta! We've found and eliminated a bunch of bugs thanks to your help, and we're excited to announce that Recording is now in Public Beta, meaning all LCCS users can try it out.

In the course of fixing bugs, we were forced to make some changes to the service - this means that NEW RECORDINGS WON'T WORK unless you update your client SDKs. While we're extremely cautious about backwards-compatibility for features that are out of beta, in this case we had to reserve the right to make changes before we come out of beta. Playback of existing recordings should be unaffected by this change.

We have one final round of work to do before we can declare Recording production-ready. This will be adding authentication to your recordings, as well as metering, quota management, and billing for those recordings. This will likely mean another set of changes to the service that may introduce compatibility issues, so please be aware of this up front, and thanks again for all the support.

#Bug Fixes

We've fixed the following bugs (partial list):

- Recording & Playback:

- ☐ Seek is not working properly (*Thanks to Eric J Bloms for reporting this issue via the forums: <http://forums.adobe.com/thread/839474>*).
- ☐ Sometimes playback starts before the recording data is fully loaded and ready - resulting in a white screen for the end user (*Thanks to John (username: ahasannet) for reporting this issue via the forums: <http://forums.adobe.com/thread/848105>*).
- ☐ Recording audio/video was failing when streaming peer-to-peer (*Thanks to John (username: ahasannet) for reporting this issue via the forums: <http://forums.adobe.com/thread/845553>*).
- ☐ All users in the room are now notified when recording starts and stops - ArchiveManager.isRecording now updates for everyone

- Webcam:

- ☐ Optimization: Reducing the usage of netstreams when switching publisherIDs
- ☐ CPU “ratcheting” of webcamsSubscriber, when reassigning publisherIDs repeatedly, has been markedly decreased. (*Thanks to Trace for reporting this issue via the forums: <http://forums.adobe.com/thread/853483>*)

- Room Console:

- ☐ Adding a new account to the room console fails if you have an upper-case letter in your password

- SDK

- ☐ Errors coming from SessionManagers should never just throw, they should be catchable via events (*thanks to Brian Vaughn for reporting this issue via the forums: <http://forums.adobe.com/thread/722934>*).

#Sample Apps

We rewrote the Webcam Sample Application after getting a report from a user that our sample app was not working properly in some instances.

Finally, we will provide the 10.3 SWC (with Echo Cancellation) via our forums the day after the release.

LCCS Forums: <http://forums.adobe.com/community/livecycle/lccs>

Version 1.4.0 (Apr 14, 2011)

This release contains 3 new small features and some bug fixes.

#New features

Chat history

This allows developers to determine how much chat history is available to users arriving late in a room.

Here are the additions:

1. maxQueuedItems to the NodeConfiguration API.
2. maxSavedMessages to the SimpleChatModel (also exposed in SimpleChat)

It should be noted that maxSavedMessages is just reflecting the maxQueuedItems property of its NodeConfiguration. The nodeConfig property is meant for general cases (for any shared models who use queued storage schemes), while the maxSavedMessages applies only to chat, and is included on that class (and SimpleChatModel) for the sake of convenient coding.

The RoomConsole's Explore tab will surface the new NodeConfiguration property.

Room Deletion

When you create a room, you can flag it so that it gets deleted when it ends. This will allow you to create a room when the session starts and delete it when the session ends.

The main interface is the following:

```
/**
 * Create a room using the specified template
 *
 * @param room room name
 * @param template template name
 * @param deleteOnExit autodelete room when session ends
 * @throws Exception
 */
public void createRoom(String room, String template, boolean deleteOnExit)
throws Exception;
```

Local Connection Server - Persisting Rooms & Multiple Rooms support

You are now able to be in more than one room on a LocalConnectionServer at the same time. Also, Rooms are persistent (the room state will be saved after you leave and it unloads).

#Bug Fixes

We've fixed the following bugs (partial list):

- ScreenSharing : When guests have to knock, Screensharing for those guests is broken (Reported by JasonNYNY on the forums: <http://forums.adobe.com/thread/825328?tstart=30>)
- Screensharing: Launching two Screensharing Pub instances breaks the add-in.
- Developer Portal: "Usage Graphs" that have never had usage driven to them, pull data somehow if you adjust the "Begin Date".
- Developer Portal: Graphs skip days and should be "day-by-day" without skipping days that have no usage.
- Whiteboard: we send a generic event where a CollectionNodeEvent is expected (Reported by Oleg G. on the forums: <http://forums.adobe.com/thread/801159?tstart=0>)

Finally, we will provide the 10.3 SWC (with Echo Cancellation) via our forums the day after the release.

LCCS Forums: <http://forums.adobe.com/community/livecycle/lccs>

Version 1.3.7 (Feb 03, 2011)

This release contains bug fixes, performance optimizations along with an enhanced LocalConnectionServer.

The features are

Server Integration

- a) C#: Command line options to match other languages
- b) PHP: Better way to check if a script is run from the command line or is "required" by another script
- c) Java: New basic RTCServlet that can be deployed in a servlet container to process server to server notifications without installing LCDS/BlazeDS
- d) All languages: Base path for account URLs changed from <http://connectnow.acrobat.com> to <http://collaboration.adobelivecycle.com>

LocalConnectionServer

- a) Support for Multiple Rooms
- b) Supports External Authentication similar to our Actual Production Server
- c) Bug fixes and better handling of Server to Server requests

Audio/Video performance optimizations

Apart from these, Bug fixes in Dev Console and Developer Portal. Also, charts are up and running again in developer portal.

Finally, we are providing the Flash Player 10.1 source for this release (in addition to FP 9 and FP 10).

Version 1.3.5 (Dec 09, 2010)

This release contains some critical user fixes in ScreenSharing, Javascript and DevPortal.

The fixes are

- 1) ScreenSharing Server side fix for publisherIDs
- 2) ScreenSharing client and example fixes.
- 3) NetGroup fix for multiple netgroups in 10.1
- 4) DevPortal charts are unavailable for a few weeks for performance updates.
- 5) JavaScript SDK bug fixes.
- 6) JQuery Plugin example added.

Version 1.3.0 (Nov 04, 2010)

This release contains some critical user fixes in Chat and Audio/Video Streams along with features such as RemoteControl.

The fixes are

- 1) SimpleChat History Clearance Bug Fixed
- 2) Audio and Video Optimization with a lot of Subscribers
- 3) ScreenShare LocalConnection Fixed and a new warning if Localconnection exists
- 4) DevPortal Link in SDKApp points to new domain
- 5) Chat Scrolling Bug Fixed
- 6) MulticastStream Fixes in 10.1 swc
- 7) Custom Groups for Streams using NetGroup in 10.1 Fixed
- 8) P2P Streaming during Playback Fixed
- 9) CameraUserBar fix for FlashOnly and spark SDK
- 10) Some ScreenShareFlexExample files for spark component set

Features

RemoteControl for ScreenSharing: Remote Control is now available with our ScreenSharing features. Users can request the sharing user for controlling of the screen and once accepted, he can control the user's screen.

BatonObject SharedModel: A BatonObject is a model class similar to the BatonProperty, but would be used to provide workflow between multiple users for multiple properties. BatonObject helps to avoid instantiate multiple Batons(CollectionNodes) to control multiple properties.

Version 1.2.5 (Aug 26, 2010)

This release is a patch release to our big 1.2.0 release on August 12th.

This has only critical fixes

- 1) LocalConnectionServer Fixed
- 2) FlashOnly WebcamSubscriber is Fixed
- 3) ScreenShare Publisher 2-browser RTE is fixed
- 4) BuddyList fix with CustomUserFields.
- 5) Cross browser compatibility Fix for SharedCursor in JavaScript SDK
- 6) RTCModel.java exception on fetchItems is Fixed
- 7) Some Sample Apps were broken in August release. They have been all fixed and updated with our new namespace.

This release addresses some of the principal concerns of our users with these fixes and we are happy to turn this patch quickly

Version 1.2.0 (Aug 12, 2010)

Our August release is one of the biggest updates in LCCS history.

First up, our xmlns for the LCCS swc used to be "AfcNameSpace". We've made it an official namespace now, which means when you use the new swc (now appropriately named LCCS.swc), you'll need to fix the xmlns (it's "http://ns.adobe.com/rtc"). Apologies for the inconvenience, but it was really starting to bug us!

We're including 3 big new features for your tests :

- 1) SCREEN SHARING. That's right, you'll be able to make applications which include users capturing and broadcasting their screens.
- 2) JAVASCRIPT INTEGRATION. We're making it easy to add rich collaborative functionality via JS libraries. This feature is currently in public beta, and we're really looking to release this to gather feedback and bugs.
- 3) RECORDING AND PLAYBACK. Another highly-requested feature. This one is going out as a private beta, which means we're going to allow access to a subset of our users, so they can help us get this to final release quality. Send us an email at lccs@adobe.com with "Recording Beta" in the subject line, and we'll get back to you with the details you need to try it out!

New Sample Apps to go with the new features :

- :: Screenshare Example (4 apps!)
- :: ScreenShare FlashOnly example (2 apps!)
- :: JavaScriptSample
- :: Recording (will only work once we've unlocked the feature for you, see above).

New Domains!! We're now live at

Developer portal : <https://collaboration.adobelivecycle.com>

Account/Room URLs : <https://collaboration.adobelivecycle.com/<Account>/<Room>>

ALL EXISTING URLs will of course continue to work.

New Branding!!! We've finally made the full transition from AFCS/Cocomo to LiveCycle Collaboration Service, including an icy blue new logo and look! All docs and UIs should reflect this, so if you see anything that needs updating, please let us know!

A new docs home for the Developer Guide - what was formerly just a PDF is now a live Wiki doc at <http://learn.adobe.com/wiki/display/lccs/LiveCycle+Collaboration+Service>, with much more regular updates. Those of you who love working offline, not to worry, the PDF version is still available in the docs directory of the payload.

The LocalConnectionServer now accepts registerHook URLs to allow local debugging of server messaging subscriptions - no more need for a public-facing server to debug!

Bug Fixes :

Using HTTPS URLs with registerHook for server-to-server APIs was failing.
When you use an authenticationKey, you don't get an authenticationEvent.
When a large selection of whiteboard shapes is moved by a remote user, the infinite script error is fired
Rotated Text in the whiteboard for Flex 4 now works properly
Added the ability to add a bandwidth cap
Fixed the Roster pod for Flex 4
registered body classes failing due to ByteArray position
A critical bug that prevented peer to peer streaming in some conditions have been fixed.
Anonymous Presence was broken with WebCamera pod. Fixed.
Fixes in our various Sample Apps.
Fixes in our Room Console

What's coming up :

Screen Control
Recording/Playback full release
Bugfixes to any user issues

Version 1.1.1

Our May release is primarily a bug fixing release, as we consolidate on the features of 1.1 and work hard towards putting new ones in forthcoming months.

What's new in this release :

- * Server-to-Server HTTP API Enhancements
 - :: C# libraries!
 - :: A new example for doing Server To Server communication between .NET and LCCS.
 - :: Fixes to the PHP example.
- * Local Connection Server now handles anonymousPresence and recipientIDs
- * SDK: A new bandwidth API to WebcamPublisher. Users can set bandwidth cap with this API directly.
- * User Defined Bug Fixes :
 - :: Switching rooms in an Application with Audio Publisher/Subscriber.
 - :: Byte Array Fix for creating and reading MessageItems from the correct position.
 - :: Roster UI Fix for Flex 4.
 - :: Fixes in our various Sample Apps.
 - :: Fixes in WhiteBoard inside our SDKApp Navigator.
 - :: AUTHENTICATION_SUCCESS wasn't getting thrown for users with

External Authentication.

- * Developer Console Updates:

- :: Support for allowing/stopping private streaming in room.

- :: Support for changing anonymousPresence in Room and lazySubscription property in NodeConfiguration UI .

What's coming up :

(See the 1.1 "What's coming up" for more details...)

Version 1.1

This is a pretty big release, with a few BIG new features, and lots of bug fixes.

What's new in this release :

- * Server-to-Server HTTP APIs - Publish and subscribe messages from your own server to ours. See the Developer Guide pdf, the server integration libraries, and new example app folder ("Server2Server"); We're currently rolling this out as a "beta", so you can test functionality and submit feedback - only http works for hook URLs, with https coming very soon.

- * A new Flash Player 10.1 library, which includes 2 big new features :

- :: P2P Data Messaging

- :: Application multicast for A/V

- (See the Developer Guide PDF for more info)

- * Large room support - UserManager.anonymousPresence can be used to build rooms up to 5000 users, with "lazy-loaded" UserDescriptors.

- * Buddy List Presence : used with anonymousPresence, you can specify a list of userIDs for users who want to listen for my arrival and departure with UserManager.myBuddyList.

- * Private streams - we've made it much easier to stream to a subset of the room, using AudioPublisher.recipients and WebcamPublisher.recipients

- * Send a private message to multiple users with the new MessageItem.recipientIDs.

- * We now include the Player 10 library Source code!

- * StreamManager.maxP2PStreamPublish can be used to adjust the number of streams allowed for one publisher before switching down to hub-and-spoke.

- * AdobeHSAAuthenticator.requireRTMFP, when set to true, will only allow RTMFP connections for your users.

- * There's no longer any need for protocol="rtmfp" - our whole service now supports RTMFP, so there's no need to ask for it!

- * WebCamPublisher.deblocking!

- * NodeConfiguration.lazySubscription and CollectionNode.fetchItems (look em up!)

- * New Sample Apps :
 - :: The whole Server2Server directory!
 - :: PrivateStreamTest
- * Fixes :
 - :: Capturing Bitmaps of P2P streams is now supported. Do make sure to wrap in a try..catch block (it may throw exceptions the very first time you try).
 - :: The "extra 50" messages on starting up a room have been removed.
 - :: No more exceptions for AudioPublisher if there is no mic/driver installed
 - :: UI components now work properly in Flash Builder 4
 - :: Audio/WebcamPublisher allow publisherIDs=null to listen to no one.
 - :: customUserFields, when set by an OWNER on someone else, were being applied to the OWNER
 - :: When logging out or closing with WebCam or AudioPublisher on, you can now log back in without needing to re-instantiate the publisher to allow it to work.
 - :: Providing SharedWhiteBoard.registerFactory so devs can build their own shape toolbars.
 - :: Tons more little fixes.

What's Next?

- :: Recording and Playback
- :: Secret project #1
- :: Secret project #2

Version 1.02

Another quick point release, we wanted to fix some bugs, improve some examples, and generally respond to feedback from the forums.

What's new in this release :

- * Three new client examples to show off the Flash-Only SDK :
 - :: FlashSimpleChat
 - :: FlashUserList
 - :: FlashWebcamExample
- * One new server example to show a more real usage of external authentication:
 - :: ExternalAuthentication/rails with AuthLogic plugin
- * Opened up the whiteboard to make it easier to add new shape types (see WhiteBoardCustomShapes)
- * Added a deblocking API to WebcamPublisher/WebcamSubscriber
- * Added a new trace / logging framework - DebugUtils can be used to turn off debug traces, or route them to your own functions.
- * Added WebcamPublisher.resolutionFactor - easier than On2 descriptor stuff.

- * Added keepalive method to server integration libraries to keep the authentication token "alive" (it expires after around 15 minutes of inactivity so call AccountManager.keepalive() every 10/12 minutes if you want to avoid having to login as administrator for every server-side request)

- * Fixes :

- :: Webcamera example was a bit broken - fixed
 - :: Fixed the RoomConsole for Stream names, as well as clearing the storage type when setting nodeconfigs.
 - :: Fixed the videocomponent when explicit width/height are undefined
 - :: Fixed Voip in Windows 7
 - :: Pause in the webcam is now fixed (player 10 broke it)
 - :: Server integration : the server request for AccountManager.deleteRoom and deleteTemplate was returning the full list of room/templates remaining in the folder, that could be a lengthy operation. Now by default it only return generic information about the folder content.

What's next?

- * HTTP APIs
- * Larger room support (lobbies!)
- * New P2P goodness
- * More recording / playback work

Version 1.01

Commercial Release!!

Version 0.94

A quick point-release to fix a few issues that cropped up in Version 0.93 :

What's new in this release :

- * Examples got fixed :
 - Audio, PeerToPeerRtmfp had an issue with silenceLevel that could cause streaming to drop.
 - CollabPicViewer was broken (a missing library)
- * SharedWhiteBoard's bullets now appear properly when entering text.
- * WebcamSubscriber % width and % height for mxml is fixed
- * Player 9 and Player 10 swf can talk to each other again - no more RTEs around isPeer
- * AudioPublisher's design view

* We shipped with an older version of the server integration code - this has been updated to the latest fixes.

Apologies for anyone who encountered issues!

Version 0.93

We're still primarily focused on e-commerce, but wanted to release another drop with some of the stuff we've been working on.

What's new in this Release?

- * A new **AIR app package for the SDK!** Features:
 - * Video Tutorials (updated as we add more)
 - * Running sample apps
 - * Auto-Update when the SDK changes
 - * Consolidation of the Developer Tools (Room Console and Local Connection Server), only 1 app to run now.
 - * Improved Navigation of the SDK
 - * The introduction of our new **Logo**
- * A new, **Flex-free version** of the SWC, Source code, and ASDocs. Run in Flash CS4, or as an ActionScript Project. Total compiled size : **55KB**. You won't get any UI, but full connectivity including classes for Data, Audio, Video, and File sharing are supported.
- * A new shared model type : **SharedObject**. Acts as a simple unordered key-value hash. Helpful in migrating FMS projects, but with permissions and storage features.
- * More work in the **Developer Guide**, including a Tutorial chapter.
- * A new package **com.adobe.coreUI.controls.whiteboardClasses.shapeDescriptors** consisting of the following descriptor classes
 - * **WBArrowShapeDescriptor** - Descriptor class for a Arrow shape
 - * **WBEllipseShapeDescriptor** - Descriptor class for Ellipse shape
 - * **WBHighlightAreaShapeDescriptor** - Descriptor class for HighlightArea Shapes
 - * **WBLineShapeDescriptor** - Descriptor class for a Line shape
 - * **WBMarkerShapeDescriptor** - Descriptor class for a Highlighter/Marker pen shape
 - * **WBRectangleShapeDescriptor** - Descriptor class for Rectangle Shape
 - * **WBoundedRectangleShapeDescriptor** - Descriptor class for Rounded Rectangle Shapes
 - * **WBTextShapeDescriptor** - Descriptor class for a Text-Area Shape
- * New APIs in the **WhiteBoardModel** allowing devs programatic access to the WBShapes
 - * New **Example** for manipulating the WhiteBoardModel programmatically.
 - * Moved SimpleChatModel to the shared models directory, as it can be used independently of the SimpleChat pod.

- * Fixes to UserManager to ensure CustomUserFields don't get overwritten
- * Fixed SharedProperty.canUserEdit (was always reporting false)
- * Added SharedProperty.updateInterval. Defaults to 0, meaning updates are sent immediately. Can be used to batch updates.
- * Fixed a bug where the roster would throw an exception on lost connection
- * Fixed a bug where SimpleChatPod would throw an exception when built in Flex 4.
- * File Share pod UI bug fixes (3)
- * Tons of other small bug fixes.

What's next?

- * Working on HTTP/Remoting APIs.
- * More long-term work on e-commerce enablement
- * More responses to your requests!