Version 04.02

The following features and bug fixes have been added to ActionComponents in version 04.02:

Action Color Picker - Added the Action Color Picker control.

Version 04.01

The following features and bug fixes have been added to ActionComponents in version 04.01:

Action Slider - Added the Action Slider control.

Version 04.00

The following features and bug fixes have been added to ActionComponents in version 04.00:

- Latest OS Versions Added support for the latest version of Android and iOS.
- Renamed Product Changed product name from ActionPack to ActionComponents .
- **Changed Namespace** Changed the namespaces so that all elements are directly under the ActionComponents namespace for ease of use.
- Renamed Components All components have gone from a UIAction prefix to AC (example: UIActionToast to ACToast) to prevent naming issues on iOS and to shorten the name of each component.
- Added ActionOval Added ACoval to add several different types of Oval elements to your app's user interface.

Version 03.02

The following features and bug fixes have been added to ActionPack in version 03.01:

- iOS 9 Added support for iOS 9 apps.
- **Download Manager** Fixed crash on cancel for iOS 9.

Version 03.01

The following features and bug fixes have been added to ActionPack in version 03.01:

Unified APIs - Updated support for the latest Unified APIs and Xamarin.iOS v8.6.

Version 03.00

The following features and bug fixes have been added to ActionPack in version 03.00:

- Unified APIs Support has been added for the Unified APIs.
- ActionOval Preview Includes a preview version of the new ActionOval control (currently iOS only).
- Minor Bug Fixes Several minor bug fixes.

Version 02.00

The following features and bug fixes have been added to ActionPack in version 02.00:

- iOS 8 Support Adds support for iOS 8.
- Orientation Errors Fixes issue where the components were not reading the device orientation correctly.
- Size Errors Fixes issue where the components were not reading the device screen size correctly.
- Crashing Fixes issue that could cause the sample app to crash on some machines.
- **ActionTable** Added delegates to the UIActionTableItem accessories to make them easier to work with (see new sample apps for usage).
- ActionToast Added new ShowText static method to create and display a Toast type popup easily.
- UINavBar Moves the top collection out from under the status bar on iOS 7 and greater.

Version 01.05

The following features and bug fixes have been added to ActionPack in version 01.05:

- Export Selectors Fixes an issue with export selectors in the latest version of Xamarin.
- iOS Designer Initial support for the iOS Designer.

Version 01.04

The following features and bug fixes have been added to ActionPack in version 01.04:

- DisplayDefaultView Fixes a bug where <u>DisplayDefaultView</u> only worked for the top collection of buttons in iOS.
- ActionTable Android Exposes titleColor and subtitleColor to work with the color of the title and subtiles of ActionTable cells on Android.

Version 01.03

The following features and bug fixes have been added to ActionPack in version 01.03:

• ActionTable Text Size - This version fixes an issue that can occur with ActionTable and some Android devices where the text is cut off half-way in the middle.

Version 01.02

The following features and bug fixes have been added to ActionPack in version 01.02:

• **Custom Subview** - Added the ability to attach a custom subview to the ActionAlert in place of the description text. The subview, can in turn, contain other subviews.

Version 01.01

The following features and bug fixes have been added to ActionPack in version 01.01:

- Static Linking Fixed an error with static linking in Xamarin.iOS.
- Auto Select iOS 7 Styling Automatically selects iOS 7 appearance if running on an iOS 7 device.
- Color Adjustments Adjusted several colors to better fit with iOS 7 design language
- Screen Size Issue Fixes an issues where the background overlay is incorrectly sized if running on iOS 7
- Enhancements Various other minor enhancement and performance tweaks.