Version 04.05

The following features and bug fixes have been added to `ActionComponents` in version 04.05:

- **Action Tray Properties** - The following new properties were added:

    - **TraySize** - Allows you to get or set the size of the tray.
    - **TrayLocation** - Allows you to get or set the location of the tray on screen. This value will be adjusted by the tray's `orientation` property.
    - **TabArea** - Returns the location of the tab inside of the tray's bounds.
    - **ContentArea** - Returns the "safe" content area inside of the tray avoiding the tab and thumb areas.

- **Action Tray Events** - The following new events were added:

    - **TraySizeChanged** - Is raised when the tray is resized.
    - **TrayLocationChanged** - Is raised when the tray's location changes.

- **Action Tray Manager Properties** - The following new properties were added:

    - **Tab Spacer** - Adjust the space between tray tabs when they are being automatically positioned by the manager.
    - **Tray Orientation** - Sets the orientation for all trays in the manager and prepares the manager to do automatic tab location.
    - **Tab Location** - If set to any value other than `Custom`, the manager will automatically layout the tray based on this location.

Version 04.04

The following features and bug fixes have been added to `ActionComponents` in version 04.04:

- **Xamarin Version** - The component suite was updated for the latest Xamarin version.
- **License Activation** - Fixed issue where the required license activation was not being accepted correctly.

Version 04.03

The following features and bug fixes have been added to `ActionComponents` in version 04.03:

- **Action Tiles** - Added the Action Tiles control for both iOS and Android.
- **Action Color** - Added the `ACColor` class to both iOS and Android to support cross-platform color manipulation. `ACColor` can be implicitly converted to and from an iOS `UIColor` or Android `Color.

iOS specific changes:

- **AppleHardwareType** - Added the `AppleHardwareType` enum Used to convert an Apple device model name (in the form "iPhone10,3") to a human readable form (such as "iPhoneX"). This enum works with the `iOSDevice` class to get the type of device the app is running on.
- **iOSDevice** - Added features to get the current device `ModelName` and the `DeviceType` of the iOS device an app is running on.

Android specific changes:

- **ACView** - `ACView` was enhanced with new features to correctly calculate the height and width of `View` and `Layout` instances. New features were also added to get the current default display and the size of several UI features such as Status and Navigation bar height.
- **CoreGraphics** - Ported parts of the following elements to support ease of porting UI code from iOS to Android: `CGContext`, `CGPoint`, `CGRect`, `CGSize`.
- **Foundation** - Ported parts of the following elements to support ease of porting UI code from iOS to Android: `NSMutableParagraphStyle`, `NSSet`, `NSString`, `NSStringDrawingOptions`, `NSWritingDirection`.
- **UIKit** - Ported parts of the following elements to support ease of porting UI code from iOS to Android: `UIBezierPath`, `UIEvent`, `UIFont`, `UIGraphics`, `UIImage`, `UILineBreakMode`, `UIScrollView`, `UIStringAttributes`, `UITouch`, `UIView`.

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 DisplayDefaultView 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.