

Unity Platform Releases

Builder Service & Unity Platform Release

The Builder Service is getting the required Unity Platform release from the SVN repository.

On the SVN repository, releases are tagged with the name "**Release_xx**"; where "xx" stands for the name of the version. For example: Release_2.0

By default, platform release included on build process is the [Release_3.8.2](#).

In progress
No release roadmap in progress

Latest Released
Release_3.8.2 Status :Released [Revision 3139] Contents: <ul style="list-style-type: none">• Security Enhancements<ul style="list-style-type: none">• Disable Application Thumbnails to avoid sensitive data exposure.• Unity.System.DismissApplication should be called from HTML5 application (only available on Android devices) when the Back button is pressed in the Home screen.• Added Application Setting to remove the application from iOS Settings view.• Bug fixing:<ul style="list-style-type: none">• iOS Webtrekk libraries that rendered the application frozen after bringing the app to foreground.• Android Server classes that rendered the application frozen on the initial SplashScreen.• On Android method Unity.Net.GetNetworkTypeReachable was not returning value if used with the device set on Airplane mode.
Release_3.7.5 Status : Released [Revision 3017] Contents: <ul style="list-style-type: none">• Security Enhancements<ul style="list-style-type: none">• Certificates Validation for I/O Services API• Zip Web Resources with Password• Detect JailBroken / Rooted Devices• Android App Permissions• Changes on Builder:<ul style="list-style-type: none">• It is now compiling applications with iOS 6 target sdk (min supported version is 4.3)• It includes iphoneos optimize task (to optimize application png images)• Added splash screens for iPad Retina and iPhone 5• Removed Shine/Gloss effect on iOS icons in our applications [pending to be added as a build property]• Bug fixing:<ul style="list-style-type: none">• Tablet splash screen scale issue (Android)• Invoke on main UI Thread when needed (iOS)• Added Cache-control header to the Unity Internal Server to prevent caching on Unity Calls

Releases (SVN Tags)

- [Release_3.8.2](#) - Revision 3139 [14 Nov 2012]
- [Release_3.7.5](#) - Revision 3017 [17 Oct 2012]
- [Release_3.7.4](#) - Revision 2870 [17 Sep 2012]
- [Release_3.7.3](#) - Revision 2854 [07 Sep 2012]
- [Release_3.7.2](#) - Revision 2824 [29 Aug 2012]
- [Release_3.7.1](#) - Revision 2797 [22 Aug 2012]
- [Release_3.7](#) - Revision 2734 [25 Jul 2012]
- [Release_3.2.2](#) - Revision 2672 [3 Jul 2012]
- [Release_3.2.1](#) - Revision 2634 [15 Jun 2012]
- [Release_3.2](#) - Revision 2597 [1 Jun 2012]
- [Release_3.1.2](#) - Revision 2529 [10 Apr 2012]
- [Release_3.1.1](#) - Revision 2458 [6 Mar 2012]
- [Release_3.1.0](#) - Revision 2435, 2441 [28,29 Feb 2012]
- [Release_3.0](#) - Revision 2417, 2426 [20,21 Feb 2012]
- [Release_2.3](#) - Revision 2353 [1 Feb 2012]
- [Release_2.2.2](#) - Revision 2298 [03 Jan 2012]
- [Release_2.2.1](#) - Revision 2262 [24 Oct 2011]
- [Release_2.2](#) - Revision 2252 [18 Oct 2011]
- [Release_2.1.1](#) - Revision 2234 [29 Sep 2011]
- [Release_2.1](#) - Revision 2229 [23 Sep 2011]
- [Release_2.0](#) - Revision 2195 [9 Sep 2011]

Applications could configure the platform release to be included on its build process via the **"build.properties"** file; using a new property called **"unity.platform.version"**.

build.properties

```
unity.platform.version=3.0 --> this will include the Unity Platform release 3.8.2
```

build.properties

```
unity.platform.version=trunk --> this will include the Unity Platform TRUNK code.
```

 #The above configuration will be used **just** for the **Platform developers** to test new features on the devices.

Applications could configure the **Unity Core Resources** release to be included - the Unity Javascript Framework - via the **"app.config"** file:

app.config

```
unity=3.8.2 --> this will include the Unity JS and CSS files that corresponds to the version 3.8.2
```



Take into account

This new build property will be available on **>=3.8 Emulator** versions.



Unity Core Resources

Latest available **Unity Javascript Framework** is **3.8.2**

Features by Platform and Release

Features	Unity JS Framework Release	iOS	Android	Windows	Emulator
Application	Release	iOS	Android	Windows	Emulator
Is in Background	2.0	✓	✓	✗	✓
Background Listener	2.0	✓	✓	✗	✓
Foreground Listener	2.0	✓	✓	✗	✓
Back Button Listener	3.0	✗ N/A	✓	✗	✓
Analytics	Release	iOS	Android	Windows	Emulator
Start Tracking	3.0	✓	✓	✗	✗ *xml data store
Track Event	3.0	✓	✓	✗	✗ *xml data store
TrackPageView	3.0	✓	✓	✗	✗ *xml data store
Stop Tracking	3.0	✓	✓	✗	✗ *xml data store
Calendar	Release	iOS	Android	Windows	Emulator
Create Calendar Entry	1.0	⚠ *issues with recurrency and alarms	⚠ *issues with recurrency and alarms	✗	✓ *xml data store
Delete Calendar Entry	1.0	✗	✗	✗	✓ *xml data store
List Calendar Entries By Date	1.0	⚠ *further testing required	⚠ *further testing required	✗	✓ *xml data store
Move Calendar Entry	1.0	✗	✗	✗	✓ *xml data store
Contacts	Release	iOS	Android	Windows	Emulator
CreateContact	1.0	✓	✓	✗	✓ *xml data store

DeleteContact	1.0				 *xml data store
List Contacts	1.0				 *xml data store
Query Contacts	1.0				 *xml data store
Update Contact	1.0				 *xml data store
CPU	Release	iOS	Android	Windows	Emulator
Get CPU Info	1.0	 *not available on iOS SDK			
Database	Release	iOS	Android	Windows	Emulator
Create Database	1.0				
Create Table	1.0				
Delete Database	1.0				
Delete Table	1.0				
Execute SQL Query	1.0				
Execute SQL Statement	1.0				
Execute SQL Transaction	1.0				
Exists Table	1.0				
Exists Database	1.0				
Get Database by Name	1.0				
Get Databases List	1.0				
Get Tables Names	1.0				
Display	Release	iOS	Android	Windows	Emulator
Get Display Info	1.0				

Get Number of Displays	1.0	✓	ℹ *return 1	✓	✓
Get Current Orientation	1.0	✓	✓	✓	✓
Get Orientation Supported	1.0	ℹ *return portrait&landscape	ℹ *return portrait&landscape	✓	✓
Is Orientation Locked	2.0	✓	✓	✗	✗
Lock Orientation	2.0	✓	✓	✗	✗
Show Splash Screen ★	3.2	✓	✓	✗	✗
Dismiss Splash Screen ★	3.2	✓	✓	✗	✗
Filesystem	Release	iOS	Android	Windows	Emulator
Create Directory	1.0	✓	✓	✓	✓
Create File	1.0	✓	✓	✓	✓
Delete Directory	1.0	✓	✓	✓	✓
Delete File	1.0	✓	✓	✓	✓
Exists Directory	1.0	✓	✓	✓	✓
Exists File	1.0	✓	✓	✓	✓
Get Directory Root	1.0	✓	✓	✓	✓
List Directories	1.0	✓	✓	✓	✓
List Files	1.0	✓	✓	✓	✓
Read File	1.0	✓	✓	✓	✓
Write File	1.0	✓	✓	✓	✓
CopyFromResources	1.1	✓	✓	⚠ **"resources" path pending to be defined for this platform	✓
CopyFromRemote	2.1	✓	ℹ *implemented, but pending to be fully tested	✓	✓

Geolocation and Map	Release	iOS	Android	Windows	Emulator
Get Coordinates	1.0	✓	✓	✗	✓ *mock data form
Get Heading	1.0	✓	✓	✗	✓ *mock data form
Get Orientation	1.0	✓	✓	✗	✓ *mock data form
Get Velocity	1.0	✓	✓	✗	✓ *mock data form
Get Acceleration	1.0	✓	✓	✗	✓ *mock data form
Get GEO Decoder Attributes	1.0	✓	✗	✗	✓ *mock data form
Is GPS Enabled ⭐	3.8	✓	✓	✗	✓ *mock data form
Update Location	1.0	✓	✓	✗	✓ *mock data form
Update Heading	1.0	✓	✓	✗	✓ *mock data form
ProximitySensor	1.0	✓	✓	✗	✓ *mock data form
Show Map	1.0	✓	✗	✗	✓
Set Map Settings	1.0	✓	✗	✗	✓
Get POI	1.0	✓	✓	✗	✓ *xml data store
Get POI List	1.0	✓	✓	✗	✓ *xml data store
Update POI	1.0	✓	✓	✗	✓ *xml data store

Remove POI	1.0	✓	✓	✗	✓ *xml data store
Human Interaction	Release	iOS	Android	Windows	Emulator
Copy To Clipboard	3.2	✓	✓	✗	✓
Get Current Locale	1.0	✓	✓	✓	✓
Get Locale Supported	1.0	✓	✓	✓	✓
Get Input Buttons	1.0	✗	✗	✗	✗
Get Input Gestures	1.0	✗	✗	✗	✗
Get Current Input Method	1.0	✗	✗	✗	✗
Get Input Methods	1.0	✗	✗	✗	✗
I18N	Release	iOS	Android	Windows	Emulator
Get Locale Supported	1.0	✓	✓	✓	✓
Get Resource Literal	1.0	✓	✓	✓	✓
Get Resource Literals	3.2	✓	✓	✓	✓
I/O Services	Release	iOS	Android	Windows	Emulator
Get Service	1.0	✓	✓	✓	✓
Get Services List	1.0	✓	✓	✓	✓
InvokeService	1.0	✓	✓	✓	✓
Media	Release	iOS	Android	Windows	Emulator
Get Current Media	1.0	✓	ℹ *mock data	✗	✓ *mock data form
Get Metadata	1.0	✓	✗	✗	✓ *mock data form
Play/Pause/Stop/Seek Media	1.0	✓	✓	✗	✓ *mock data form
Play Stream	1.0	✓	⚠ *bug fixing	✗	✓ *mock data form

Audio Recording	1.0				 *mock data form
Video Recording	1.0				 *mock data form
Get Media Player State	1.0				 *mock data form
Get Photo Snapshot	3.1		 *in progress		 *in progress
Take Photo Snapshot	3.1		 *in progress		 *in progress
Memory	Release	iOS	Android	Windows	Emulator
Get Available Memory	1.0				
Get Memory Available Types	1.0				
Get Memory Types	1.0	 *hardcoded types			
Get Memory Uses	1.0	 *hardcoded uses			
Get Memory Status	1.0				
Messaging	Release	iOS	Android	Windows	Emulator
Send Email	1.0				
Send Message MMS	1.0				
Send Message SMS	1.0				
Network	Release	iOS	Android	Windows	Emulator
Is Network Reachable	1.0				
Get Reachable Network Type	1.0				
Get Reachable Network Type List	1.0				
Get Network Types Supported	1.0				
Open Browser	2.0				

Show HTML	2.0	✓	✓	✓	✓
Download File	2.0	✓	✓	✓	✓
Notification	Release	iOS	Android	Windows	Emulator
Notify Activity	1.0	✓	✓	✓	✓
Notify Loading	1.0	✓	✓	✓	✓
Notify Alert	1.0	✓	✓	✓	✓
Beep	1.0	✓	✓	✓	✓
Blink	1.0	✗	✗	✗	✗
Vibrate	1.0	✓	✓	✓	✓
Operating System	Release	iOS	Android	Windows	Emulator
Dismiss Application ★	3.8	✗ N/A	✓	✗	✓
Get Hardware Info	1.0	✓	✓	✓	✓
Get OS Info	1.0	✓	✓	✓	✓
Get User Agent	1.0	✓	✓	✓	✓
Power	Release	iOS	Android	Windows	Emulator
Get Power Info	1.0	✓	✓	✓	✓
Get Power Remaining Time	1.0	✓	✓	✓	✓
Security	Release	iOS	Android	Windows	Emulator
Is Device Modified ★	3.7	✓	✓	✗	✓
Telephony	Release	iOS	Android	Windows	Emulator
Call Number	1.0	✓	✓	✗	✓
Webtrekk	Release	iOS	Android	Windows	Emulator
Start Tracking ★	3.8	✓	✓	✗	✗
Stop Tracking ★	3.8	✓	✓	✗	✗
Track Content ★	3.8	✓	✓	✗	✗
Track Click ★	3.8	✓	✓	✗	✗

Set Request Interval ★	3.8	✓	✓	✗	✗
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★ Latest Features included on the platform

✓ Fully Supported

⚠ Under Construction / Not Fully Supported

ℹ Needs testing / Mock or Hardcoded Data

✗ Not Yet Implemented

✗ N/A Not aplicable for this platform