

# 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\\_3.7.2](#).

In progress
<b>Release_3.7.3</b>  Status : In Progress  Pending work: <ul style="list-style-type: none"><li>• Security Enhancements<ul style="list-style-type: none"><li>• Certificates Validation for I/O Services API</li><li>• Zip Web Resources with Password</li><li>• Adding and Checking of UNITY Web Headers</li></ul></li><li>• Bug Fixing<ul style="list-style-type: none"><li>• Orientation change issues in Android tablets.</li></ul></li></ul>
Latest Released
<b>Release_3.7.2</b>  Status : Released [Revision 2824 ]  Contents: <ul style="list-style-type: none"><li>• Security Enhancements<ul style="list-style-type: none"><li>• Detect JailBroken / Rooted Devices</li><li>• Android App Permissions</li></ul></li><li>• Modules Integration<ul style="list-style-type: none"><li>• Webtrekk Analytics Integration</li></ul></li><li>• New build properties for uploading the client certificate (for both iOS and Android platforms)</li><li>• New StickySplashscreen feature</li><li>• Bug fixing: PlayVideo Stream in Android</li></ul>
Releases (SVN Tags)
<ul style="list-style-type: none"><li>• <a href="#">Release_3.7.2</a> - Revision 2824 [29 August 2012]</li><li>• <a href="#">Release_3.7.1</a> - Revision 2797 [22 August 2012]</li><li>• <a href="#">Release_3.7</a> - Revision 2734 [25 July 2012]</li><li>• <a href="#">Release_3.2.2</a> - Revision 2672 [3 July 2012]</li><li>• <a href="#">Release_3.2.1</a> - Revision 2634 [15 June 2012]</li><li>• <a href="#">Release_3.2</a> - Revision 2597 [1 June 2012]</li><li>• <a href="#">Release_3.1.2</a> - Revision 2529 [10 April 2012]</li><li>• <a href="#">Release_3.1.1</a> - Revision 2458 [6 March 2012]</li><li>• <a href="#">Release_3.1.0</a> - Revision 2435, 2441 [28,29 Feb 2012]</li><li>• <a href="#">Release_3.0</a> - Revision 2417, 2426 [20,21 Feb 2012]</li><li>• <a href="#">Release_2.3</a> - Revision 2353 [1 Feb 2012]</li><li>• <a href="#">Release_2.2.2</a> - Revision 2298 [03 Jan 2012]</li><li>• <a href="#">Release_2.2.1</a> - Revision 2262 [24 Oct 2011]</li><li>• <a href="#">Release_2.2</a> - Revision 2252 [18 Oct 2011]</li><li>• <a href="#">Release_2.1.1</a> - Revision 2234 [29 Sep 2011]</li><li>• <a href="#">Release_2.1</a> - Revision 2229 [23 Sep 2011]</li><li>• <a href="#">Release_2.0</a> - Revision 2195 [9 Sep 2011]</li></ul>

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 3.0

#### 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 --> this will include the Unity JS and CSS files that corresponds to the version 3.8



#### Take into account

This new build property will be available on  $\geq 3.1$  **Emulator** versions.



#### Unity Core Resources

Latest available **Unity Javascript Framework** is 3.8

## Features by Platform and Release

Features	Unity JS Framework Release	iOS	Android	Windows	Emulator
<b>Application</b>	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	✓	✗	✗
<b>Analytics</b>	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
<b>Calendar</b>	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
<b>Contacts</b>	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
<b>CPU</b>	Release	iOS	Android	Windows	Emulator
Get CPU Info	1.0	✗ *not available on iOS SDK	✗	✓	✓
<b>Database</b>	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	✓	✓	✓	✓
<b>Display</b>	Release	iOS	Android	Windows	Emulator
Get Display Info	1.0	✓	✓	✓	✓
Get Number of Displays	1.0	✓	❗ *return 1	✓	✓
Get Current Orientation	1.0	✓	✓	✓	✓
Get Orientation Supported	1.0	❗ *return portrait&landscape	❗ *return portrait&landscape	✓	✓
Is Orientation Locked	2.0	✓	✓	✗	✗
Lock Orientation	2.0	✓	✓	✗	✗
Show Splash Screen ★	3.2	✓	✓	✗	✗
Dismiss Splash Screen ★	3.2	✓	✓	✗	✗
<b>Filesystem</b>	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	✓	✓
<b>Geolocation and Map</b>	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

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
<b>Human Interaction</b>	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	✗	✗	✗	✗
<b>I18N</b>	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	✓	❗ *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				
<b>Messaging</b>	Release	iOS	Android	Windows	Emulator
Send Email	1.0				
Send Message MMS	1.0				
Send Message SMS	1.0				
<b>Network</b>	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				
<b>Notification</b>	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				
<b>Operating System</b>	Release	iOS	Android	Windows	Emulator
Get Hardware Info	1.0				
Get OS Info	1.0				
Get User Agent	1.0				
<b>Power</b>	Release	iOS	Android	Windows	Emulator



Get Power Info	1.0	✓	✓	✓	✓
Get Power Remaining Time	1.0	✓	✓	✓	✓
<b>Security</b>	Release	iOS	Android	Windows	Emulator
Is Device Modified ★	3.7	✓	✓	✗	✓
<b>Telephony</b>	Release	iOS	Android	Windows	Emulator
Call Number	1.0	✓	✓	✗	✓
<b>Webtrekk</b>	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	✓	✓	✗	✗

★ 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