

RELEASE NOTES

Mobile Emulator version 4.1 (19th July 2013)

Please, remove your old emulator version from your local environments, and install this new one.

Download Link: http://dl.dropbox.com/u/30557508/emulator/MobileEmulator_4.1.exe

RELEASE NOTES

New Features:

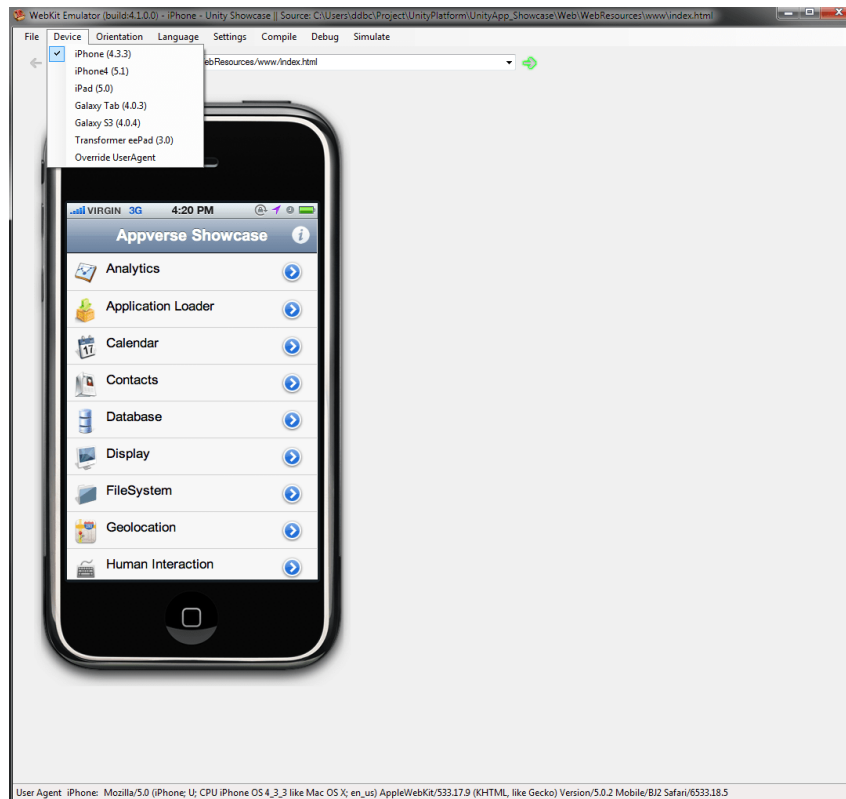
- **Emulator Logging**
 - The emulator now stores 2 kind of log files: **Build Log** and **Console Log**
 - The **Build Logs contain the build output** appearing in the build window while connecting to the server. **Each Build has its own file.**
 - **Build Log file name: NameOfProject_Date_Time.txt**
 - The **Console Log** contains the entire console log written by the application. There is **1 Console Log file per day**
 - **Console Log file name: Date.txt**
 - **The logs are stored under MyDocuments/MobileEmulator/Log[/Console]**
- **Emulator Settings**
 - **A Settings.xml file is stored under MyDocuments/MobileEmulator/Settings**
 - Emulator now remembers **Device, Orientation, Project and Filter Include and Exclude lists**
 - Each time the emulator is opened it will kept those settings from the last execution
- **Emulator Device and Orientation Menu**
 - A Tick appears next to the currently used Device and Orientation to easily identify those settings
- **Emulator Build Properties**
 - **Now it is possible to select the iOS and Android min version supported by the application**
 - **Those Settings are found under Compile→Edit Properties→Deployment Tab**
- **AppLoader**
 - New value **Unity.MODULES_RESOURCE_URI** created and pointing to **http://127.0.0.1:8080/documents/apps/**
 - **The modules context(used by calling Unity.AppLoader.InitializeModuleContext), module id, module version should be appended to the path by the application**
 - Example: `var myModulesPath = Unity.MODULES_RESOURCE_URI + myUserContext + "/" + myModuleId + "/" + myModuleVersion`
- **Deprecated old Unity.js pre version 3.0**

BugFixing:

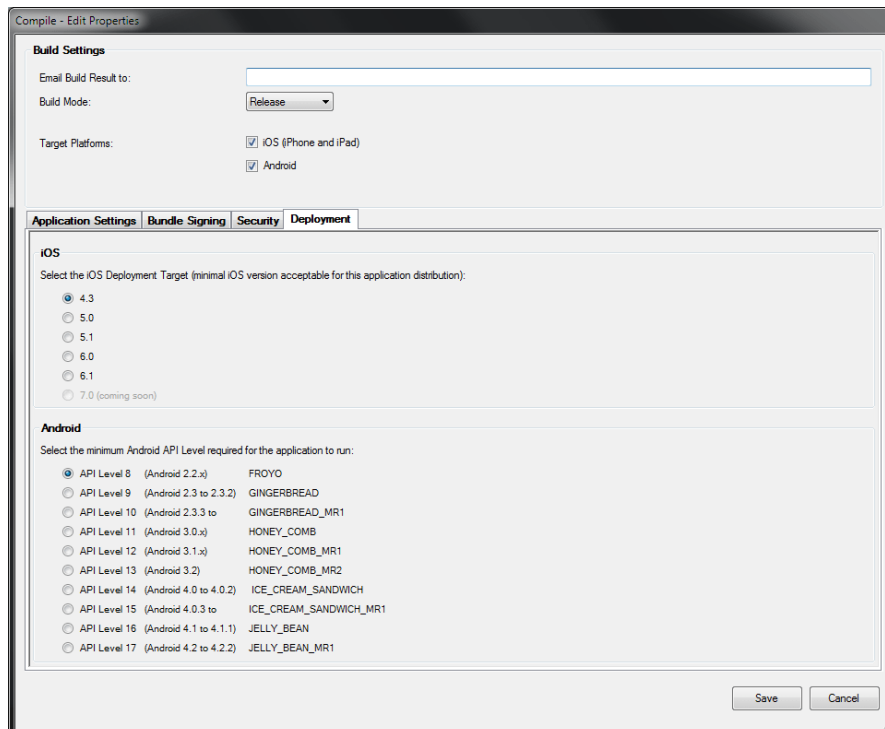
- **Android**
 - **Unity.AppLoader.ListIntalledModules** now correctly returns the different version numbers
 - **Unity.Notification.StartNotifyLoading** no longer block next calls to Unity (background JS listener will not be executed after a native Dialog, in specific StartNotifyLoading dialog)

RELEASE NOTES

GALLERY



Pic 1 Ticks to easily identify selected options



Pic 2 Tab to select min OS version supported by the application