#### Mobile Emulator version 4.3 (15th Jan 2014)

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 4.3.exe

#### **IMPORTANT INFO**

- Deprecated Unity namespace
  - All projects using Unity will work until the next Emulator release.
  - Please use the namespace Appverse in all your projects. Eg:
     Appverse.Media.TakeSnapshot instead of <u>Unity.Media.TakeSnapshot</u>
- The app.config will be deprecated as well in the next release. From that point onwards you
  will use always the latest platform version and to use other libraries like jQuery or Sencha
  you must install them manually.
- To use Appverse you must add the reference to the file 'js/appverse.js' in the appropriate file.

#### **RELEASE NOTES**

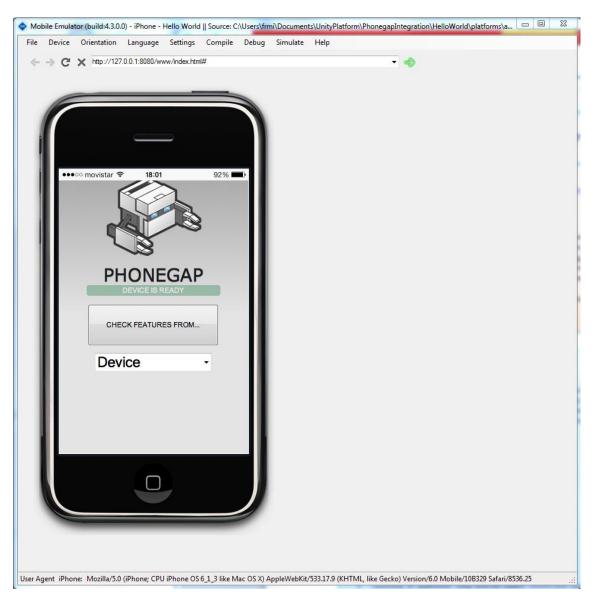
#### **New Features:**

- Phonegap Integration
  - O Now Appverse Emulator is compatible with a phongap Project.
    - To run a Phonegap project use the new [Help] menu in the Appverse Emulator, select Phonegap and follow the instructions.
  - o Added HelloWorld Phonegap Project in the Emulator Folder
  - The resulting Phonegap builds will be in 3.3.0-0.18.0
- Showcase application updated to 4.3.1
  - Updated with Sencha Touch 2.3.1
- Contacts API reviewed
  - O There are two new Contact Object
    - ContacLite
    - Contact
  - And two new functions
    - Appverse.Pim. ListContacts(query)
    - Appverse.Pim.GetContact(id)

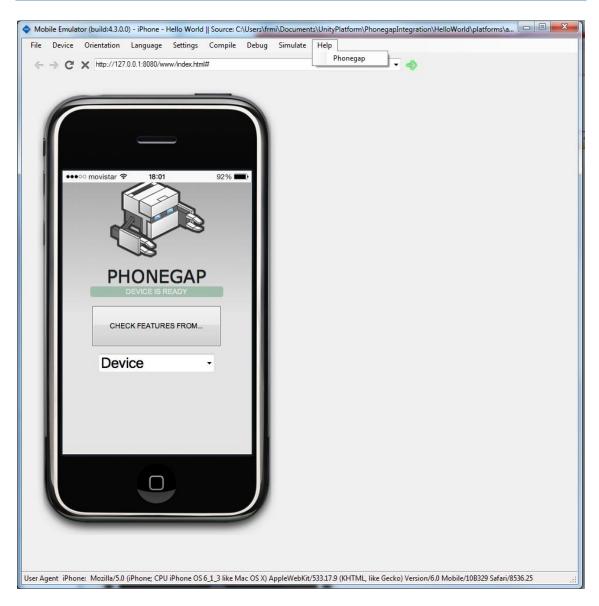
#### **Bugfixing:**

- Android JSON serializer now support more primitive types
- Mobile Emulator now support the use of additional ports
- Improved the access to iOS keychain
- Launching an application using Android Explicit Intents now supports Action Field
- Updated the iOS Skins' User Agents
- Corrected a bug in Android SendEmail with attachments

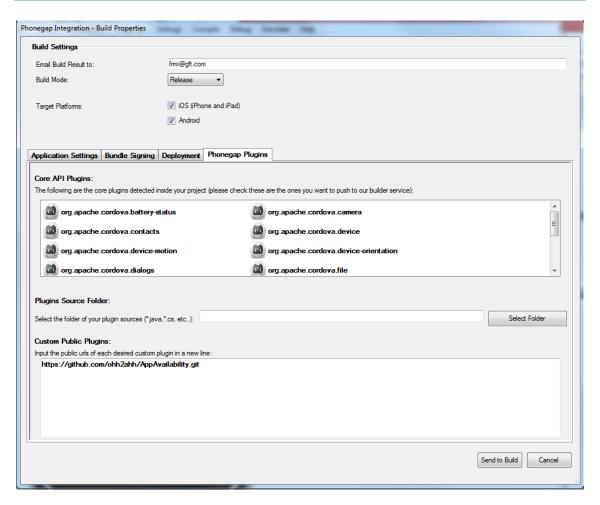
# **GALLERY**



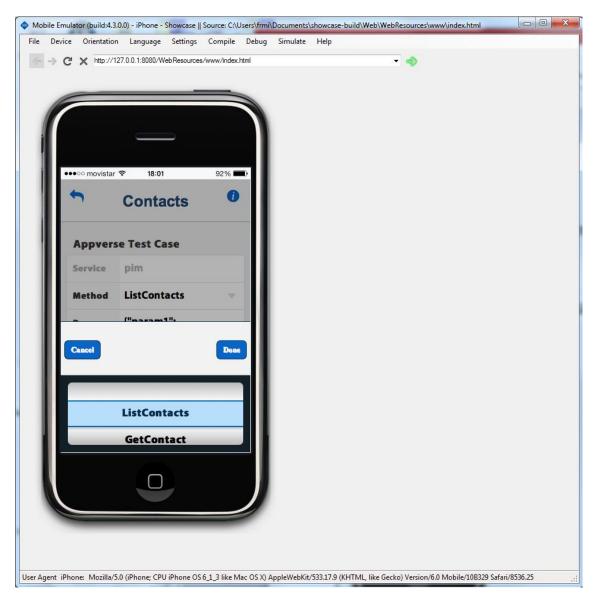
Pic 1 Phonegap project loaded into Mobile Emulator



Pic 2 The Help Menu will take you to the PhoneGap FAQs



Pic 3 Compile → Build Phonegap will show you a specific build configuration window



Pic 4 The new Contacts functions