RELEASE NOTES

Mobile Emulator version 4.4 (13th Mar 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_4.4.exe

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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 Unity.Media.TakeSnapshot
- **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.**

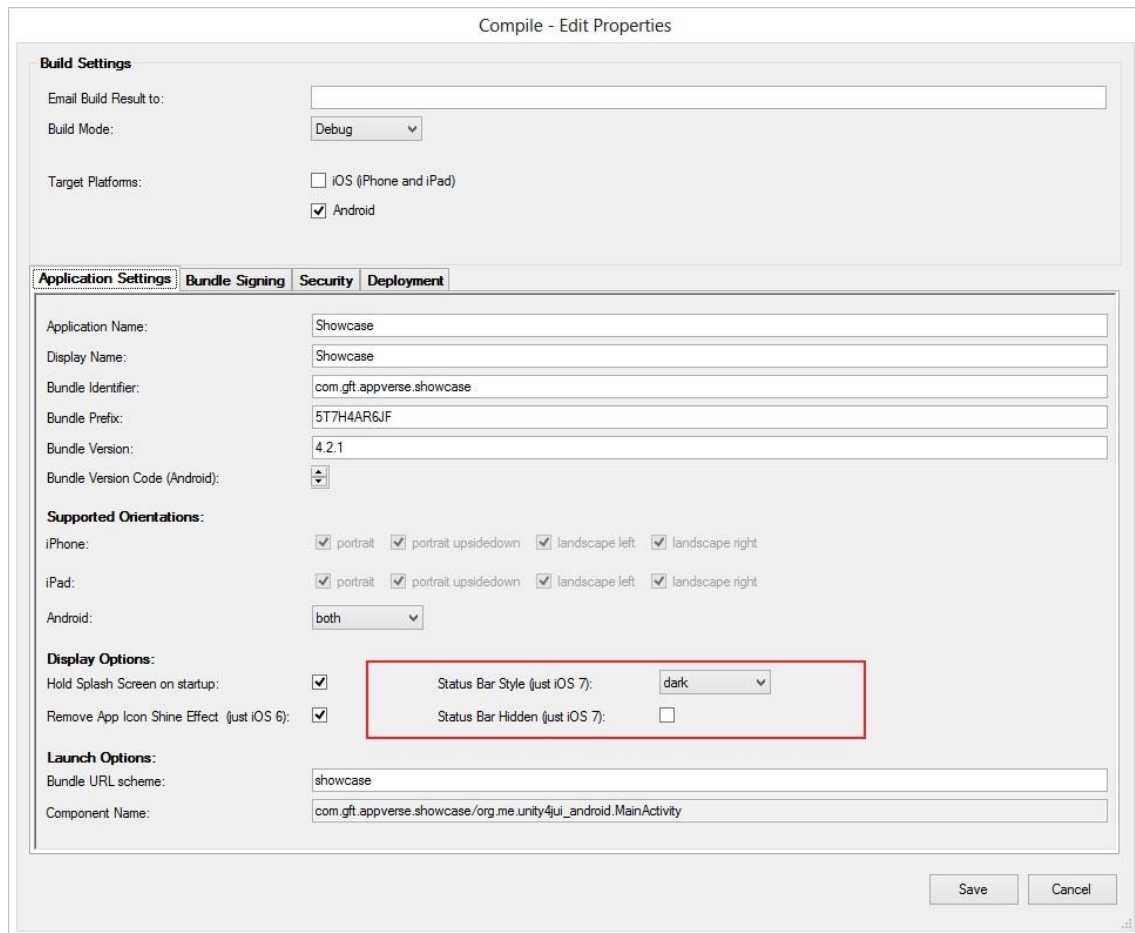**RELEASE NOTES**

New Features:

- **iOS 7.1 compatible**
  - Builds are compiled against the latest XCode version (required to publish apps in App Store)
- **iOS 7 Status Bar customization**
  - Status bar background color (including transparent)
  - Status bar font color
  - Default values:
    - Transparent background
    - Black font color
  - Application (projects) could configure this customization using the Emulator/Build properties.
- **Android can now open other apps using schema protocol**
  - http://builder.gft.com/appstore/unity-docs/index.html#!/guide/launch_applications

Bugfixing:

- Fixed token replacement task that was causing some HTML files not being included
- Fixed a bug in the emulator that was causing an error when locking the orientation in the portrait orientation with the portrait upsidedown using iPad as device
- Fixed a bug that was causing the application to freeze if it was sent to background before loading the HTML components entirely
- Fixed a bug in the emulator that prevented PPT files to be opened in a new browser

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GALLERY

Pic 1 Settings to customize the iOS 7 Status bar style