# Cinch Release Notes

This document holds the release notes for Cinch, and details what has changed at each release.

## NOTE:

As I am planning on doing CinchV2 which will target .NET 4 and VS2010, which I am working on right now, it is envisaged that this VS2008 version of Cinch will not be updated that often. Any new development will be done on CinchV2. Cinch V2 will be quite a different beast actually, so you can expect to have a few things that break, and a few things to learn.

That said I do believe CinchV2 will be a much more powerful library, and will also be usable in Silverlight 4 and upwards, where as Cinch for VS2008 was only really a WPF library, there was no support for Silverlight at all.

## Release XXXX

These are the things that were fixed with this release

| **Area** | **Notes** |
| --- | --- |
| Put in new Mediator, and make ViewModel unregister on Dispose |  |
| **Cinch Issues:**  Mediator in ViewModelBase better be static |  |
| **Cinch Discussions:**  Mediator Message Method Signatures |  |
| **Cinch Issues:**  NPE in WPFUIVisualizerService | Done |
| **Cinch Issues:**  DoubleclickData is internal and cannot be used | Made the DoubleClickData class public. |
| **Cinch Discussions:**  Important issue to solve (Unity) | Have made a default UnityProvider which Cinch uses unless new one is set on constructor of ViewModels. |
| **Cinch Discussions:**  Adding IsActivated property | Done, but will only work providing inheritors of Cinch ViewModelBase classes, call base.OnWindowLoaded() etc etc |
| **Cinch Discussions:**  DataWrapper and DataValue change notifications, this should work now | These have worked for ages. Working as expected. |
| **Cinch Discussions:**  IsDirty DataWrapper<T> firing INPC event | Done |
| Remove dependency on SLF | Have made a default SLF logger which Cinch uses unless new one is injected. |

Breaking changes:

1. The way you register popups is now different, see MainWindow.xaml.cs for details

## Older Releases

Please see codeplex releases tab, and comments