# Cinch Release Notes

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

## NOTE:

As previously mentioned now that CinchV2 is out, CinchV1 will no longer receive that much love, CinchV2 is where all the new changes will be made.

## Current release

Should all be good, with CinchV1 and CinchV2, note that CinchV2 demo apps are zipped.

**CinchV2 demo instructions**

You will need to follow these instructions to get CinchV2 demo apps working

1. Open the CinchV2.sln solution, and unload the CinchV2 project in VS2010
2. Compile the CinchV2.WPF and CinchV2.SL projects within the CinchV2.sln solution
3. Unzip the SL4\_Demo.zip project, open SL4\_Demo.sln solution and then copy the following files
   1. Copy Cinch.SL.dll from CinchV2.SL\Bin\debug to SL4\_Demo\CinchV2DemoSL\Lib
   2. Copy MEFedMVVM.SL.dll from CinchV2.SL\Bin\debug to SL4\_Demo\CinchV2DemoSL\Lib
   3. Copy MEFedMVVM.SL.dll from CinchV2.SL Bin\debug to SL4\_Demo\DesignTimeServicesSL\Lib
   4. Compile the open SL4\_Demo.sln solution
4. Unzip the WPF\_Demo.zip project, open SL4\_Demo.sln solution and then copy the following files
   1. Copy Cinch.WPF.dll from CinchV2.WPF\Bin\debug to WPF\_Demo\CinchV2DemoSL\Lib
   2. Copy MEFedMVVM. WPF.dll from CinchV2. WPF \Bn\debug to WPF\_Demo\CinchV2DemoSL\Lib
   3. Copy MEFedMVVM. WPF.dll from CinchV2. WPF\Bin\debug to WPF\_Demo\DesignTimeServicesSL\Lib
   4. Compile the open WPF\_Demo.sln solution

## Current Release : 14/06/10

Fixed tiny deign time issue with Workspaces in MainWindowViewModel

## 47270 Release : 13/06/10 19:20PM Uk time

Good checkin of CinchV2

## 47259-47269 Release : 13/06/10 17:33PM Uk time

Failed SVN checkins for CinchV2

## 46208 : Release : 08/05/10 09:35AM Uk time

Stable checkin for CinchV2

## 46191-46207 Release : 08/05/10 09:26AM Uk time

Fixed SVN repository, and fixed IUIVisualizer issue with CinchCodeGen

## 46191-46207 Release : 08/05/10 Various times

Corrupt SVN repository, attempting to fix

## Current Release : 04/05/2010 09:47AM Uk time

Applied all patches that I deemed good

## 46032 Release : 04/05/2010 09:07AM Uk time

Updated release notes to show new usage for MediatorMessageSinkAttribute

## 46013 Release : 03/05/2010 10:35PM Uk time

These are the things that were fixed with this release

| **Area** | **Notes** |
| --- | --- |
| Put in new Mediator, and make ViewModel unregister on Dispose | There has been a lot of work done in the Mediator which is now a Singleton, which can be used within Views also, and also extra Unregister/Register methods have been made available, as well as Async methods.  The ViewModelBase also unregisters within the Dispose() method. |
| **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
2. MediatorMessageSinkAttribute no longer needs Type Parameter, it only needs 1 value specified in the attribute parameters.

## 46009 and Older Releases

Please see codeplex releases tab, and comments