



iViewer for Android Release Notes

iViewer for Android is on par, feature-wise, with iViewer for iOS. You can get it from the Google Play Store:

iViewer 5 [<https://play.google.com/store/apps/details?id=com.commandfusion.droidviewer>]

To load a beta release, please see the [Sideload page for Android](#).

Below are the release notes specific to Android versions.

Version 5.0.7

Date Released: August 23rd, 2020

- Fix crash relating to location services on some devices

Version 5.0.6

Date Released: August 21st, 2020

- Fix issue with SSL validation

Version 5.0.4

Date Released: October 25th, 2019

- Fix issue with systems not restarting after being enabled when using a hostname instead of an IP address
- Fix a potential crasher when resuming the app

Version 5.0.2

Date Released: October 23rd, 2019

- Fixes for loading encrypted GUI
- Add support for skipping LaunchPad error pages when using Return page flips.

Version 5.0.0

Date Released: September 11th, 2019

- Major version bump to keep inline with iOS releases. See the [iOS Release Notes](http://commandfusion.com/wiki2/software/iviewer/iviewer-release-notes) [<http://commandfusion.com/wiki2/software/iviewer/iviewer-release-notes>] for more details.

Version 4.1.24

Date Released: August 9th, 2019

- Added new licensing features for upcoming cloud platform.

Version 4.1.23

Date Released: July 29th, 2019

- Added support for `/gui` deep links to load GUIs via special URLs

Version 4.1.21

Date Released: July 29th, 2019

- GUI Archives with multiple GUI files - added more checks for resolution matching both orientations (checks current device orientation first).

Version 4.1.19

Date Released: July 23rd, 2019

- Added support for iBeacon detection via JS API - see Sensors JS API [<http://www.commandfusion.com/docs/scripting/sensors.html>]

Version 4.1.18

Date Released: July 9th, 2019

- Fix for resetting to default GUI using `CF.loadGUI(null)`;
- Support for overriding theme properties (text size, color and alignment) on buttons and text objects, without having to create new themes.
- Show device resolution in settings via GUI Settings > User Interface > Device Resolution

Version 4.1.17

Date Released: July 9th, 2019

- Fix to allow HTTP Client systems to use SSL (<https://>)
- When loading a zipped GUI, iViewer will now look for a GUI matching the device screen size, based on the filename (including any subfolders). First looks for a path matching `###w###h` where the numbers are the screen width and height. If none found, then looks for match with just height `###h`. Then if none found, looks for matching closest screen ratios to iOS sizes (896h, 812h, 736h, etc). Then if none still found, uses first `.gui` file found in zip.
- So now a single zip file can be used to target multiple device screen variations.
- Push Notification support - more to come on this at a later date (requires cloud software release, yet to come).
- Cleanup splash screen a little more

Version 4.1.14

Date Released: June 27th, 2019

- Fix for GUI cache failing

Version 4.1.13

Date Released: June 25th, 2019

- Allow HTTP (clear text) transfers in Android 9
- Introduces Immersive mode - full screen with no status bar or navigation bar by default.
 - Navigation and status bars using transparency overlay - swipe from edge of screen to bring them back visible and they automatically hide after no interaction.
- Adds CF.playSound and CF.stopSound JS APIs - `CF.playSound("sound name");`
- Fixes for show/hide status bar and navigation bar JS APIs:
 - `CF.setDeviceProperty(CF.StatusBarAppearanceProperty, CF.STATUS_BAR_VISIBLE);`
 - `CF.setDeviceProperty(CF.StatusBarAppearanceProperty, CF.STATUS_BAR_HIDDEN);`
 - `CF.setDeviceProperty(CF.NavigationBarAppearanceProperty, CF.NAVIGATION_BAR_VISIBLE);`
 - `CF.setDeviceProperty(CF.NavigationBarAppearanceProperty, CF.NAVIGATION_BAR_HIDDEN);`
- Fix for missing CF.device.uniqueIdentifier property in JS API
- Updated splash screens to be more flexible on screen resolutions and reduce install size dramatically
- Fix assets missing when loaded from zip (relating to backslashes used instead of forward slashes, or having spaces encoded in file names)
- Change to look at the content-type of the GUI being loaded to determine if its a zip or not (along with the .zip extension if exists in URL)
- Fix JS asset loading from zip which could result in malformed script if a new line was missing at the end of a script.
- Fix for background images not being scaled up with screen resolution when set to repeat.

Version 4.1.9

Date Released: June 21st, 2019

- Fix for webviews not rendering some content correctly

Version 4.1.8

Date Released: June 21st, 2019

- Added support for HTTP Digest Auth in video streams

Version 4.1.7

Date Released: June 21st, 2019

- Fixed issue where device licenses were being ignored

Version 4.1.6

Date Released: June 20th, 2019

- Fixed app icon on some device resolutions
- Added About page to settings to easily find the app version
- Optimised splash screens

Version 4.1.5

Date Released: June 19th, 2019

- Fixed crasher when closing SSL sockets
- Fixed issue loading GUIs on older Android releases

Version 4.1.3

Date Released: June 18th, 2019

- Added support for app linking and sending data to app via CF.ApplicationCallbackEvent using URL scheme
- Fixed an issues with math parsing for 4 digits or longer
- Fixed issue with dynamic join assignment using capture group names
- Fixed bug when changing to hostname addresses via CF.setSystemProperties
- Fixes for remembering GUI files and reloading
- Updated splash screens and icon imagery for latest OS

Version 4.1.0 BETA

Date Released: March 27th, 2019

- Settings are now accessed via a second app icon named “iViewer Settings” on the home screen - look for the gear icon.
- Added support for latest Android OS versions
- Various fixes for networking
- Minimum Android API Level 17 (Android 4.2+)

Version 4.0.211

Date Released: April 29th, 2016

- Fixed an issue with licensing for Android 6.0. If your device reports a Device ID during licensing of **0F607264-FC63-18A9-2B9E-13C65DB7CD3C**, then you must update to this app version. Once updated, a new valid ID will be generated that you can use to license your device.
- Various fixes with memory usage and networking for devices running Android 5+
- Fixes for possible GUI corruptions when loading and closing the app before loading is complete
- Slider rendering fixes

Version 4.0.201

Date Released: January 15th, 2015

- Fixed an issue with .zip GUI archives where the archive contains subfolders

Version 4.0.200

Date Released: January 15th, 2015

- Added support for Android 5.x
- Improved TCP systems stability & reliability
- Improved Bonjour stability
- Added support for immersive mode & programmatically controlling the status and navigation bars using CF.setDeviceProperty()
- Fixed issue where long lists could show incorrect contents

- Fixed issues with iViewer Protocol
- Fixed issue where password fields were being silently capitalized
- Fixed issue where persistent tokens were being cleared when not needed
- JS: Improved detection & reporting of available networks
- JS: Added new CF.launch() [API](#)
- JS: Fixed Javascript startup issues
- JS: Fixed CF.stopMacro() [API](#) where stopping all macros wouldn't work
- JS: Fixed CF.openURL() url encoding issues
- JS: Fixed issue with CF.listAdd() not being to set digital join values

Version 4.0.191

Date Released: February 16th, 2014

- Fixed issue where buttons would not immediately update when their title was changed using their text join
- Fixed issue with gestures not working correctly when the [GUI](#) was scaled
- Fixed issue with assets preloading: in some cases, the preloaded version was ignored and asset was being cached a second time after preload
- Fixed issue with commands whose name end with one or more spaces

Version 4.0.185

Date Released: January 31st, 2014

- Fixed issues with remote debugging
- Fixed crasher issues in several areas of the software
- Fixed issues with CF.loadAsset() not behaving correctly with regards to assets caching and binary data reloads
- Fixed networking issues, including issues with iViewer Protocol
- Fixed display issue with stretchable button bitmaps when running [GUI](#) in scaled mode
- Fixed [GUI](#) reloading issues on return from settings

Version 4.0.177

Date Released: September 16th, 2013

- Fixed an issue with CF.setSystemProperties() not changing the IP address of a system when instructed to
- Fixed issue with Reload [GUI](#) menu item not working if Reload [GUI](#) setting turned off
- Fixed a couple crash issues

Version 4.0.175

Date Released: September 9th, 2013

- Tags support now officially in Android build
- TCP server systems now execute their startup command and/or macro at new incoming connection
- Added new communication mode (dialog mode) along with inactivity timeout and other options available in the new guiDesigner beta
- Fixed some user interface issue (text centering and wrapping, image scaling, etc)
- Fixed issue with showing / hiding status bar not working
- Fixed networking issues (reconnection after network loss / reacquire, talking to iViewer protocol)
- Fixed issue with textEncoding specification not being enforced
- Fixed various crash issues

Version 4.0.168

Date Released: June 6th, 2013

- Added support for describing the joins touched by Gesture actions (mostly for modules like CrestronMobile to use)
- Fixed issues with remote debugging, JS execution, port selection for remote debugger, zip files
- Fixed an issue where feedback matching on systems with a define `EOM` string could process partial data and not return the full block
- Other various bug fixes

Version 4.0.157

Date Released: May 27th, 2013

- First final release on iViewer for Android. Features are the same as iViewer for iOS.