

Android Messaging SDK - Version 1.5.0

Release Notes

What's new?

- Multi-language support - For information on supported languages, see [LiveEngage System Requirements and Language Support](#).
 - Consumers can select the language of the messaging window either from the device settings or the host app settings. The default language will be taken from the device.
- Display conversation channel:
 - An additional column has been added in the Agent Workspace to indicate the channel from which the consumer arrived, for example, SMS, Facebook messenger, In-App Messenger SDK.
- Bug fixes and UI enhancements.

New APIs

New `taskType` in the `LivePersonCallback.onError(TaskType type, String message)` callback:

`TaskType: MESSAGE_SEND_FAILURE`

Called when a sent message has failed

Best practice: *LivePerson recommends implementing this callback in your app, and displaying an in-app notification to the user to indicate when sent messages fail / are not delivered. In order to provide a consistent user experience, we recommend displaying a local notification both in-app and while the app is running in the background.*

Deprecated configurations

`<string name="country">`

`<string name="language">`

By default, these keys are configured when Localization is set either from the host app or from the device settings. Localization in the SDK is set automatically based on the host app language or the device language, with the default being the host app language.

Branding/Strings

- New strings:
 - `"lp_conversation_ended_by_agent_with_name"`
 - `"lp_conversation_ended_by_agent_no_name"`
 - `"lp_conversation_ended_by_you"`
- Deleted strings:
 - `"lp_clear_history"` - Use `"lp_clear_history_dialog_title"` instead.
 - `"lp_clear_history_confirm_string"` - Use `"lp_clear_history_dialog_message"` instead.
 - `"lp_clear"` - Use `"lp_clear_history_dialog_positive_button"` instead.
 - `"lp_feedback_rate_title"` - Use `"lp_feedback_question"` instead.