

Android Messaging SDK - Version 1.3.0

Release notes

What's new in v1.3?

- ****Multi-device support****
A conversation can be started from a mobile device and then continued in Liveperson's Web Messaging, and vice versa. This feature makes messaging conversations seamless across different platforms, without disruption for Agent or consumer. Available in Authenticated mode only.
- The conversation's 'Welcome message' now appears more warm and friendly.
- Typing detection has been improved to show exactly when consumers are typing.
- New look & feel for the menu in Activity Mode.
- The Snackbar can be configured:
 - To be shown only during a shift
 - To be shown only during off-hours
 - To be shown for a specified duration
- Minor bug fixes and UI enhancements

New APIs

- Added callback (onAgentTyping) to indicate when agent is typing
- LivePerson.initialize(Context context, InitLivePersonProperties initProperties) - new API to initialize the SDK with InitLivePersonProperties object as a parameter.
 - InitLivePersonProperties constructor gets three parameters:
 - String brandId - the brand ID/Account ID
 - String appld - the application app ID
 - InitLivePersonCallBack initCallBack - notification if the SDK initialization is successful or unsuccessful.

Breaking changes and deprecated APIs

- `LivePerson.initialize(Context context, String brandId, InitLivePersonCallBack initCallBack)` was deprecated, please use the new method below.
`LivePerson.initialize(Context context, InitLivePersonProperties initProperties)`
- `InitLivePersonCallback` had moved from
`import com.liveperson.infra.InitLivePersonCallBack;`
to *`import com.liveperson.infra.callbacks.InitLivePersonCallBack;`*

Branding new keys

- **ttrShowFrequencyInSeconds** - define the frequency of the TTR (time to response) messages.
- **ttr_message_off_hours_enabled** - show offline banner (boolean type:true/false) default true.
- Added related set of resources for the brand bubble:
 - `<dimen name="brand_bubble_stroke_width">`
 - `<color name="brand_bubble_stroke_color">`
 - `<color name="brand_bubble_message_text_color">`
 - `<color name="brand_bubble_message_link_text_color">`
 - `<color name="brand_bubble_timestamp_text_color">`
 - `<color name="brand_bubble_background_color">`
 - `<color name="brand_logo_background_color">`

New string IDs

- **lp_ttr_message_minutes** - string that concatenates to the TTR snackbar to indicate the number of minutes until response. This is a “plural” string type that contains the following two strings to use in single or plural cases:
 - **one** - string for single. Default: " %1\$s minute"
 - **other** - string for plural. Default: " %1\$s minutes"
- **lp_ttr_message_hours** - string that concatenates to the TTR snackbar to indicate the number of hours until response. This is a “plural” string type that contains the following two strings to use in single or plural cases:
 - **one** - string for single. Default: " %1\$s hour"
 - **other** - string for plural. Default: " %1\$s hours"

- **lp_ttr_message_days** - string that concatenates to the TTR snackbar to indicate the number of days until response. This is a “plural” string type that contains the following two strings to use in single or plural cases:
 - **one** - string for single. Default: " %1\$s day"
 - **other** - string for plural. Default: " %1\$s days"
- **lp_ttr_message_off_hours_time_zone_id** - represents timezone that is used in the off hours message. Default is “US/Pacific”.
- **lp_ttr_message_off_hours_message_today_tomorrow** - message to show when the online hours are for the same day and the next day.
Default is: “Thanks for your message. We will be back online %1\$s at %2\$s” when %1\$s is “today” or “tomorrow” string
- **lp_ttr_message_off_hours_message** - message to show when the online hours is more than 2 days away from now.
Default is “Thanks for your message. We will be back online at %1\$s”
- Message masking related strings
 - **client_only_mask_character** - character to use when using a client-only masking
 - **real_time_mask_character** - character to use when using a real-time masking