In-App Messaging SDK v2.1.3 for Android contains the following bug fix:

1. Bug: Idle visitor session causes disconnection and infinite Trying to Connect message

Symptom:
Once a conversation has been initiated, if the visitor remains idle for 2 minutes the conversation is disconnected due to token invalidity. The conversation is able to successfully reconnect, however after 1 additional minute it disconnects again and remains in an infinite *Trying to Connect* loop.

Fix: We have amended and improved the Connection State machine, handling edge cases and producing a much smoother reconnection experience for consumers.

2. Update: Add two new callbacks with ConversationID as parameter

Description: onConversationStarted / onConversationResolved callbacks now include conversation data.

3. Custom ttr_duration not functioning correctly

Symptom: Once the ttr_duration field has been changed by the host application as part of the branding configurations, the SDK should display an Android snackbar for the same period of time. However, the snackbar was previously only appearing for 3 seconds.

Fix: A code has been added to ensure that this field will be considered from the host application.

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4. Plurals lp_ttr_message_minutes & lp_ttr_message_hours not functioning correctly

Symptom: When an agent changes their response time, the SDK should display an Android snackbar with the message: "An agent will respond within the next XXX minutes / hours / days". However, only the following partial message was previously being displayed: "An agent will respond within".

Fix: A code has been added to ensure that this field will be considered from the host application. In addition, a comment has been added warning users to be careful not to override the "%1$s" part in the field lp_ttr_message_with_timestamp