From Emotient 2.1 to Emotient 4.1.12:

The upgrading change of Emotient Version is not backward compatible.

The changes I observed:

1 Emotient Class hierarchy changes; it deletes FacetSDK name space; This is a small change;

2 Introduce new factory, observer design pattern, which will change a lot of processing mechanism; a lot of original classes become virtual classes, then it needs factory method to use pointer to implement access; And these changes, I think from technology aspect, will greatly improve the processing speed. This is a huge change.

3 Some functions interface change, e.g. FrameAnalyzer->Analyze(). This kind of change let developers’ headache, which needs to change a lot of procedures;

4 Delete some Emotions, e.g. NEGATIVE and POSITIVE, which will lead output data changes; Maybe your python processing also needs change to follow it.

5 Emotient 4.1 totally deletes INTENCITY;

5 some constants change; e.g. Licence initializing change,  EMOTIENT\_LIC etc;