

VPNKit 5.x -> 6.x Upgrade Guide

Renamed Items

VPNFrameworkUsageError becomes VPNKitFrameworkUsageError to improve Swift compatibility.

Configuration Changes

Add `kv3ServiceNameKey` to the `V3APIAdapter` initialization code. This is the name of the keychain item to use when storing login and VPN credentials in the keychain. This should be the name of your app. If you set this to "My VPN App" then the API adapter will create services with names like "My VPN App Login" and "My VPN App Access Token".

Add `kiKEv2KeychainServiceName` to the `NEVPNManagerAdapter`. This is the name of the keychain item to use when connecting to the VPN. In most cases this should be set to:

```
apiAdapter.passwordServiceName
```

Remove the following keys, if present, from your `VPNAPIManager` configuration:

```
kVPNServiceNameKey
```

```
kVPNOldServiceNameKey
```

User Object

Removed two deprecated properties: `userID` and `accountID`. Use the `username` property instead.

Notification Handlers

Notification handlers were updated to all accept an `NSNotification` object as a parameter. Please update your event handlers as needed. You can use the strings below to run a find/replace on your codebase. Depending on your coding standards, you may need to remove the space between "-" and "(void)".

The following notification handlers were updated to accept an `NSNotification` object:

```
- (void)statusLogoutWillBegin
- (void)statusLogoutWillBegin:(nonnull NSNotification *)notification
```

```
func statusLogoutWillBegin()
func statusLogoutWillBegin(_ notification: Notification)
```

```
- (void)statusLogoutSucceeded
- (void)statusLogoutSucceeded:(nonnull NSNotification *)notification
```

```
func statusLogoutSucceeded()
func statusLogoutSucceeded(_ notification: Notification)
```

```
- (void)statusAccountExpired
- (void)statusAccountExpired:(nonnull NSNotification *)notification
```

```
func statusAccountExpired()
func statusAccountExpired(_ notification: Notification)
```

```
- (void)statusConnectionWillBegin
- (void)statusConnectionWillBegin:(nonnull NSNotification *)notification
```

```
func statusConnectionWillBegin()
func statusConnectionWillBegin(_ notification: Notification)
```

```
- (void)statusConnectionDidBegin
- (void)statusConnectionDidBegin:(nonnull NSNotification *)notification
```

```
func statusConnectionDidBegin()
func statusConnectionDidBegin(_ notification: Notification)
```

```
- (void)statusConnectionWillReconnect
- (void)statusConnectionWillReconnect:(nonnull NSNotification *)notification
```

```
func statusConnectionWillReconnect()
func statusConnectionWillReconnect(_ notification: Notification)
```

```
- (void)statusConnectionSucceeded
- (void)statusConnectionSucceeded:(nonnull NSNotification *)notification
```

```
func statusConnectionSucceeded()
func statusConnectionSucceeded(_ notification: Notification)
```

```
- (void)statusConnectionWillDisconnect
- (void)statusConnectionWillDisconnect:(nonnull NSNotification *)notification
```

```
func statusConnectionWillDisconnect()
func statusConnectionWillDisconnect(_ notification: Notification)
```

```
- (void)statusConnectionDidDisconnect
- (void)statusConnectionDidDisconnect:(nonnull NSNotification *)notification
```

```
func statusConnectionDidDisconnect()
func statusConnectionDidDisconnect(_ notification: Notification)
```

```
- (void)statusConnectionActive
- (void)statusConnectionActive:(nonnull NSNotification *)notification
```

```
func statusConnectionActive()
func statusConnectionActive(_ notification: Notification)
```

```
- (void)statusServerCapacityWarning
- (void)statusServerCapacityWarning:(nonnull NSNotification *)notification
```

```
func statusServerCapacityWarning()  
func statusServerCapacityWarning(_ notification: Notification)
```

```
- (void)statusInitialServerUpdateWillBegin  
- (void)statusInitialServerUpdateWillBegin:(nonnull NSNotification *)notification
```

```
func statusInitialServerUpdateWillBegin()  
func statusInitialServerUpdateWillBegin(_ notification: Notification)
```

```
- (void)statusServerUpdateWillBegin  
- (void)statusServerUpdateWillBegin:(nonnull NSNotification *)notification
```

```
func statusServerUpdateWillBegin()  
func statusServerUpdateWillBegin(_ notification: Notification)
```