TestApi -- Release Notes

These notes get published on <http://testapi.codeplex.com> upon release.

# TestApi 0.6

* **Moved TestApi code development to Codeplex:**
  + Moved TestApi soluton to VS 2010;
  + Moved all source code to Codeplex. All development work is done there now.
* **Fault Injection API:**
  + Integrated the unmanaged FaultInjectionEngine.dll COM component in the build;
  + Cleaned up FaultInjectionEngine.dll to build at warning level 4;
  + Implemented “FaultScope” which allows for in-process fault injection;
  + Added automation scripts & sample program;
  + Added smarter method identification to FaultRule & TriggerIfCalledBy(etc) to use a MethodInfo object rather than a string;
  + Significant performance improvement, over 5000x faster in one scenario;
  + Fixed several bugs in FaultDispatcher.
* **Input Simulation API:**
  + Added Mouse.DragTo(…) method;
  + Extended Keyboard.Type(…) to be able to type non-ASCII strings.
* **Leak Detection API**:
  + Modified the API to work in 64-bit environments
* **Object Comparison API:**
  + Renamed ObjectComparer to ObjectGraphComparer and made the class more cohesive;
  + Added support for encoding object graphs to and decoding them from arbitrary streams;
  + Added support for annotating an object graph node with a custom comparison strategy;
  + Added support for object graph factories type specializations;
  + Added new acceptance tests.
* **String Generation API:**
  + Added StringFactory.GenerateRandomString(Regex regex, int seed) -- support for generating strings that conform to a given regular expression;
  + Added CommonRegularExpressions class.
* **Documentation and test fixes**
  + Switched API documentation to SandCastle-generated documentation – this enables generation of namespace documentation;
  + Updated the namespace documentation;
  + Updated the test namespaces for better discoverability of the tests;
  + Various other small fixes.