

Deezer Android SDK - Release Notes

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1 Current Version : 0.11.2

1.1 Bug Fixes

Player skipping tracks in continuous playing mode

Radio player keeps playing same track in loop

2 Version : 0.11.1

2.1 Bug Fixes

User cannot login with Facebook account - Unexpected URL

bug fix playback_completed state notification

3 Version : 0.11.0

3.1 New Features

Add requests to retrieve Charts (Albums/Artists/Playlists/Tracks)

Recommended playlist - data issue

Refactoring of authentication UI instantiation

Ensure documentation of DeezerRequestFactory is correct

Add request to retrieve User mixes

Add request to retrieve new Album Releases in an Editorial

Add requests to retrieve User recommendations (Artists/Tracks/Radios)

Add request to retrieve Playlists referring an Artist

Fix seek limitation at the end of fully buffered track

Add request to search for Podcasts

Authentication dialog: clean Views hierarchy by removing 2 levels of useless ViewGroups
various bug fixes

4 Version : 0.10.20

4.1 New Features

Fix Google Play Warning regarding SSL Error Handler Vulnerability

5 Version : 0.10.19

5.1 New Features

Fixed a bug where `PLAYBACK_COMPLETED` was fired whereas song was buffering

Premium+/Elite users can now seek Radio

Keep playing current track upon unexpected network disconnection (no more `StreamLimitationException` on connection status change)

Fixed the Facebook login process

Added an ethernet network checker. As an addition we provide a Factory (`NetworkStateCheckerFactory`) to easily create `NetworkStateChecker`

Added User info / options request

Talks are now fully supported

The sdk is now compatible with x86 architectures (Android TV, ...)

various bug fixes

6 Version : 0.10.18

6.1 New Features

`SessionStore` now saves sessions per user. You can restore a specific user session using the `SessionStore.restore(userId, deezerConnect, context)`.

Updated API mapping, support for Podcasts / Episodes in the models

Fixed the Facebook login process

Integration of the Podcast apis, and a new `PodcastPlayer`.

Added new constants in the `DeezerError` class to discriminate exceptions.

Added possibility for partners to stream music in 64k (use the `PlayerWrapper.setPreferredFormat()` method)

Various bug fixes

7 Version : 0.10.17

7.1 New Features

Multiple players can be used at the same time, for instance to mix two songs or to enable crossfading between tracks.

Added a `getAudioSessionId` method on `Player` and `PlayerWrapper` objects. The Audio session id can be used to create visualizers / equalizers.

The JSON automatically parses the "alternative" track provided by the API when a track is not readable. This should decrease the amount of unreadable tracks.

Added a `SimpleNetworkStateChecker` to simplify creating custom Network limitations.

Added a new request in the `DeezerRequestFactory` to search for playlists.

Updated Album, Playlist and Track models according to the API changes. Among other things, tracks now have a list of contributors when the track is the result of a collaboration or cover. Each contributor is an Artist with a role (*Main*, *Secondary*, *Author*, *Composer*, *Conductor*, *Featured* or *Orchestra*)

7.2 Bug Fixes

The players didn't work on devices using some languages (arabic, chinese, burmese, ...).

The Post / Delete requests didn't work properly in some cases.

Dismissing the Login spinner dialog would not actually cancel the login page.

8 Version 0.10.16

Fixed a bug in the Repeat One feature of PlayerWrappers

Fixed a crash happening on Android versions lower than 3.0

9 Version 0.10.15

New Radios players : now there are 4 types of radios : thematic, artist (aka smart radios), playlist and user (aka flow).

Simplification of all the listeners throughout the SDK : from now on, a single callback is used to warn listeners about exception.

Added multiple requests in the DeezerRequestFactory, as well as the Editorial and Permissions models.

Added helper methods to create image urls with different sizes for Albums, Artists, Radios and Users.

All model objects (Album, Artist, Track, ...) are now Parcelable

Several small bug fixes.

10 Version 0.10.10

Fixed a jittering in the player occurring in Android 4.4 (API level 19).

Small bug fixes

11 Version 0.10.7

A new Player helper can be used to play a list of tracks. Create a CustomTrackListPlayer, and call the playTrackList() method.

Model objects mapping the JSON API objects can now be converted back to JSON

12 Version 0.10.5

The SDK now includes several useful classes to ease each step of using Deezer in your app.

1. API requests

The DeezerRequestFactory class can be used to generate many common DeezerRequest object. When executing the request using an AsyncDeezerTask, you can use the JsonRequestListener to automatically parse the result JSON into Java Objects.

1. Playing Music

Five new players are available in the SDK to handle most of the work of playing Deezer music. The `TrackPlayer` class lets you play a single track, and the `AlbumPlayer`, `PlaylistPlayer`, `RadioPlayer` and `ArtistRadioPlayer` let you play respectively an Album, a Playlist, a Deezer Radio or an Artist's Smart Radio.

Each Player also have a repeat feature (Repeat one / Repeat All / No repeat) that you can set using the `setRepeatMode(PlayerWrapper.RepeatMode)` on the players. Note that this won't have any effect on the `RadioPlayer` and `ArtistRadioPlayer`

1. Minor features

Players can now have their volume set independently. Use the `setStereoVolume(float, float)` method.

We changed the way we identify the user's device, and do not need the `READ_PHONE_STATE` permission anymore.

1. Bug Fixes

When using the `DeezerConnect.authorize()` method, and then pressing back to close the dialog, the `onCancel()` method was never called on the listener.

13 Known issues

1. If the player is in `PAUSED` state and you seek to the very end of the stream, an error might occur.