## Release Version: V4.10.0

**Release Date**: January 2, 2022

**Updates:**

* Getting user details from API.
* Restriction for the features has been added based on the customer plan.

## Release Version: V4.9.1

**Release Date**: July 28, 2022

**Updates:**

* ***helper*** callback object for the makeCall() method is made optional.
* ***username*** param in the subscribeCall() is made optional.

## Release Version: V4.9.0

**Release Date**: July 19, 2022

**New Features:**

* Introduced a new method ***getUsersList*** to fetch all the registered users list. This method will support pagination and search.

**Updates:**

* ***getFriendsList*** method has been deprecated. Introduced a new method ***getRegisteredUsers*** method for the same purpose.

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## Release Version: V4.8.2

**Release Date:** July 05, 2022

**Updates:**

* Set User Profile has been made as optional for sending messages.
* In send messages method, msgId param returned in the response for the reference to update the status.

## Release Version: V4.8.1

**Release Date**: July 01, 2022

**Updates:**

* Login issue raised in the previous release has been resolved.
* QR login issue has been resolved.

## Release Version: V4.8.0

Release Date: June 23, 2022

**New Features:**

* Encrypted the profile details like name, email address and phone number which was transferred over the internet and stored in the database.
* Introduced a new method ***setMediaEncryption.*** By using this method we can enable/disable the media files which were shared across the chats.

**Updates:**

* Parameters for the ***initializeSDK*** method has been reduced to minimal. Only licenseKey and apiBaseUrl is made as mandatory. Remaining parameters are handled internally. isSandboxparam has been changed to isTrialLicenseKey.
* Method ***login*** has been deprecated. You can use the ***connect*** method for making connection to the server. This method also use the same parameters.
* In ***register*** method, autoLogin param has been removed. To connect with the server, you need to manually call the ***connect*** method.

**Note:** If you are planning to use the media encryption method you need to integrate the same across all the platforms, So that you can able to download the media successfully. If you try to download without the implementation among the platforms means then you will receive only the corrupted file.