January 3rd, 2019 🥂
6D.ai Beta SDK v0.19.2 Release Notes

Find additional documentation on the 6D.ai beta developer portal
https://dashboard.6d.ai

Introduction

Happy New Year!

This release introduces a fix to a crash developers were experiencing initializing with Metal on iPhone 7, iPhone 7 Plus, iPad Pro (12.9" 1st and 2nd Gen, 9.7", 10.5") and iPad (6th Gen).

Additionally, we are releasing two new sample applications showcasing how to integrate additional ARKit features with the 6D.ai SDK.

Please refer to the previous 0.19.1 release notes and Unity upgrade guide on the beta developer portal for more information about the recent API changes.

Hardware Requirements

As of SDK version 0.19.2, the following iOS devices are supported:

Year	Supported iPhones Identify your iPhone model	Supported iPads Identify your iPad model
2018	iPhone XS iPhone XS Max iPhone XR	iPad Pro 12.9" (3rd Gen) iPad Pro 11" iPad (6th Gen)
2017	iPhone X iPhone 8 iPhone 8 Plus	iPad Pro 12.9" (2nd Gen) iPad Pro 10.5"
2016	iPhone 7 iPhone 7 Plus	iPad Pro 9.7"
2015		iPad Pro 12.9" (1st Gen)

Not supported:
- iPhone 6S (2015) and lower
- iPad 5th Gen (2017) and lower, iPad Air family, iPad Mini family

The SDK **will not initialize** on unsupported devices, even if they support ARKit.
The API method SixDegreesSDK_IsDeviceSupported() should be used at runtime before initializing to detect if the device is supported by the SDK.