



# **GNSDK Release Notes**

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## About the GNSDK Package

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The GNSDK is packaged as a .zip file. The package includes the following:

- docs: Contains the API reference manual as HTML files.
- include: Contains global and library-specific headers.
- lib : Contains DLLs and shared libraries.
- samples: Contains all files necessary to build each library's sample application.
- builds: Contains the make files to build the samples for each of the supported platforms.

## Products Included

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The Pre-Release includes the following products:

- Gracenote MusicID (CD TOC, Text, Fingerprint recognition for audio)
- Gracenote MusicID-File (Audio-file-based recognition)
- Gracenote Link (Content and 3rd-party data retrieval)
- Gracenote Playlist (Provides automated Playlist generation and MoodGrid support)

## Features

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This release supports the following features:

Feature	Access method
MusicID CD	Local and Online
MusicID File Text Look-up	Local

MusicID Stream	Online
MusicID File (TrackID/AlbumID/LibraryID)	Online
Music Enrichment (Cover Art, Artist Image)	Local and Online
External Data (External ID/Yomi, Betsumei)	Local
Track attributes (Mood and Tempo)	Local and Online
List support	Local and Online
Storage (SQLite)	Local
Playlist, MoodGrid	Online

## Platforms

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This release supports the following platforms (OS and Architecture):

OS	CPU Architecture
Microsoft Windows	x86 and x64
Linux	x86 and x64
Mac OS X	x86 and x64

This release also includes libraries for the following platforms, but they have not been tested extensively:

OS	CPU Architecture
Windows CE	ARM (32bit)
Windows CE	SH4 (32 bit)
Windows Compact 7	SH4 (32 bit)
iOS	x86, ARMv6 & ARMv7 (32 bit)
Android	ARM (32 bit)
QNX	ARM (32 bit) & x86 (32 bit)

## System Requirements

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### Gracenote Client ID String and License File

Please contact Gracenote Professional Services for your Client ID String and License File. These are both required when initializing a GNSDK application.

## How to Run the Samples

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As an aid to understanding correct GNSDK API usage, Gracenote provides a working, command-line based sample application for each library, the “main.c” file. This file uses only ANSI C and C Standard library functions. Although you may find running the application to be helpful, it is probably more beneficial to step through its execution with a debugger to observe its internal library usage. Please see README\_Samples.txt for more details.

For the following samples, which need a local database, please copy the samples\sample\_db\\*.store files to the folder where the executable is created.

- musicid\_lookup\_local\_album-toc
- musicid\_lookup\_local\_album-tui
- musicid\_lookup\_local\_text

## Current Limitations

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This release has the following known limitations:

- Regional title variants for albums and names for credit can not be accessed from a local database.
- Alternate titles for albums can not be accessed from a local database.
- External IDs (e.g. Appletrack id, ISRC), which help link Gracenote with media provided by third party vendors, can not be accessed from a local database.
- Track level extended data that is used for playlist generation can not be accessed from a local database.
- Track level primary tempo value can not be accessed from a local database.
- Collaborative artist names are not indexed. Collaborations will not be matched. However, a collaboration input may match against one of the collaborators.
- Genre images are not accessible.
- Regional language filtering is not implemented, which may result in somewhat larger than expected local databases.
- Text matching has not been optimized for non-Latin languages.
- There is an ID space clash between Cover Art and Artist Images. There may be cases where a Cover Art fetch will return an Artist Image and vice versa.
- Rendering local lookup results to XML is not supported. This will hang the application.
- Local lookups (Text and TOC) may leak up to 100 Bytes per query.

## Confidentiality Notice

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