GNSDK for Mobile iOS Release Notes

Version 1.2.1

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New in this Release

The GNSDK Team is pleased to bring you GNSDK for Mobile 1.2.1. This release brings:

- Swift
    - Better integration with Swift 2.2. QA on Swift API is minimal and will be expanded in future releases.
    - Swift sample application with support for idNow use case. More use cases will be added in future releases.
- Faster GnMusicIdStream local lookups
- New level 1 genre language translations

Changes in this Release

Potential Application Breaking Changes

Applications created using GNSDK for Mobile 1.1 may be broken by the changes listed below. Please perform a full QA regression cycle on applications upgrading to GNSDK for Mobile 1.2.

API Changes

We've tried hard to make our Objective-C API more consistent plus provide a solid platform for a Swift API that feel natural to Swift developers.

Inevitably some non-backwards-compatible API changes needed to be made, but we feel it's worth it and the developer experience, in both Objective-C and Swift, is better.

Some notable changes are:

- Objective-C exceptions never thrown for non-fatal issues, instead NSError is used in more APIs
- APIs that take a buffer updated to take an NSData object instead of a raw bytes pointer and size pair (except delegate interfaces)

MusicID-Stream Local Lookup Performance Improvements

MusicID-Stream's local lookup sub-system (GnLookupLocalStream) has been revamped to deliver faster local identifications. To do so the local database format has changed and is not compatible with GNSDK for Mobile 1.1 family of releases.

MusicID-Stream local databases created with the 1.1 releases will not work with applications running 1.2. After upgrading your application must ingest a local bundle to enable local lookups.

There are no known issues caused with upgrading a 1.1-based application with a 1.2-based application without doing a clean installation.

Other Changes

GnMic can be provided to a greater number of methods taking GnAudioSourceDelegate

In GNSDK for Mobile 1.1 the GnMic delegate only worked well with GnMusicIdStream. GnMic has been update to work well with other methods, such as GnMusicId's fingerprintFromSource.

Fixed MusicID-File "Index out of range" Error

Fixed MusicID-File Library ID "Index out of range" error that could occur if the number of audio files being recognized is a multiple of the processing batch size.

New Genre Language Translations

Level 1 genre translations are now provided for Estonian, Latvian, Lithuanian and Ukrainian. These will become available from Gracenote Service by August.

JSMN Added to GNSDK Core

The open source third party software package JSMN has been added to the GNSDK core. The license can be found in ./docs/JSMNLicense.txt.

Known Issues

- Due to an anomaly in Swift's automated wrapping of Objective-C code the Swift constructors for GnPlaylist and GnConfig can fail but do not throw an exception or return an error. Unfortunately this means if there is an error during construction of these objects the application cannot retrieve information about it. As usual the application must check if the object returned from a constructor is nil or not.

- GnMusicIdStream setting resultSingle may return more than a single match for GnMusicIdStream identify operations

- Sample Applications
    - o ObjectiveC:
        - Cancel can be pressed before the Gracenote operation (e.g. GnMusicIdFile doLibraryId) is invoked resulting in the cancel request being ignored
    - o Swift:
        - Doesn't support all the use cases supported by the Objective-C sample

- Content Delivery
    - o Genre Art is not currently supported
    - o GnResponse objects rangeTotal, rangeStart, and rangeEnd return 0 when a track with no cover art is returned

- Playlist of zero tracks is generated when "more like this" is requested

- Ambiguous error message "An error occurred in the communications subsystem" is returned when not connected to internet

- GnMusicIdFileInfo delegate methods should not be used as they result in a crash

- GnMusicIdFileInfo does not return fingerprint data (GnMusicIdFileInfo fingerprint)

- Initializing GnUser with NULL GnUserStore results in crash

- Setting a log size limit using gnLog.options using [self.gnLog options: [[[GnLogOptions alloc] init]maxSize: nnn]]; for GnLog archive does not work and instead of creating an archived log file on reaching the maxSize the log file continues to grow

- Concurrent ingestion of bundles is not supported and can lead to corrupt local MusicID-Stream databases resulting in error "Invalid Data" being returned when attempting a local lookup

- GnMusicIdStream lookup mode cannot be changed after audioProcessStart is invoked. Applications must set the lookup mode immediately after instantiating a GnMusicIdStream object and will not be able to change it. If lookup mode must be changed the application can destroy its GnMusicIdStream instance and create another

- SDK will perform an IP resolve procedure on any network query that follows a GnMusicIdStream query that was cancelled while accessing the network.

Requirements

- iOS version: 6.0 or higher, 7.0 or higher for Swift.

- Xcode version: 5.0 or higher, 7.3 or higher required for Swift 2.2

- Locale space requirements

   o < 2Mb for Music only locale

   o < 6Mb for Music and Playlist locale

- MusicID-Stream Local Lookups

   o Optionally, approximately 21 MB of memory is needed for the local bundle storage

   o It is strongly recommended that only bundles numbered 1829.b and greater be used with this release

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