GNSDK Release Notes

Version 3.08.6

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About the GNSDK Package

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

- builds: Contains the make files to build the samples for each of the supported platforms.
- docs: Contains the GNSDK documentation.
- images: Contains standard JPG files to display when playing tracks that were not matched by GNSDK.
- include: Contains global and library-specific headers.
- lib: Contains DLLs and shared libraries.
- lib_static: Contains static libraries.
- reference_apps: Contains a MusicID application demonstrating More Like This™ and MoodGrid features, and a Windows UWP sample.
- samples: Contains all files necessary to build and run each library's sample application.
- utilities: Contains standalone utility for Fingerprint Generation.
- wrappers: Contains the following object-oriented wrapper implementation with samples to ease application development. These have not been tested extensively.
    - Java
    - C#
    - C++
- xtralibs: 3rd Party libraries required for building using static libraries.

Products Included

The SDK includes the following products[i]:

- Gracenote MusicID (CD TOC, Text, Fingerprint recognition for audio)
- Gracenote MusicID-File (Audio-file-based recognition)
- Gracenote Link (Content and third-party data retrieval)
- Gracenote Playlist (Automated Playlist generation and MoodGrid support)
- Gracenote MusicID Match
- Gracenote Rhythm

System Requirements

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

OS	CPU Architecture
Microsoft Windows	x86 and x64
Universal Windows Platform	x86 and x64
Linux	x86, x64, MIPS-32EL, ARMv7 (32 bit) and ARM HF (32 bit), ARMv7a Neon (full package only)
Mac OS X	x86 (full package only) and x64

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

OS	CPU Architecture
Android	ARM (32 bit), ARMEABI, ARMEABI-v7a, ARM64-V8A

Gracenote Client ID String and License File

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

New in this Release

The GNSDK Team is pleased to bring you GNSDK 3.08.6. This release brings:

- Update to Audio Suitability Processing to support concurrent streams

Changes in this Release

Audio Suitability Processing for Concurrent Streams

Audio Suitability Processing, as support in `gnsdk_musicid_stream` and `gnsdk_musicid`, now supports processing of concurrent audio streams.

For `gnsdk_musicid_stream` this allows multiple concurrent audio channels to be operating with Audio Suitability Processing enabled.

For `gnsdk_musicid` this allows multiple query handles to be used for fingerprint generation with Audio Suitability Processing enabled.

There are no API changes.

Known Issues

- When silent Audio is used to create a fingerprint of type gnsdk_fp_type_fapi_nano_query or gnsdk_fp_type_fapi_micro_query, gnsdk_fp_data_get_info() does not return GNSDK_FP_FINGERPRINT_QUALITY_FLAG_SILENT.
- GDO keys such as GNSDK_GDO_CHILD_CONTENT_IMAGEARTIST and GNSDK_GDO_CHILD_CONTENT_BIOGRAPHY that only apply to Contributors but which are also present under Album. They will not return any data when invoked from an Album context.
- If you are using C++ or Java in your Android development, you must link the libgabi++_shared.so library into your application. This library is available in the Android NDK beginning with version 8d.
- The language codes in gnsdk_manager.h used for setting a locale follow ISO 639-2/B while those returned from a GDO with GNSDK_GDO_VALUE_DISPLAY_LANGUAGE follow ISO 639-2/T. There are a few codes between these two standards that differ.
- The UWP VSIX package libraries are not linked against the Windows Store variants of the core UWP libraries resulting in many failures when run against Windows Application Certification Kit (WACK) tests
- An intermittent crash has been observed during GNSDK shutdown when run within a process that repeatedly initializes and shuts down GNSDK.
- An intermittent crash in Java has been observed when shutting down GNSDK (GnManager object reclaimed). The crash is caused by an unhandled GNSDK C++ exception (gracenote::GnException).
- In C# an occasional exception is seen with error “Problem registering handle” for delegate objects provided to GNSDK
- Some metadata cannot be retrieved from the sample local database, such as GNSDK_GDO_CHILD_TITLE_TLS

How to Run the Samples

To help you learn how to implement GNSDK features, 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.

Confidentiality Notice

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[i] Not all products and platforms included in Open Developer version of release