Corpus

# Apache HBASE

## Title:

Title: [CB-10806] Anchors on events page don't work

Title: [CB-10805] menubutton event is not correctly documented

Title: [CB-10804] cordova create does not throw error when package name is wrong

Title: [CB-10803] Slugify scheme does not escape '/'

Title: [CB-10802] config.xml doc is not clear about supporting url in content src

Title: [CB-10801] [iOS] platform update from 4.0.1 to 4.1.0 removes Resources directory

Title: [CB-10800] Media plugin freezes ios screen when we play a remote mp3 audio

Title: [CB-10799] Toolbar is shown in incorrect position if inappbrowser is shown when in-call status bar is active

Title: [CB-10798] Cannot create folder into cordova.file.externalRootDirectory on Android 6.x Marshmallow

Title: [CB-10797] WKWebView CSS Position:Fixed Moves

Title: [CB-10796] In-call status bar causes content to shift down (as expected) then jump up again

Title: [CB-10795] [InAppBrowser] Circular loop if app had an intent-filter defined for the URL being opened

Title: [CB-10794] coho merge-pr should always ammend to have author always set to a committer

Title: [CB-10793] When I'm adding android platform getting the "Command failed with exit code ENOENT" in CLI

Title: [CB-10792] Cannot install cordova-plugin-globalization with cordova-windows on Ubuntu

Title: [CB-10791] Add adjustLoggerLevel to cordova-common.CordovaLogger

Title: [CB-10790] contact plugin shows null value for phonenumber,name,email. only returns id

Title: [CB-10789] 'Connection' undefined

Title: [CB-10788] Cordova-browser platform release March 4, 2016

Title: [CB-10787] camera.getPicture() returns empty string when file name has special chars

Title: [CB-10786] Handle command aliases with CLI help

Title: [CB-10785] after update to iOS 4.1.0，something is disappear

Title: [CB-10784] Unable to use Cordova Plugins that use a native view directly on pickContacts callback.

Title: [CB-10783] Flaky media test in iOS

Title: [CB-10782] Occasional failure in file transfer tests causing mobilespec crash

Title: [CB-10781] Combine Audio Files

Title: [CB-10780] Return waveform data while recording

Title: [CB-10779] Cordova-OSX Platform Release March 3, 2016

Title: [CB-10778] Documentation inaccurate

Title: [CB-10777] Fix documentation for Android version code

Title: [CB-10776] Add the ability to pause and resume an audio recording

Title: [CB-10775] All plugins removed after update to 4.1.0 ios

Title: [CB-10774] CDVUIWebView performs javascript synchronous, but command queue expects it to be async

Title: [CB-10773] Incorrect path separator in FRAMEWORK\_SEARCH\_PATHS with custom framework from plugin.xml

Title: [CB-10772] ios 6 lost 20px in the statusbar when location.reload()

Title: [CB-10771] plugin-file-transfer upload on windows fails when params has a key with a null value

Title: [CB-10770] cordova cli not adding platform via npm specifying new version before 24 hours of release

Title: [CB-10769] Plugin handlers tests for iOS should be kept in platform's repo

Title: [CB-10768] Use cordova-common.superspawn in GradleBuilder

Title: [CB-10767] cordova-plugin-camera： error to get picture from album on android @version 2.0.0 and 2.1.0

Title: [CB-10766] resume and pause events not firing in Windows / Windows Phone 8.1 and 10

Title: [CB-10765] When restarting the Windows Application it taking the user to log in page.

Title: [CB-10764] Remove emoji in cordova-plugin-splashscreen

Title: [CB-10763] Remove emoji in cordova-plugin-network-information

Title: [CB-10762] Fix the link in Icons page

Title: [CB-10761] cordova prepare does not restore saved plugins with no version

Title: [CB-10760] config.xml reference does not document plugin element

Title: [CB-10759] Add History in inappbrowser

Title: [CB-10758] Document how Android plugins can integrate with NDK

Title: [CB-10757] device and status bar plugins causing iPhone 6 (iOS 9.2) and up to stuck

Title: [CB-10756] Camera feature doesn't work if quality greater than 50

Title: [CB-10755] Add support for android:allowBackup preference in AndroidManifest

Title: [CB-10754] ErrorURL setting is in lower case on Android, does not match the docs

Title: [CB-10753] InAppBrowser will not work with iframe embedded

Title: [CB-10752] ios 6 lost 20px in the statusbar when rotate the device (portrait mode)

Title: [CB-10751] Cordova CLI terminate batch files

Title: [CB-10750] Make Appium tests fail fast if the state is irrecoverable

Title: [CB-10749] Use cordova-common.CordovaLogger in cordova-android

Title: [CB-10748] Use cordova-common.CordovaLogger in CLI

Title: [CB-10747] Android 5 material theme buttons not wrapping

Title: [CB-10746] Release cordova-android 5.1.1 on npmjs

Title: [CB-10745] InAppBrowser application on iOS 9.2 / iPad 3 only

Title: [CB-10744] Fragment links in docs don't work in many cases

Title: [CB-10743] deviceready not firing and shut down immediately that only in windows

Title: [CB-10742] putImageData doesn't work after a drawImage on Canvas

Title: [CB-10741] Plugin Installation failed(Showing Failed to install 'cordova-plugin-app-version':TypeError: Uh oh! Object #<Object> has no method 'parse')

Title: [CB-10740] Media Tests Failing for Android Win

Title: [CB-10739] Heading IDs in fetched files are not the same as GitHub

Title: [CB-10738] $safeprojectname$ in package.windows10.appxmanifest is not overwritten by create script, throws compile error

Title: [CB-10737] Downloading docs silently accepts 404s

Title: [CB-10736] Resizes iOS viewport after document.readyState "complete"

Title: [CB-10735] Cordova File Transfer not finishing execution

Title: [CB-10734] NullPointerException for Fade animation in SplashScreen plugin on android

Title: [CB-10733] deviceready not fired - OSX

Title: [CB-10732] WKWebView incompatible with SQLite

Title: [CB-10731] Medic should look for Appium executable in 'lib' directory

Title: [CB-10730] Plugin handlers tests for Windows should be kept in platform's repo

Title: [CB-10729] Plugin handlers tests for Android should be kept in platform's repo

Title: [CB-10728] Set-Cookie is ignored in WKWebViewEngine

Title: [CB-10727] Dialogs plugin has warnings on iOS

Title: [CB-10726] Cordova iOS 4.1.0

Title: [CB-10725] Cordova windows target emulator deployment error

Title: [CB-10724] wkwebview causes keyboard to cause scrolling bug

Title: [CB-10723] iOS9.2 no audio

Title: [CB-10722] Cannot find module 'semver' (OSX platform)

Title: [CB-10721] getPicture takes at least 20 seconds to get me back to my app

Title: [CB-10720] Review plugin docs for display on website

Title: [CB-10719] media plugin mobile-spec failures

Title: [CB-10718] createmobilespec instructions incomplete for cordova-common

Title: [CB-10717] Command-line build options ignored without buildConfig

Title: [CB-10716] WKWebViewEngine doesn't support user agent settings from config.xml

Title: [CB-10715] getPicture() edits the picture even with no editing option specified

Title: [CB-10714] Case Sensitive Archs fails the windows build

Title: [CB-10713] Contacts tests fail on Android when "DeleteMe" contact exists; also the contact isn't being cleaned up every time

Title: [CB-10712] app freezes if device is offline

Title: [CB-10711] getPicture() with NATIVE\_URI saves to photoalbum regardless of saveToPhotoAlbum option

Title: [CB-10710] --www ignored in plugman 1.1.0

Title: [CB-10709] Allow-navigation rule for iFrame urls on cordova-ios

Title: [CB-10708] `cordova prepare` breaks plugins added by plugman

Title: [CB-10707] Add OS X to platform support page

## Description:

Description: <p>On the events page (<a href="http://cordova.apache.org/docs/en/dev/cordova/events/events.html" class="external-link" rel="nofollow">http://cordova.apache.org/docs/en/dev/cordova/events/events.html</a>) there is a table with the available events and the supported platforms.<br/>

The events on that table have anchors to the event documentation, but those anchors don't work.</p>

Description: <p>This is the doc for menubutton</p>

<blockquote>

<p>menubutton</p>

<p>The event fires when the user presses the menu button. Applying an event handler overrides the default menu button behavior.<br/>

Quick Example</p>

<p>document.addEventListener("menubutton", onMenuKeyDown, false);</p>

<p>function onMenuKeyDown() </p>

<div class="error"><span class="error">Unknown macro: {

// Handle the back button

}</span> </div></blockquote>

<p>But menubutton event was broken on android. (See <a href="https://issues.apache.org/jira/browse/CB-9949" title="Menu button event not fired in Android" class="issue-link" data-issue-key="CB-9949"><del>CB-9949</del></a>)</p>

<p>When fixed, a change was introduced, to make the menubutton work, now it's required to add this line:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

navigator.app.overrideButton(<span class="code-quote">"menubutton"</span>, <span class="code-keyword">true</span>);

</pre>

</div></div>

<p>But that is not documented anywhere.</p>

<p>I think it should be added as an android quirk as it is supported by blackberry too and I don't think this is needed on blackberry devices.</p>

Description: <div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>[16:18:50][anis@miranda:/tmp]$ cordova create myApp myAppPackage

Creating a new cordova project.

[16:19:02][anis@miranda:/tmp]$ cd myApp

[16:19:07][anis@miranda:/tmp/myApp]$ cordova platform add android

Adding android project...

Error: Error validating package name. Package name must look like: com.company.Name

[16:19:23][anis@miranda:/tmp/myApp]$

</pre>

</div></div>

<p>It would be nice to have a warning about package name issue when project is initially created.</p>

Description: <p>Anchor reference for this heading:<br/>

How WinJS accesses native/managed code<br/>

in page does not work correctly:<br/>

<a href="http://cordova.apache.org/docs/en/dev/guide/platforms/win8/plugin.html" class="external-link" rel="nofollow">http://cordova.apache.org/docs/en/dev/guide/platforms/win8/plugin.html</a></p>

<p>My guess it is because of the '/' in the title.</p>

Description: <p>config.xml doc is not clear about supporting url in content src<br/>

We should state the using a http or https is supported, that this is not recommended as best practice, since corresponding cordova.js and plugin's javascript if served from a remote host can be out of sync with native parts of the Cordova App.</p>

<p>The field it's useful for custom tooling like serving from a local server for debugging or doing some type of live reload.</p>

Description: <p>When doing platform update to 4.1.0, the platforms/ios/&lt;AppName&gt;/Resources directory does not get recreated if it existed before. So things like CDVNotifications.bundle from the dialogs plugin is no longer present in the project. I believe this is a regression due to <a href="https://issues.apache.org/jira/browse/CB-9254" class="external-link" rel="nofollow">https://issues.apache.org/jira/browse/CB-9254</a> so I'm assigning to Steve</p>

Description: <p>I am using iPhone iOS 9.2.1 and using following code:</p>

<p>var my\_media = new Media('https://songsx.pk/pk-mp3/dj-viruzzz-new-world-preview-30-seconds/s150619928.mp3');<br/>

my\_media.play();</p>

<p>Duration of this media is 30 seconds.<br/>

Whenever I run above code, my iphone's screen becomes disable / freezes until audio starts playing. I am not able to touch anything. Screen becomes normal when audio starts playing. This issue is not acceptable because it's very serious issue.</p>

<p>Please someone help if possible.</p>

<p>Thanks</p>

Description: <p>If the in-call status bar is active when an inappbrowser is shown, and toolbar is set to top, then the toolbar is positioned 20pt lower than it should be and partially covers up the webview.</p>

<p>This does not happen if the inappbrowser is shown and <b>then</b> the in-call status bar is shown.</p>

<p>A similar but related problem happens if the toolbar is positioned at the bottom - there is a 20pt gap between the in-call status bar and the top of the webview. This suggests the issue is happening because the parent view is wrongly positioned 20pt lower than it should be in this situation.</p>

Description: <p>Cannot create folder into cordova.file.externalRootDirectory on Android 6.x Marshmallow. It always returns encording error (12), while on Android 5.x (Lollipop) the same code works fine.</p>

<p>On Marshmallow devices I can succesfully create folders only into cordova.file.externalDataDirectory.</p>

<p>No matter the value of preference AndroidPersistentFileLocation or AndroidExtraFilesystems.</p>

<p>Code (some ES6, sorry)</p>

<p>This snippet uses WinJS Promises - should work with native promises as well or you can just remove promises and pass succes and fail callbacks. It should create MY\_Folder/test (both folders, like mkdirp) in the SD Card (regardless if emulated or not) root directory. It works fine with 5.x devices, but returns always FileError.ENCODING\_ERR on Marshmallow. </p>

<div class="code panel" style="border-style: solid;border-width: 1px;"><div class="codeHeader panelHeader" style="border-bottom-width: 1px;border-bottom-style: solid;"><b>createDirectory.js</b></div><div class="codeContent panelContent">

<pre class="code-java">

function errorCode(e) {

<span class="code-keyword">var</span> msg = '';

<span class="code-keyword">switch</span> (e.code) {

<span class="code-keyword">case</span> FileError.ABORT\_ERR:

msg = 'ABORT\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.ENCODING\_ERR:

msg = 'ENCODING\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.NOT\_READABLE\_ERR:

msg = 'NOT\_READABLE\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.PATH\_EXISTS\_ERR:

msg = 'PATH\_EXISTS\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.QUOTA\_EXCEEDED\_ERR:

msg = 'QUOTA\_EXCEEDED\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.NOT\_FOUND\_ERR:

msg = 'NOT\_FOUND\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.SECURITY\_ERR:

msg = 'SECURITY\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.INVALID\_MODIFICATION\_ERR:

msg = 'INVALID\_MODIFICATION\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.INVALID\_STATE\_ERR:

msg = 'INVALID\_STATE\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">default</span>:

msg = 'Unknown Error';

<span class="code-keyword">break</span>;

};

console.log('Error: ' + msg, <span class="code-quote">"CODE"</span>, e);

<span class="code-keyword">return</span> msg;

}

<span class="code-keyword">const</span> STATIC\_CONTENT\_DIR = 'MY\_Folder/test';

function createDirectory(startDirectory = cordova.file.externalRootDirectory) {

<span class="code-keyword">return</span> <span class="code-keyword">new</span> WinJS.Promise(function(success, fail) {

window.resolveLocalFileSystemURL(startDirectory, function(directory) {

console.log(<span class="code-quote">"FS ROOT"</span>, directory);

function fileGetDir(path, cb) {

console.log(<span class="code-quote">"\*\*\* PATH"</span>, path);

<span class="code-keyword">var</span> fnGetOrCreateDir = function(p, de) {

<span class="code-keyword">var</span> entry = p.shift();

console.log(<span class="code-quote">"PATH"</span>, path);

<span class="code-keyword">if</span> (entry) {

de.getDirectory(entry, {

create: <span class="code-keyword">true</span>,

exclusive: <span class="code-keyword">false</span>

}, function(dirEntry) {

console.log(<span class="code-quote">"CR"</span>, dirEntry);

fnGetOrCreateDir(p, dirEntry);

}, fileFSError);

} <span class="code-keyword">else</span>

<span class="code-keyword">if</span> (cb) cb(de);

};

<span class="code-keyword">if</span> (path) {

<span class="code-keyword">var</span> arPath = path.split(<span class="code-quote">"/"</span>);

fnGetOrCreateDir(arPath, directory.filesystem.root);

} <span class="code-keyword">else</span> {

<span class="code-keyword">if</span> (cb) cb(directory);

}

}

fileGetDir(STATIC\_CONTENT\_DIR, onSuccess);

}, fileFSError);

function fileFSError(e) {

console.log(e.code);

<span class="code-keyword">try</span> {

console.log(<span class="code-quote">"fileFSError: "</span> + JSON.stringify(e) + errorCode(e));

fail(e);

} <span class="code-keyword">catch</span> (err) {

fail(err);

}

}

function onSuccess(dirEntry) {

console.log(dirEntry.fullPath);

success(dirEntry.fullPath)

}

});

}

</pre>

</div></div>

<p>I suspect it has something to do with the way the storage should be handled on Marshmallow, see for instance <a href="http://developer.android.com/guide/topics/data/data-storage.html" class="external-link" rel="nofollow">http://developer.android.com/guide/topics/data/data-storage.html</a> and <a href="https://source.android.com/devices/storage/" class="external-link" rel="nofollow">https://source.android.com/devices/storage/</a></p>

Description: <p>CSS fixed position elements exhibit major problems in the WKWebView Engine &#8211; they are not fixed. They move and often break the layout &#8211; to resolve a similar problem in Android we had to go with Crosswalk.</p>

<p>This isn't present in Mobile Safari so we've been looking at moving to Crosswalk since support for iOS is coming soon. Not sure if this is an Apple or Cordova bug; I'd prefer to stick with WKWebView if the latter.</p>

<p>Example of affected app: <a href="https://itunes.apple.com/en/app/apex-online-racing/id1087710643?mt=8" class="external-link" rel="nofollow">https://itunes.apple.com/en/app/apex-online-racing/id1087710643?mt=8</a> (when you scroll down, the header adds a class to position-fix the navigation at the top, broken in WKWebView)</p>

Description: <p>Issue happens with 2.0.0, 2.1.0 and 2.1.1 but works correctly in 1.0.1</p>

<p>Create a new Cordova project. Add statusbar, device and console plugins.</p>

<p>Run in iOS simulator and press Command-Y to toggle the enlarged "in-call status bar".</p>

<p>The page content slides down as expected but then immediately jumps back up, so it is partially covered by the status bar.</p>

<p>See attached screen capture.</p>

Description: <p>Consider the following scenario:</p>

<p>1. App "X" has an intent-filter defined that says it can open URLs for "www.example.com". (e.g., using <a href="https://github.com/EddyVerbruggen/Custom-URL-scheme" class="external-link" rel="nofollow">https://github.com/EddyVerbruggen/Custom-URL-scheme</a> plugin)<br/>

2. App "X" wants to launch a specific URL on www.example.com in the system browser.<br/>

3. App "X" uses InAppBrowser plugin and calls <tt>window.open</tt> with <tt>\_system</tt> as the target.</p>

<p>Actual:<br/>

Since the app itself has an intent-filter defined for "www.example.com", InAppBrowser will just re-launch the app with the intent. In some cases, if a default handler is not chosen, one will get a chooser, however the app will still be listed as the default option.</p>

<p>Expected:<br/>

The app should be able to launch the URL in the system browser to avoid a circular redirect.</p>

<p>There is some discussion of this issue on stackoverflow:<br/>

<a href="http://stackoverflow.com/questions/18682833/how-to-exclude-a-specific-application-from-action-view-intent" class="external-link" rel="nofollow">http://stackoverflow.com/questions/18682833/how-to-exclude-a-specific-application-from-action-view-intent</a><br/>

<a href="http://stackoverflow.com/questions/29529027/open-url-in-browser-even-though-my-app-registered-an-intent-filter-for-it" class="external-link" rel="nofollow">http://stackoverflow.com/questions/29529027/open-url-in-browser-even-though-my-app-registered-an-intent-filter-for-it</a></p>

<p>I think it might be reasonable for InAppBrowser, in <tt>openExternal</tt>, to explicitly remove the current app from the list.</p>

Description: <p>When running <br/>

coho merge-pr --pr &lt;#pr&gt;</p>

<p>If its a ff-only it will not update the committer, both author and committer fields will remain, in certain cases when the person that submitted the pr is not a committer it will be log as the committer.</p>

<p>This will leaves unclear which committer was the one that committed the commit in to the repo.</p>

Description:

Description: <p>When installing cordova-plugin-globalization with the cordova-windows platform on Ubuntu the following error results.</p>

<p>Installing "cordova-plugin-globalization" for windows<br/>

Failed to install 'cordova-plugin-globalization':CordovaError: Uh oh!<br/>

"/home/charan/Desktop/DevOpsApp/plugins/cordova-plugin-globalization/src/Windows/GlobalizationProxy.winmd" not found!<br/>

at copyFile (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:173:36)<br/>

at handlers.framework.install (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:80:17)<br/>

at Object.ActionStack.process (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/node\_modules/cordova-common/src/ActionStack.js:56:25)<br/>

at Api.addPlugin (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/Api.js:208:20)<br/>

at handleInstall (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:601:6)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:385:28<br/>

at \_fulfilled (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:787:54)<br/>

at self.promiseDispatch.done (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:816:30)<br/>

at Promise.promise.promiseDispatch (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:749:13)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:509:49<br/>

Failed to install 'cordova-plugin-mfp':CordovaError: Uh oh!<br/>

"/home/charan/Desktop/DevOpsApp/plugins/cordova-plugin-globalization/src/Windows/GlobalizationProxy.winmd" not found!<br/>

at copyFile (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:173:36)<br/>

at handlers.framework.install (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:80:17)<br/>

at Object.ActionStack.process (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/node\_modules/cordova-common/src/ActionStack.js:56:25)<br/>

at Api.addPlugin (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/Api.js:208:20)<br/>

at handleInstall (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:601:6)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:385:28<br/>

at \_fulfilled (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:787:54)<br/>

at self.promiseDispatch.done (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:816:30)<br/>

at Promise.promise.promiseDispatch (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:749:13)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:509:49</p>

Description:

Description: <p>contact plugin shows null value for phonenumber,name,email. only returns id</p>

Description: <p>The "Connection" object is undefined.</p>

<p>Everything else about the plugin works correctly. I have to define the "Connection" object myself for it to work.</p>

<p>The Connection.js exists in the platform directly, so the plugin is loaded correctly. It seems to have not been exported correctly.</p>

<p>Is there a way to access it from another location, such as navigator.Connection ?</p>

Description: <p>Following steps at <a href="https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md</a></p>

Description: <p>When using camera.getPicture() with sourceType PHOTOLIBRARY I get an empty string when choosing a file with a name that contains special chars.</p>

<p>For example: äöüß.jpg</p>

Description: <p>Calling a command alias help currently outputs cordova help instead of alias' one:</p>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>cordova plugin --help

Synopsis

cordova plugin &lt;command&gt; [options]

Manage project plugins

...

</pre>

</div></div>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>cordova plugins --help

Synopsis

cordova command [options]

Global Commands

create ............................. Create a project

help ............................... Get help for a command

...

</pre>

</div></div>

Description:

Description: <p>I attempted to open a native dialog directly after a using pickContacts and receive the following error on iOS.</p>

<p>navigator.contacts.pickContact(onContactItemPickedSuccess, onContactItemPickedError);<br/>

function onContactItemPickedSuccess(contact) </p>

{

navigator.notification.confirm(…);

}

<p>Warning: Attempt to present &lt;UIAlertController: 0x14a83600&gt; on &lt;CDVContactsPicker: 0x151e7400&gt; whose view is not in the window hierarchy!</p>

<p>A workaround is wrap the confirmation code using a JavaScript setTimeout for 1000ms.</p>

<p>I’ve dug into the Objective C code and what I suspect is happening is that the successCallback is called before the animation for closing the CDVContactsPicker has finished.</p>

<p>I’ve tested moving the callback after the close animation and my issue is resolved. I will include a pull request in the comments.</p>

<p>The only potential problem I see with this is the original author may have decided to return before animation close so that a user could update the HTML behind the contactPicker therefore appearing to load much faster.</p>

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.17 duration should be set properly

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL. in file:<span class="code-comment">///Users/buildbot/Library/Developer/CoreSimulator/Devices/DA6D3C8F-39BE-486B-A6DB-362B7BA75FD3/data/Containers/Bundle/Application/746B9F0F-004E-4950-B441-DB5A505104FB/mobilespec.app/www/cdvtests/jasmine-2.2.0/jasmine.js (line 1764)

</span> file:<span class="code-comment">///Users/buildbot/Library/Developer/CoreSimulator/Devices/DA6D3C8F-39BE-486B-A6DB-362B7BA75FD3/data/Containers/Bundle/Application/746B9F0F-004E-4950-B441-DB5A505104FB/mobilespec.app/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:32</span>

</pre>

</div></div>

<p>Shows up sometimes in the CI</p>

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

Dumping logs starting from 1620000

Running command:

wevtutil qe Microsoft-Windows-AppHost/ApplicationTracing /q:<span class="code-quote">"\*[<span class="code-object">System</span> [TimeCreated[timediff(@SystemTime)&lt;=1620000]]]"</span> /e:root

Running command:

wevtutil qe Microsoft-Windows-AppHost/Admin /q:<span class="code-quote">"\*[<span class="code-object">System</span> [TimeCreated[timediff(@SystemTime)&lt;=1620000]]]"</span> /e:root

Channel: Microsoft-Windows-AppHost/Admin

Time Created: 2016-03-03T13:34:20.496347300Z

<span class="code-object">Process</span> ID: 19324

Document File: /www/cdvtests/index.html

Display Name: mobilespec

Error Description: {<span class="code-quote">"exception"</span>:{<span class="code-quote">"description"</span>:<span class="code-quote">"Expected a spy, but got Function."</span>,<span class="code-quote">"stack"</span>:<span class="code-quote">"Error: Expected a spy, but got Function.\n at compare (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:2708:11)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:1358:7)\n at uploadFail (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer-tests/tests.js:1089:25)\n at errorCallback (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/www/FileTransfer.js:152:9)\n at cordova.callbackFromNative (ms-appx://org.apache.mobilespec/www/cordova.js:295:38)\n at cordova.callbackError (ms-appx://org.apache.mobilespec/www/cordova.js:282:9)\n at onError (ms-appx://org.apache.mobilespec/www/cordova.js:895:17)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:134:17)\n at CompletePromise\_then (ms-appx://microsoft.winjs.2.0/js/base.js:1950:21)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:133:13)"</span>},<span class="code-quote">"error"</span>:<span class="code-keyword">null</span>,<span class="code-quote">"promise"</span>:{<span class="code-quote">"\_value"</span>:{<span class="code-quote">"description"</span>:<span class="code-quote">"Expected a spy, but got Function."</span>,<span class="code-quote">"stack"</span>:<span class="code-quote">"Error: Expected a spy, but got Function.\n at compare (ms-appx://org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:2708:11)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:1358:7)\n at uploadFail (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer-tests/tests.js:1089:25)\n at errorCallback (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/www/FileTransfer.js:152:9)\n at cordova.callbackFromNative (ms-appx://org.apache.mobilespec/www/cordova.js:295:38)\n at cordova.callbackError (ms-appx://org.apache.mobilespec/www/cordova.js:282:9)\n at onError (ms-appx://org.apache.mobilespec/www/cordova.js:895:17)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:134:17)\n at CompletePromise\_then (ms-appx://microsoft.winjs.2.0/js/base.js:1950:21)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:133:13)"</span>},<span class="code-quote">"\_isException"</span>:<span class="code-keyword">true</span>,<span class="code-quote">"\_errorId"</span>:2},<span class="code-quote">"id"</span>:2}

</span>Stack Trace: Error: Expected a spy, but got Function.

at compare (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:2708:11)

</span> at Anonymous function (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:1358:7)

</span> at uploadFail (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer-tests/tests.js:1089:25)

</span> at errorCallback (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/www/FileTransfer.js:152:9)

</span> at cordova.callbackFromNative (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cordova.js:295:38)

</span> at cordova.callbackError (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cordova.js:282:9)

</span> at onError (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cordova.js:895:17)

</span> at Anonymous function (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:134:17)

</span> at CompletePromise\_then (ms-appx:<span class="code-comment">//microsoft.winjs.2.0/js/base.js:1950:21)

</span> at Anonymous function (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:133:13)</span>

</pre>

</div></div>

<p>Started showing up in the Windows Store 8.1 CI yesterday, but only happens intermittently.</p>

Description: <p>Related to <a href="https://issues.apache.org/jira/browse/CB-10776" title="Add the ability to pause and resume an audio recording" class="issue-link" data-issue-key="CB-10776">CB-10776</a>. If we are unable to pause recording it would be beneficial to users to be able to combine two audio recordings into a single file. This would allow developers to give the impression that you can pause and resume audio recordings.</p>

Description: <p>While we are recording audio we should be able to return the volume of the current sample so that the UI can use it to draw a waveform. This is very useful for users to be able to tell if their voice is being recorded properly.</p>

Description: <p>"Following steps at <a href="https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md</a>"</p>

Description: <h3><a name="Issue1%3A"></a>Issue 1:</h3>

<p><a href="https://github.com/apache/cordova-plugin-whitelist" class="external-link" rel="nofollow">https://github.com/apache/cordova-plugin-whitelist</a> states:</p>

<p>"Intent Whitelist ... does not apply to plugins, only hyperlinks and calls to window.open()."</p>

<p>At least on Android, &lt;allow-intent&gt; doesn't seem to affect window.open calls when InAppBrowser is installed. For example, this doesn't use the whitelist:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

window.open('market:<span class="code-comment">//details?id=com.example.android', '\_system');</span>

</pre>

</div></div>

<p>but this does:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

window.location = 'market:<span class="code-comment">//details?id=com.example.android';</span>

</pre>

</div></div>

<h3><a name="Issue2%3A"></a>Issue 2:</h3>

<p><a href="https://github.com/apache/cordova-plugin-whitelist" class="external-link" rel="nofollow">https://github.com/apache/cordova-plugin-whitelist</a> states:</p>

<p>"Navigation Whitelist...controls which URLs the WebView itself can be navigated to. Applies to top-level navigations only. Quirks: on Android it also applies to iframes for non-http(s) schemes."</p>

<p>On iOS, this seems to apply to iframes as well. If I insert an iframe into the top-level page, it won't be loaded without an &lt;allow-navigation&gt; entry for the iframe's src.</p>

Description: <p>In config.xml, we are using the wrong name for the android version code attribute of the widget tag. Should be <tt>android-versionCode</tt> and not <tt>versionCode</tt>. We also need to restore the documentation on how the version code is calculated and add a big warning about it.</p>

Description: <p>You have the ability to start and stop a recording but there is no way to pause the recording. I would like to add the functionality so that a user could pause recording and resume it later. The output once the recoding is stopped should be a single audio file no matter how many times the pause API was invoked.</p>

Description: <p>I have updated to Cordova 4.1.0 due to the problems 4.0.1 had.</p>

<p>Now all my plugins are gone in the IONIC app.</p>

Description: <p>From <a href="https://issues.apache.org/jira/browse/CB-10530" class="external-link" rel="nofollow">https://issues.apache.org/jira/browse/CB-10530</a> regarding app freezing at launch.</p>

<p>...<br/>

However I was not sure about why the timer resolves due to long script execution times though. It seems like the intention is that whenever gap://ready is loaded in the iframe, the immediate response from the native side should be to call nativeFetchMessages() which should clear the timeout.</p>

<p>Therefore I dug a little deeper in the native side, and found that the evaluateJavaScript:completionHandler: in CDVCommandQueue expects implementation to to be async (a comment in the code says so), but the CDVUIWebViewEngine method actually is implemented synchronous.<br/>

I wrapped the entire method in a dispatch\_async call (maybe a very naive solution, it might mess with references?):</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

dispatch\_async(dispatch\_get\_main\_queue(), ^{

NSString\* ret = [(UIWebView\*)\_engineWebView stringByEvaluatingJavaScriptFromString:javaScriptString];

<span class="code-keyword">if</span> (completionHandler)

{ completionHandler(ret, nil); }

});

</pre>

</div></div>

<p>This also solves the original issue on cordova-ios 4.0.1 as the timeout never resolves, so maybe asyncing this method should also be a part of the proper fix?</p>

Description: <p>When an iOS project is created and a plugin with custom frameworks is added on Windows, the path separator in FRAMEWORK\_SEARCH\_PATHS of the pbxproj file is incorrect. It has the Windows path separator. This causes build issues when the project is moved to OSX and built in Xcode.</p>

<p>This is ultimately coming from the xcode npm package. I have opened up an issue with that module with a suggested solution: <a href="https://github.com/alunny/node-xcode/issues/80" class="external-link" rel="nofollow">https://github.com/alunny/node-xcode/issues/80</a></p>

<p>Once it is fixed there, we will need to refresh our version of the xcode npm package in our node\_modules for cordova-ios</p>

Description: <p>when you use location.reload() for restart the app, the statusbar overlay the webview (lost the 20px in the top). im using ios 6</p>

Description: <p>In the windows version of plugin-file-transfer, if you set the options such that a key inside the params object has a null value: e.g.</p>

<p>var options = { params: </p>

{ keyName: null }

<p> }</p>

<p>Then it will fail to upload with an INVALID\_URL error because an exception occurs trying to convert the key keyName into a transfer chunk.</p>

<p>This does not cause an error in the ios or android versions.</p>

Description: <p>A new release of platform ios cordova-ios@4.1.0 is published to NPM</p>

<p>User tries to install with $ cordova platform ios@4.1.0</p>

<p>At the time of this command the npm cache information for the pacakge cordova-ios in ~/.cordova/lib/npm\_cache/registry.npmjs.org/cordova-ios/.cache.json doesn't have the information about 4.1.0 and the file is not older than 24 hours.</p>

<p>cordova cli is configured with npm cache-min = 3600\*24 (24 hours)<br/>

If the file in the cache is not older than 24 hours npm will not check the registry. and requested package cordova-ios@4.1.0 is not added to the cache.</p>

<p>There is no err catch for this case in the cordova-lib <span class="error">&#91;1&#93;</span></p>

<p><span class="error">&#91;1&#93;</span>: <a href="https://github.com/apache/cordova-lib/blob/master/cordova-lib/src/cordova/lazy\_load.js#L158" class="external-link" rel="nofollow">https://github.com/apache/cordova-lib/blob/master/cordova-lib/src/cordova/lazy\_load.js#L158</a></p>

Description:

Description:

Description: <p>For cordova-plugin-camera<br/>

got error 'Error retrieving image.' when select image from album (java errror message is open failed: EISDIR (Is a directory)) from 2.0.0<br/>

this worked on version 1.2.0<br/>

taking photo works well</p>

Description: <p>I have generated Cordova app and added windows platform to it. I am using Visual Studio 2015 to open the project and app runs just fine. For me it is very important to subscribe to certain Cordova events. Among others: deviceready, resume and pause. I subscribe to deviceready like this in index.js:</p>

<p>document.addEventListener('deviceready', this.onDeviceReady, false);</p>

<p>And I get this event fired by Cordova and received when running the app on Windows Phone 8.1, Windows Phone (with Windows 10) and Windows 10 (desktop).</p>

<p>After 'deviceready' event is fired, I am subscribing to 'resume' and 'pause' events. I tried with single and double quotes (it doesn't look like it should make any difference):</p>

<p>document.addEventListener('resume', onResume, false);<br/>

document.addEventListener('pause', onPause, false);</p>

<p>But these events are not getting fired when I bring my app to background/foreground. I was testing while debugging or if app is built in release mode. No way that I can trigger any of these methods (onResume or onPause). Only way I saw onPause getting triggered is when I debug app in Visual Studio and once I hit Stop button (to terminate debugging session), in that moment onPause gets triggered.</p>

<p>Is this known bug or "normal" behaviour?</p>

Description: <p>Issue Definition: <br/>

==================<br/>

I have an Html 5, JavaScript application for Windows Phone. I observe that the application goes back to the log in page if I follow the below steps.</p>

<p>1. I log into the application and I an inside the application.<br/>

2. Now I press the home button the application goes to task manager.<br/>

3. Now I slide right and open the app from installed applications.<br/>

4. Then the application again takes me to the login screen.</p>

<p>I observe that the same behavior works fine when I launch the application from Task manager (in step 2) instead of installed applications.</p>

<p>Environment:<br/>

=================<br/>

Windows Phone 8.1 <br/>

Cordova</p>

Description:

Description:

Description:

Description: <p>If you give a plugin element in config.xml but do not give the <tt>spec</tt> attribute like so:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

&lt;plugin name=<span class="code-quote">"cordova-plugin-inappbrowser"</span> /&gt;

</pre>

</div></div>

<p>Then when you run <tt>cordova prepare</tt> the CLI will not install the plugin but will print out a message saying that it is installing it.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ cordova prepare

Discovered plugin <span class="code-quote">"cordova-plugin-inappbrowser"</span> in config.xml. Installing to the project

</pre>

</div></div>

<p>Giving the <tt>spec</tt> attribute causes the same message but the plugin will actually be installed. I'm not sure what the intended behavior is, but we need to fix it and add some test cases.</p>

Description: <p>The example config.xml on the bottom of the page actually uses this tag, but I also believe the example is incorrect. The <tt>version</tt> attribute should be <tt>spec</tt>. See <a href="http://cordova.apache.org/docs/en/dev/config\_ref/index.html#sample-config-xml" class="external-link" rel="nofollow">http://cordova.apache.org/docs/en/dev/config\_ref/index.html#sample-config-xml</a></p>

Description: <p>Hi,</p>

<p>it would be great to have History in inappbrowser.</p>

<p>For example, to save, say, 10 last visited pages internally and have a way to start the browser (via cordova.InAppBrowser.open) with last page (or any of 10 last visited pages) and navigate back and forward through navigation stack.</p>

<p>Thanks.</p>

Description: <p>It will be great to add a scenario documentation for this here: </p>

<p><a href="https://github.com/apache/cordova-docs/blob/master/www/docs/en/dev/guide/platforms/android/plugin.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-docs/blob/master/www/docs/en/dev/guide/platforms/android/plugin.md</a></p>

Description: <p>Hi,<br/>

I recently working on iOS app project and started using 2 plugins:<br/>

cordovan-plugin-device version 1.1.1<br/>

cordoba-plugin-statusbar version 2.1.1</p>

<p>I came to notice both plugins works fine on android and on iOS only with<br/>

iPhone 5s and down.</p>

<p>When trying to start the app on iPhone 6 or iPhone 6s or iPhone 6 plus<br/>

on xcode simulator or real device - the app doesn't show logs on console,<br/>

also get stuck on white screen after splash appears.</p>

<p>when removing those 2 plugins (also check each in separate)<br/>

the app works fine and up.</p>

<p>As stated i work with Mac OS X El Capitan (10.11.3), iOS 9.2, Cordova 6.0.0, Xcode 7.2.1</p>

<p>Thanks,<br/>

Shai.</p>

Description: <p>Http Post request fails if Camera image passed as a Data URI which is captured by cordova image capture plugin.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$http({url:ServerURL+'/pgas-bbmp-portlet/requestprocess.<span class="code-keyword">do</span>' ,

method: <span class="code-quote">"POST"</span>,

params: {

userId:$rootScope.user!=undefined?$rootScope.user.userid:0,

imageData:$rootScope.limgData

}

})

.then(function(response) {

console.log(response.data);

console.log(response.status);

}

,function(response) {

console.log(response.data);

console.log(response.status);

});

where $rootScope.limgData is imageData got from Success fn of navigator.camera.getPicture()

Camera Options:

<span class="code-keyword">var</span> options = {

quality:100,

destinationType: Camera.DestinationType.DATA\_URL,

sourceType: Camera.PictureSourceType.CAMERA,

allowEdit: <span class="code-keyword">false</span>,

encodingType: Camera.EncodingType.JPEG,

targetWidth: 200,

targetHeight: 200,

popoverOptions: CameraPopoverOptions,

saveToPhotoAlbum: <span class="code-keyword">false</span>,

correctOrientation:<span class="code-keyword">true</span>

};

</pre>

</div></div>

Description:

Description: <p>When working with the latest Cordova and investigating <a href="https://issues.apache.org/jira/browse/CB-10705" title="Backbutton not working when an error page is set in cordova" class="issue-link" data-issue-key="CB-10705"><del>CB-10705</del></a>, I found that the settings for errorUrl were wrong in the docs. errorUrl in Android is lower case, and it's a string, same as it is in iOS. Android seems to say it's a URL, even though it's just XML and Java URI/URL types are not relevant on that page.</p>

Description: <p>When a Cordova app has an iframe within its index.html page and this iframe has a link with target set to "\_blank", then InAppBrowser will not open a new webview layer. Instead, the whole root webview of the app will be redirected to the url set in the link and there is no way back! This is a true nightmare and needs to be fixed.</p>

Description: <p>when the app its fixed on portrait and you rotate the device lost the 20px in the top and the webview stay under the statusbar. this bug its just in ios 6<br/>

It happens to if you execute location.reload();</p>

<p>&lt;preference name="orientation" value="portrait" /&gt;<br/>

&lt;preference name="StatusBarOverlaysWebView" value="true" /&gt;<br/>

&lt;gap:plugin name="cordova-plugin-statusbar" source="npm" version="2.1.1" /&gt;</p>

<p>StatusBar.show();</p>

Description: <p>If you create a file test.cmd file with the following 3 lines:</p>

<p>echo hello<br/>

cordova -v<br/>

echo world</p>

<p>and run it in a DOS window, it terminates after displaying the cordova version and doesn't run the 2nd echo command. This occurs whatever arguments you give cordova in a batch file.</p>

Description: <p>Currently the tests would try to recreate the session before each spec which results in very long waiting time and then the spec fails anyway because the session is irrecoverable.<br/>

Example:</p>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>Failing with message: [context("WEBVIEW\_org.apache.mobilespec")] Error response status: 6

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:18:40 GMT] Spec failed: camera.ui.spec.5.14 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:18:40 GMT] Starting new spec: camera.ui.spec.5.15 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:21:40 GMT] Spec failed: camera.ui.spec.5.15 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:21:40 GMT] Starting new spec: camera.ui.spec.5.16 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:24:40 GMT] Spec failed: camera.ui.spec.5.16 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:24:40 GMT] Starting new spec: camera.ui.spec.5.17 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:27:40 GMT] Spec failed: camera.ui.spec.5.17 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:27:40 GMT] Starting new spec: camera.ui.spec.5.18 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:30:40 GMT] Spec failed: camera.ui.spec.5.18 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:30:40 GMT] Starting new spec: camera.ui.spec.5.19 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

etc...

</pre>

</div></div>

<p>The proposed behavior is to try to recover the session after failure and if it fails, every remaining spec would fail fast.</p>

Description: <p>We need to replace custom logging in CLI and platforms with now default implementation from <a href="https://issues.apache.org/jira/browse/CB-10176" title="Cordova-common should contain a default logger implementation." class="issue-link" data-issue-key="CB-10176"><del>CB-10176</del></a>. </p>

Description: <p>We need to replace custom logging in CLI and platforms with now default implementation from <a href="https://issues.apache.org/jira/browse/CB-10176" title="Cordova-common should contain a default logger implementation." class="issue-link" data-issue-key="CB-10176"><del>CB-10176</del></a>.</p>

Description: <p>Buttons with long texts are squeezed out of view on Android 5 lollipop dialogs. See: <a href="http://stackoverflow.com/q/27187353" class="external-link" rel="nofollow">http://stackoverflow.com/q/27187353</a>. An update is in the works: <a href="https://code.google.com/p/android/issues/detail?id=182741" class="external-link" rel="nofollow">https://code.google.com/p/android/issues/detail?id=182741</a> but in the mean time, maybe a workaround could be implemented, such as described here: <a href="http://stackoverflow.com/a/32001524/1317564" class="external-link" rel="nofollow">http://stackoverflow.com/a/32001524/1317564</a></p>

Description: <p>cordova-android version 5.1.1 has been tagged and release notes have been created. However, hasn't actually been released on npmjs. This means that it can't be actually be used (except when depending on the git repository).</p>

Description: <p>I'm starting to receive crash reports about users using an iPad 3 using iOS 9.2. When I look into the crash reports I'm seeing the following in " CDVInAppBrowser.m"</p>

<ul class="alternate" type="square">

<li>(void)viewDidUnload

{

[self.webView loadHTMLString:nil baseURL:nil];

[CDVUserAgentUtil releaseLock:&amp;\_userAgentLockToken];

[super viewDidUnload];

}</li>

</ul>

<p>XCode is saying that "loadHTMLString" "Null passed to a callee that requires a non-null argument."</p>

<p>And in the iOS documentation <a href="https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIWebView\_Class/#//apple\_ref/occ/instm/UIWebView/loadHTMLString:baseURL:" class="external-link" rel="nofollow">https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIWebView\_Class/#//apple\_ref/occ/instm/UIWebView/loadHTMLString:baseURL:</a> </p>

<p>I'm not sure why this only occurs for one specific user on iPad 3 and I can't seem to reproduce the problem in the simulator. </p>

<p>Question 1: How to fix?<br/>

Question 2: According to the user the crash happens immidiately when starting my cordova app before a button is pressed to open the inAppBrowser. When does viewDidUnload get called? I have no experience with objective C. I'm making a wild guess this is garbage collection for iOS.</p>

Description: <p>Cases that don't work:</p>

<ul class="alternate" type="square">

<li>using <tt>name="X"</tt> for fragment anchors</li>

<li>using special characters in IDs</li>

</ul>

Description: <p>well...<br/>

I know it is Unbelievable<br/>

but the deviceready not firing that only in windows (Android 5.1.0 and iOS 4.0.1 have no this problem)<br/>

when I use these html code(index.html)，in Android and iOS，it will show the alert window immediately<br/>

but when in Windows，it will shut down immediately (after about 1-2 seconds)<br/>

by the way，in order to test，I don't use any core or 3rd plugins</p>

<p>&lt;!doctype html&gt;<br/>

&lt;html&gt;<br/>

&lt;head&gt;<br/>

&lt;meta charset="utf-8"&gt;<br/>

&lt;meta name="viewport" content="width=device-width, initial-scale=1, minimum-scale=1, maximum-scale=1, user-scalable=0"&gt;<br/>

&lt;title&gt;XXX&lt;/title&gt;<br/>

&lt;script src="cordova.js" type="text/javascript"&gt;&lt;/script&gt;<br/>

&lt;script type="text/javascript"&gt;<br/>

document.addEventListener("deviceready", initialize, false);<br/>

function initialize() </p>

{ alert('cordova'); }

<p>&lt;/script&gt;<br/>

&lt;/head&gt;</p>

<p>&lt;body&gt;<br/>

&lt;/body&gt;<br/>

&lt;/html&gt;</p>

Description: <p>Full code that can be tested on this url: <a href="http://www.w3schools.com/html/tryit.asp?filename=tryhtml5\_canvas\_tut\_img" class="external-link" rel="nofollow">http://www.w3schools.com/html/tryit.asp?filename=tryhtml5\_canvas\_tut\_img</a></p>

<p>&lt;!DOCTYPE html&gt;<br/>

&lt;html&gt;<br/>

&lt;body&gt;</p>

<p>&lt;p&gt;Image to use:&lt;/p&gt;<br/>

&lt;img id="scream" src="img\_the\_scream.jpg" alt="The Scream" width="220" height="277"&gt;</p>

<p>&lt;p&gt;Canvas to fill:&lt;/p&gt;<br/>

&lt;canvas id="myCanvas" width="250" height="300"<br/>

style="border:1px solid #d3d3d3;"&gt;<br/>

Your browser does not support the HTML5 canvas tag.&lt;/canvas&gt;</p>

<p>&lt;p&gt;&lt;button onclick="myCanvas()"&gt;Try it&lt;/button&gt;&lt;/p&gt;</p>

<p>&lt;script&gt;<br/>

function myCanvas() </p>

{

var c = document.getElementById("myCanvas");

var ctx = c.getContext("2d");

var img = document.getElementById("scream");

ctx.drawImage(img,10,10);

ctx.fillStyle = "red";

ctx.fillRect(10, 10, 50, 50);

var imgData = ctx.getImageData(10, 10, 50, 50);

ctx.putImageData(imgData, 10, 70);

}

<p>&lt;/script&gt;</p>

<p>&lt;/body&gt;<br/>

&lt;/html&gt;</p>

Description: <p>I upgraded the cordova to 6.0.0 and created new project added platform everything worked fine but I am unable to install the plugins especially app-version. Showing "Failed to install 'cordova-plugin-app-version':TypeError: Uh oh! Object #&lt;Object&gt; has no method 'parse'"</p>

Description: <p>Link <a href="https://ci.apache.org/builders/cordova-android-win/builds/1740/steps/getting-test-results/logs/stdio" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-win/builds/1740/steps/getting-test-results/logs/stdio</a></p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.16 position should be set properly

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

at file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:23

</span> cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.17 duration should be set properly

media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> Error: media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> at stack (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

</span> at buildExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toFailWithMessage (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at failed (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:35:22)

</span> at Function.Media.onStatus (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:192:46)

</span> at onMessageFromNative (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:212:15)

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

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at file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:23

</span> cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.20 should be able to resume playback after pause

media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> Error: media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> at stack (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

</span> at buildExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toFailWithMessage (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at failed (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:35:22)

</span> at Function.Media.onStatus (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:192:46)

</span> at onMessageFromNative (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:212:15)

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> Error: media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

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</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toFailWithMessage (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at failed (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:35:22)

</span> at Function.Media.onStatus (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:192:46)

</span> at onMessageFromNative (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:212:15)

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.21 should be able to seek through file

Expected -0.001 to be close to 5, 0.

Error: Expected -0.001 to be close to 5, 0.

at stack (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

</span> at buildExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toBeCloseTo (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:322:50

</span> at file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:124:9

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> at processMessage (file:<span class="code-comment">///android\_asset/www/cordova.js:1081:17)

</span>

</pre>

</div></div>

Description:

Description: <p>The <tt>package.windows10.appxmanifest</tt> in the cordova-windows template project contains the string <tt>$safeprojectname$</tt> which is never overwritten by the create script. The presence of this string then triggers a compile error and must be manually overwritten. </p>

<p>Reproduction:<br/>

<tt>bin/create.bat ~/myproject com.package.whatever MyProject</tt><br/>

<tt>cd ~/myproject</tt><br/>

<tt>cordova/build.bat --debug --appx=uap</tt></p>

<p>Error output:<br/>

<tt>The app manifest must be valid as per schema: Line 26, Column 18, Reason: '$safeprojectname$' violates pattern constraint of &lt;regex\_removed&gt;. The attribute 'Id' with value '$safeprojectname$' failed to parse.</tt></p>

Description:

Description: <p>Edit: This only occurs using WKWebview. It doesn't resize on UIWebView (at least when I tested it on an iOS 8 phone).</p>

<p>With StatusBarOverlaysWebView set to "false," the document loads (document.readyState == "complete") and then the window resizes sometime after that.</p>

<p>This is causing a document reflow, and disallows Javascript changes to the DOM that relate to viewport size to start right away.</p>

<p>My workaround right now is simple: If the platform is iOS, then wait for a resize before starting Javascript calculations.</p>

<p>Is this resizing unavoidable? (Or, can I just handle this with some .plist settings, or something?)</p>

<p>If the resizing is unavoidable, can I count on it always resizing the window? Or, is there a race condition happening, and I have just observed that it resizes after the readyState "complete", when it could really happen before OR after?</p>

Description: <p>The cordova file transfer plugin is not finishing when trying to upload. It also is not returning any sort of output, either debug or otherwise. I am trying to record a 2 second video and then upload and it is not working unless the video quality is below 720p.</p>

Description: <p>I couldn't replicate the issue on my device, but we see a lot of crash reports in our crashlytics log with below message. So looking at code its crashing on splashImageView.setAnimation(fadeOut);</p>

<p>So checking if splashImageView is null at line:214 might fix this issue.<br/>

```if (fadeSplashScreenDuration &gt; 0)```</p>

<p>```Fatal Exception: java.lang.NullPointerException: Attempt to invoke virtual method 'void android.widget.ImageView.setAnimation(android.view.animation.Animation)' on a null object reference<br/>

at org.apache.cordova.splashscreen.SplashScreen$3.run(SplashScreen.java:219)<br/>

at android.app.Activity.runOnUiThread(Activity.java:5766)<br/>

at org.apache.cordova.splashscreen.SplashScreen.removeSplashScreen(SplashScreen.java:210)<br/>

at org.apache.cordova.splashscreen.SplashScreen.onMessage(SplashScreen.java:180)<br/>

at org.apache.cordova.PluginManager.postMessage(PluginManager.java:313)<br/>

at org.apache.cordova.CordovaWebViewImpl.postMessage(CordovaWebViewImpl.java:377)<br/>

at org.apache.cordova.splashscreen.SplashScreen$1.run(SplashScreen.java:156)<br/>

at android.os.Handler.handleCallback(Handler.java:739)<br/>

at android.os.Handler.dispatchMessage(Handler.java:95)<br/>

at android.os.Looper.loop(Looper.java:145)<br/>

at android.app.ActivityThread.main(ActivityThread.java:6897)<br/>

at java.lang.reflect.Method.invoke(Method.java)<br/>

at java.lang.reflect.Method.invoke(Method.java:372)<br/>

at com.android.internal.os.ZygoteInit$MethodAndArgsCaller.run(ZygoteInit.java:1404)<br/>

at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:1199)``` </p>

Description: <p>Hi, deviceready is not fired on platform osx (4.0.0) when network plugin is installed (1.2.0). </p>

<p>Console:<br/>

<span class="error">&#91;Log&#93;</span> deviceready has not fired after 5 seconds. (cordova.js, line 974)<br/>

<span class="error">&#91;Log&#93;</span> Channel not fired: onCordovaConnectionReady (cordova.js, line 967)</p>

Description: <p>UIWebView is working great, however, WKWebview couldn't open SQLite db</p>

Description: <p>Tests runner couldn't start because it is looking for the appium executable in the old directory (bin), while it has been moved to the new directory (lib).</p>

Description:

Description:

Description: <p>I'm trying to upgrade a cordova-ios 4.0.1 app, fully functioning with the old UIWebView, to use cordova-plugin-wkwebview-engine 1.0.2.</p>

<p>The app does AJAX calls via jQuery, something like this:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-javascript">

$.ajax({

crossDomain: <span class="code-keyword">true</span>,

xhrFields: {withCredentials: <span class="code-keyword">true</span>},

url: 'https://server.com/login',

foo: "bar"

});

</pre>

</div></div>

<p>After login, the server returns a set-cookie with an authorization token. This cookie is not included in subsequent requests when using WKWebView. It's simply ignored. I've tried multiple CORS configurations on the server, as liberal as possible, with no luck.</p>

<p>Here are the 3 key requests (I'm omitting unrelated headers like <tt>Accept</tt>, <tt>User-Agent</tt>:</p>

<p><b>Pre-flight OPTIONS</b><br/>

The webview sends an OPTIONS to the login URL with the headers</p>

<ul>

<li><tt>Origin: null</tt></li>

<li><tt>Access-Control-Request-Method: POST</tt></li>

<li><tt>Access-Control-Request-Headers: accept, origin, content-type</tt></li>

</ul>

<p>The server responds with 200 OK and the headers</p>

<ul>

<li><tt>Access-Control-Allow-Origin: null</tt></li>

<li><tt>Access-Control-Allow-Methods: GET, POST, PUT, DELETE, OPTIONS</tt></li>

<li><tt>Access-Control-Allow-Headers: accept, origin, content-type</tt></li>

<li><tt>Access-Control-Allow-Credentials: true</tt></li>

</ul>

<p><b>Login POST</b><br/>

Now the webview sends the actual login request, with the header</p>

<ul>

<li><tt>Origin: null</tt></li>

</ul>

<p>The server responds with 200 OK and the headers</p>

<ul>

<li><tt>Access-Control-Allow-Origin: null</tt></li>

<li><tt>Access-Control-Allow-Methods: GET, POST, PUT, DELETE, OPTIONS</tt></li>

<li><tt>Access-Control-Allow-Headers: accept, origin, content-type</tt></li>

<li><tt>Access-Control-Allow-Credentials: true</tt></li>

<li><tt>Set-Cookie: token=abc123; path=/; expires=Fri, 29-Apr-2017 12:49:06 GMT; HttpOnly</tt></li>

</ul>

<p><b>Authorized GET</b><br/>

After login the application believes it's logged in, and tries to access a restricted resource. However the only headers sent are <tt>Accept</tt>, <tt>User-Agent</tt> and <tt>Origin</tt>. No <tt>Cookie</tt>.</p>

<hr />

<p>Google returns vaguely similar issues around WKWebView and cookies, some of them from the Telerik plugin, but I see no concrete evidence that anyone has gotten this kind of auth flow to work. Even though it does in UIWebView. Is it simply not supported? Am I missing some obscure CORS detail? Either way, maybe it should be documented somewhere.</p>

Description: <p>When opening CDVNotification.m in Xcode a few warnings are shown in the showDialogWithMessage method:</p>

<p>NSUIInteger to int conversion for the 'count' variable.</p>

<p>'action' is shadowing an already declared variable.</p>

<p>I'll fix those with a PR.</p>

Description: <p>Hi,</p>

<p>I am waiting for version 4.1.0 of Cordova iOS to be released to fix issue <a href="https://issues.apache.org/jira/browse/CB-10530" title="App freezes sometimes directly after starting on iOS" class="issue-link" data-issue-key="CB-10530"><del>CB-10530</del></a> which is affecting my app. </p>

<p>I can see that the release notes are saying that it has been released:<br/>

<a href="https://github.com/apache/cordova-ios/blob/master/RELEASENOTES.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-ios/blob/master/RELEASENOTES.md</a></p>

<p>Also the github repo is tagged with 4.1.0, however, when I try and run cordova platform update ios it does not update and remains at version 4.0.1.</p>

<p>Should I be able to update yet? If so, what do I need to do? If not, is there an eta on when this will be available?</p>

<p>I realise this isn't actually a 'task' issue but wasn't sure where to ask this.</p>

<p>Thanks!</p>

Description: <p>I created a default Cordova app for windows following this page</p>

<p><a href="https://cordova.apache.org/docs/en/latest/guide/platforms/win8/index.html" class="external-link" rel="nofollow">https://cordova.apache.org/docs/en/latest/guide/platforms/win8/index.html</a></p>

<p>While I deploy the app using command "cordova run windows &#8211; --phone", it works fine and opens in default emulator.</p>

<p>But when I try to deploy this targeting a particular emulator using command "cordova run windows -target="Emulator 8.1 1080P 6 inch" - --phone" it fails and gives me an error saying "specified device not found".</p>

<p>Although when I list my devices using command "cordova run windows --list", it shows the emulator device.</p>

Description: <p>I saw a bug report that these things had been fixed in Telerik-Verified-Plugins/WKWebView, but it seems like the cordova one was more up to date, so I've tried cordova-plugin-wkwebview-engine along with cordova-plugin-keyboard.</p>

<p>In any case, as soon as I open the keyboard, the current window scrolls out of view, and the textinput is no longer visible. As soon as I hit a key, it comes back into view. After the keyboard is closed, the bottom of the screen is now off by about 20 pixels, and never corrects itself. It's a little disconcerting, and may mean, I need to abandon wkwebview, and go back to the old webview.</p>

<p>I think I had a problem similar to this a couple years ago, Cordova people told me it was due an apple bug.</p>

<p>I've tried various combinations of Keyboard.automaticScrollToTopOnHiding = true; and Keyboard.disableScrollingInShrinkView(true); but to know avail. </p>

<p>The Keyboard.hideFormAccessoryBar(true); does work.</p>

<p>If I understand correctly, I can't use <a href="https://github.com/Telerik-Verified-Plugins/WKWebView" class="external-link" rel="nofollow">https://github.com/Telerik-Verified-Plugins/WKWebView</a>, since then I will need to backtrack from cordova ios 4 to cordova ios3.</p>

<p>Any ideas?</p>

Description: <p>Found an issue with the latest cordova.plugin.media whilst i was putting together a IonicFramework app for iOS 9.2.1 (iPhone 6s) to play an M4A file.<br/>

The iOS logs would show:</p>

<ul class="alternate" type="square">

<li>Found resource '<span class="error">&#91;path&#93;</span>.m4a' in the web folder.<br/>

Playing audio sample '<span class="error">&#91;path&#93;</span>.m4a'</li>

</ul>

<ul class="alternate" type="square">

<li>Playing stream with AVPlayer &amp; custom rate</li>

</ul>

<p>but no sound (both simulator + device)</p>

<p>Debugging in Xcode, ./cordova-plugin-media/src/ios/CDVSound.m,ln 352 + 355 appears to be the culprit.<br/>

Instead of using "avPlayer" which doesn't appear to have a handle to the sound resource, switching to "audioFile.player" appears to resolve the sound issue.</p>

<ul>

<li>

<ul>

<li>

<ul>

<li>./cordova-plugin-media/src/ios/CDVSound.m,ln 352<br/>

from:<br/>

<span class="error">&#91;avPlayer setRate:customRate&#93;</span>;</li>

</ul>

</li>

</ul>

</li>

</ul>

<p>to:<br/>

<span class="error">&#91;audioFile.player setRate:customRate&#93;</span>;</p>

<ul>

<li>

<ul>

<li>

<ul>

<li>./cordova-plugin-media/src/ios/CDVSound.m,ln 355<br/>

from:<br/>

<span class="error">&#91;avPlayer play&#93;</span>;</li>

</ul>

</li>

</ul>

</li>

</ul>

<p>to:<br/>

<span class="error">&#91;audioFile.player play&#93;</span>;</p>

<p>NOTE: I've yet to create a PR as I have not signed the Apache ICLA, however i've committed a code in my personal fork and happy for somebody to have a look at it and submit on my behalf:</p>

<p><a href="https://github.com/spudmashmedia/cordova-plugin-media/commit/946ffcf569cbaa22241e8ec00f11b4a52a0c6809" class="external-link" rel="nofollow">https://github.com/spudmashmedia/cordova-plugin-media/commit/946ffcf569cbaa22241e8ec00f11b4a52a0c6809</a></p>

Description: <p>When adding OSX platform I get the following error (Cannot find module 'semver') although semver is installed.</p>

<p>$ cordova platform add osx<br/>

Adding osx project...<br/>

Running command: /Users/lzubiaur/.cordova/lib/npm\_cache/cordova-osx/4.0.0/package/bin/create /Users/lzubiaur/Dev/projects/node/tests/platforms/osx io.cordova.hellocordova HelloCordova<br/>

module.js:341<br/>

throw err;<br/>

^</p>

<p>Error: Cannot find module 'semver'<br/>

at Function.Module.\_resolveFilename (module.js:339:15)<br/>

at Function.Module.\_load (module.js:290:25)<br/>

at Module.require (module.js:367:17)<br/>

at require (internal/module.js:16:19)<br/>

at Object.&lt;anonymous&gt; (/Users/lzubiaur/.cordova/lib/npm\_cache/cordova-osx/4.0.0/package/bin/node\_modules/cordova-common/src/ConfigChanges/ConfigChanges.js:37:14)<br/>

at Module.\_compile (module.js:413:34)<br/>

at Object.Module.\_extensions..js (module.js:422:10)<br/>

at Module.load (module.js:357:32)<br/>

at Function.Module.\_load (module.js:314:12)<br/>

at Module.require (module.js:367:17)<br/>

Error: /Users/lzubiaur/.cordova/lib/npm\_cache/cordova-osx/4.0.0/package/bin/create: Command failed with exit code 1</p>

Description: <p>Using Cordova Camera plugin with function getPicture() takes a picture without any problem (when source is CAMERA). Default camera app opens, I take a photo, confirm it, then a black screen shows for around 20 seconds before I'm thrown back to my app with success callback.</p>

<p>Picking photo from library doesn't have this issue.</p>

<p>Samsung Galaxy S6 with Android 5.1.0.</p>

Description:

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

Media actual playback media.spec.20 should be able to resume playback after pause

Expected 0 to be close to 20,

Media actual playback media.spec.21 should be able to seek through file

Expected 0.794825217 to be close to 5,

Media media.spec.19 playback rate should be set properly using setRate

Expected 3.4651931 to be greater than 7

</pre>

</div></div>

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ ./cordova-mobile-spec/createmobilespec/createmobilespec.js --ios

Creating project from local git repos. If you have any errors, it may be from missing repositories.

To clone repositories:

./cordova-coho/coho repo-clone -r mobile-spec -r plugin-test-framework -r cli -r lib -r plugman -r ios -r js -r plugins

mkdir cordova-cli/node\_modules

(cd cordova-lib/cordova-lib/ &amp;&amp; npm install)

(cd cordova-plugman/ &amp;&amp; npm install)

mkdir cordova-cli/node\_modules

ln -s ../../cordova-lib/cordova-lib cordova-cli/node\_modules

(cd cordova-cli &amp;&amp; npm install)

To update all repositories:

./cordova-coho/coho repo-update

Checking <span class="code-keyword">if</span> you are using master branch of tools

refs/heads/master

refs/heads/master

refs/heads/master

refs/heads/master

You are on master branch of tools, checking npm links

npm links are OK

Creating project mobilespec...

module.js:338

<span class="code-keyword">throw</span> err;

^

Error: Cannot find module 'ansi'

at Function.Module.\_resolveFilename (module.js:336:15)

at Function.Module.\_load (module.js:278:25)

at Module.require (module.js:365:17)

at require (module.js:384:17)

at <span class="code-object">Object</span>.&lt;anonymous&gt; (/Users/shazron/Documents/git/apache/cordova-lib/cordova-common/src/CordovaLogger.js:20:12)

at Module.\_compile (module.js:460:26)

at <span class="code-object">Object</span>.Module.\_extensions..js (module.js:478:10)

at Module.load (module.js:355:32)

at Function.Module.\_load (module.js:310:12)

at Module.require (module.js:365:17)

</pre>

</div></div>

<p>It should instruct you to run "npm install" inside cordova-lib/cordova-common as well.</p>

Description: <p>Using a non-CLI project, I tried to run the cordova/build script, passing it the various keystore arguments described <a href="http://cordova.apache.org/docs/en/dev/guide/platforms/android/index.html#signing-an-app" class="external-link" rel="nofollow">here</a> under "Using Flags".</p>

<p>For example,</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ cd /myproject/android

$ cordova/build android --release --keystore foo.keystore

</pre>

</div></div>

<p>But the arguments are ignored. It looks like the tool only sees them if I pass --buildConfig and create a config file. But then the arguments are unnecessary.</p>

Description: <p>Trying to use the below settings in config.xml do not work if using CDVWKWebViewEngine they do work if set to CDVUIWebViewEngine</p>

<p>&lt;preference name="OverrideUserAgent" value="Mozilla/5.0 My App" /&gt;</p>

<p> &lt;preference name="AppendUserAgent" value="My App" /&gt;</p>

Description: <p>Camera options:</p>

<ul class="alternate" type="square">

<li>destinationType: Camera.DestinationType.NATIVE\_URI,</li>

<li>saveToPhotoAlbum: true,</li>

<li>sourceType: Camera.PictureSourceType.CAMERA,</li>

</ul>

<p>Situation: getPicture() on iOS ends up editing the picture taken and changing the quality to 50, instead of relying on the default 100. </p>

Description: <p>Using Cordova 5.4.1 and cordova-windows@5.3.1, Attempting to build for "ARM" successfully compiles an appx but fails in the post-compile steps, due to a string comparison on the arch variable.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova compile windows --release --archs ARM -- --verbose

</pre>

</div></div>

<blockquote>

<p>Running command: cmd "/s /c "...\platf<br/>

orms\windows\cordova\build.bat --release --archs=ARM --verbose""<br/>

Searching for available MSBuild versions...<br/>

Found MSBuild v14.0 at C:\Program Files (x86)\MSBuild\14.0\bin\<br/>

Found MSBuild v12.0 at C:\Program Files (x86)\MSBuild\12.0\bin\<br/>

Found MSBuild v4.0 at C:\Windows\Microsoft.NET\Framework\v4.0.30319\<br/>

Building project: ...\platforms\window<br/>

s\CordovaApp.Windows10.jsproj<br/>

Configuration : release<br/>

Platform : ARM<br/>

CordovaApp.Windows10 -&gt; ...\platfor<br/>

ms\windows\AppPackages\CordovaApp.Windows10\_1.4.0.0\_ARM\_Test\CordovaApp.Windows10\_1.4.0.0\_ARM.appx<br/>

undefined<br/>

ERROR building one of the platforms: Error: cmd: Command failed with exit code 1<br/>

You may not have the required environment or OS to build this project<br/>

Error: cmd: Command failed with exit code 1<br/>

at ChildProcess.whenDone (...\node\_modules\cordova\node\_modules\cordova-lib\src\cordova\super<br/>

spawn.js:134:23)<br/>

at emitTwo (events.js:87:13)<br/>

at ChildProcess.emit (events.js:172:7)<br/>

at maybeClose (internal/child\_process.js:821:16)<br/>

at Process.ChildProcess.\_handle.onexit (internal/child\_process.js:211:5)</p></blockquote>

<p>Building for "arm" succeeds.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova compile windows --release --archs arm -- --verbose

</pre>

</div></div>

Description: <p>Build: <a href="https://ci.apache.org/builders/cordova-android-osx/builds/1906/" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-osx/builds/1906/</a><br/>

Test Output: <a href="https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/getting-test-results/logs/stdio" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/getting-test-results/logs/stdio</a><br/>

Logs: <a href="https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/gathering-logs/logs/stdio" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/gathering-logs/logs/stdio</a></p>

<p>Raw output:</p>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>Getting test results for cordova-android-osx-1906-buildbot-vm

Results at http://cordova-vm.apache.org:5984/\_utils/document.html?mobilespec\_results/cordova-android-osx-1906-buildbot-vm\_\_4.4.4\_\_sdk

Total failures: 4

Failing tests:

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) save method contacts.spec.22 update a contact

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

at file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:23

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) Round trip Contact tests (creating + save + delete + find) contacts.spec.25 Creating, saving, finding a contact should work

Expected 2 to be 1.

Error: Expected 2 to be 1.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:519:47)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) Round trip Contact tests (creating + save + delete + find) contacts.spec.26 Creating, saving, finding a contact should work, removing it should work

Expected 2 to be 1.

Error: Expected 2 to be 1.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:519:47)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) Round trip Contact tests (creating + save + delete + find) contacts.spec.27 Should not be able to delete the same contact twice

Expected 2 to be 1.

Error: Expected 2 to be 1.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:519:47)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

Expected 1 to be 0.

Error: Expected 1 to be 0.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:577:49)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

</pre>

</div></div>

Description: <p>similar to <a href="https://issues.apache.org/jira/browse/CB-10530" title="App freezes sometimes directly after starting on iOS" class="issue-link" data-issue-key="CB-10530"><del>CB-10530</del></a>, but this one happens every time when I start the app when my device is completely offline (no wifi, no sim inserted). not sure how or if this is offline thing is really related, but at least it's easy to reproduce due to the reason that i happens all the time.<br/>

I have ajax request in the app, but seems not related. I can reproduce the issue even if I skip all the network stuff. The app freezes during start. always on a different line of code. </p>

<p>last log lines show a memory warning<br/>

2016-02-26 22:53:01.674 hokify<span class="error">&#91;849:77467&#93;</span> initPage index<br/>

2016-02-26 22:53:01.724 hokify<span class="error">&#91;849:77467&#93;</span> i am nitialized<br/>

2016-02-26 22:53:01.725 hokify<span class="error">&#91;849:77467&#93;</span> DEVICE READY<br/>

2016-02-26 22:53:01.738 hokify<span class="error">&#91;849:77467&#93;</span> meep<br/>

2016-02-26 22:53:24.951 hokify<span class="error">&#91;849:77467&#93;</span> Received memory warning.<br/>

2016-02-26 22:53:24.967 hokify<span class="error">&#91;849:77467&#93;</span> Received memory warning.<br/>

(lldb) </p>

<p>and after a while the app sends a EXC\_BAD\_ACCESS in a WebThread.</p>

<p>(lldb) bt</p>

<ul>

<li>thread #13: tid = 0x12f07, 0x273bae94 JavaScriptCore`bmalloc::VMHeap::grow() + 116, name = 'WebThread', stop reason = EXC\_BAD\_ACCESS (code=1, address=0xbbadbeef)</li>

<li>frame #0: 0x273bae94 JavaScriptCore`bmalloc::VMHeap::grow() + 116<br/>

frame #1: 0x273b9dfa JavaScriptCore`bmalloc::Heap::allocateLarge(std::\_\_1::lock\_guard&lt;bmalloc::StaticMutex&gt;&amp;, unsigned long) + 78<br/>

frame #2: 0x273b84be JavaScriptCore`bmalloc::Allocator::allocateLarge(unsigned long) + 86<br/>

frame #3: 0x273b8246 JavaScriptCore`bmalloc::Allocator::reallocate(void\*, unsigned long) + 554<br/>

frame #4: 0x26ffdbc4 JavaScriptCore`WTF::StringImpl::reallocate(WTF::PassRefPtr&lt;WTF::StringImpl&gt;, unsigned int, unsigned char\*&amp;) + 44<br/>

frame #5: 0x26ffdb00 JavaScriptCore`void WTF::StringBuilder::reallocateBuffer&lt;unsigned char&gt;(unsigned int) + 64<br/>

frame #6: 0x26ffd522 JavaScriptCore`unsigned char\* WTF::StringBuilder::appendUninitializedSlow&lt;unsigned char&gt;(unsigned int) + 46<br/>

frame #7: 0x26ffd370 JavaScriptCore`WTF::StringBuilder::append(unsigned char const\*, unsigned int) + 64<br/>

frame #8: 0x27241980 JavaScriptCore`JSC::Interpreter::stackTraceAsString(JSC::ExecState\*, WTF::Vector&lt;JSC::StackFrame, 0ul, WTF::CrashOnOverflow, 16ul&gt;) + 84<br/>

frame #9: 0x271ea3ec JavaScriptCore`JSC::ErrorInstance::finishCreation(JSC::ExecState\*, JSC::VM&amp;, WTF::String const&amp;, bool) + 960<br/>

frame #10: 0x270d8f72 JavaScriptCore`JSC::createSyntaxError(JSC::ExecState\*, WTF::String const&amp;) + 82<br/>

frame #11: 0x272a3d4c JavaScriptCore`JSC::JSONProtoFuncParse(JSC::ExecState\*) + 584<br/>

frame #12: 0x272f96fe JavaScriptCore`llint\_entry + 21374<br/>

(lldb) </li>

</ul>

<p>As a side note, I also experience this sometimes when I'm not offline. Couldn't figure out if this is now fixed by 4.1. But I guess not.</p>

<p>update #1<br/>

I also tried to remove cordova-plugin-statusbar and other plugins.. couldn't relate to a plugin causing this. </p>

<p>update #2<br/>

i can reproduce this issue with cordova iOS 3.9, 4.0 and 4.1</p>

Description: <p>Camera options:</p>

<ul class="alternate" type="square">

<li>destinationType: Camera.DestinationType.NATIVE\_URI,</li>

<li>saveToPhotoAlbum: false,</li>

<li>sourceType: Camera.PictureSourceType.CAMERA,</li>

</ul>

<p>Situation: getPicture() on iOS should save the newly taken image into the cordova.file.tempDirectory instead of saving it to the photo album. It completely ignores the saveToPhotoAlbum option.</p>

Description: <p>I recently upgraded to Plugman 1.1.0 from a previous version (not sure which).</p>

<p>It seems like the --www argument is now ignored when installing/removing a plugin, even though it's still documented (and still useful).</p>

<p>Instead, it's always using the default location (e.g. android/assets/www/plugins).</p>

<p>For example, my project is structured like this:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

/myproject

/android (android Cordova project)

/www

index.html

/cordova

/android

</pre>

</div></div>

<p>Here's what happened when I removed and re-installed a plugin:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ cd /myproject

$ plugman -d uninstall --platform android --project android --plugin <span class="code-quote">"cordova-plugin-statusbar"</span> --www www/cordova/android/

Running command: /myproject/android/cordova/version

Command finished with error code 0: /myproject/android/cordova/version

Executing <span class="code-quote">"before\_plugin\_uninstall"</span> hook <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

Uninstalling cordova-plugin-statusbar from android

Beginning processing of action stack <span class="code-keyword">for</span> android project...

Action stack processing complete.

Removing <span class="code-quote">"cordova-plugin-statusbar"</span>

Deleted <span class="code-quote">"cordova-plugin-statusbar"</span>

$ plugman -d install --platform android --project android --plugin <span class="code-quote">"cordova-plugin-statusbar"</span> --www www/cordova/android/

Fetching plugin <span class="code-quote">"cordova-plugin-statusbar"</span> via npm

Copying plugin <span class="code-quote">"/home/.npm/cordova-plugin-statusbar/2.1.1/<span class="code-keyword">package</span>"</span> =&gt; <span class="code-quote">"/myproject/android/cordova/plugins/cordova-plugin-statusbar"</span>

Installing <span class="code-quote">"cordova-plugin-statusbar"</span> <span class="code-keyword">for</span> android

Running command: /myproject/android/cordova/version

Command finished with error code 0: /myproject/android/cordova/version

Executing <span class="code-quote">"before\_plugin\_install"</span> hook <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

Install start <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

Beginning processing of action stack <span class="code-keyword">for</span> android project...

Action stack processing complete.

Install complete <span class="code-keyword">for</span> cordova-plugin-statusbar on android.

Executing <span class="code-quote">"after\_plugin\_install"</span> hook <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

</pre>

</div></div>

<p>The files in www weren't touched.</p>

Description: <p>Currently with Whitelist plugin set to &lt;allow-navigation="<b>://domain.com/</b>"&gt; doesn't allow navigation to other domains including urls embedded using iframe on iOS.<br/>

EG: If I tried to embed a youtube video using iframe tag with only this rule &lt;allow-navigation="<b>://domain.com/</b>"&gt;, it doesn't allow loading of the video in iframe as youtube.com is not listed in allowed domains.<br/>

If we add &lt;allow-navigation="<b>://youtube.com/</b>"&gt; it allows the loading of iframe but will also allow navigation to youtube.com using Javascript i.e window.open('http://youtube.com'). </p>

<p>With current implementation in cordova-ios, I'm not sure if there is any solution to allow a domain navigation in iframe and not allow navigation to that domain using other methods like javascript.</p>

<p>Android ignores the allow-navigation rule for iframe loaded urls, so iOS should be modified to behave the same?</p>

Description: <p>Steps to reproduce:</p>

<p>cordova platform add android<br/>

plugman install --project platforms/android --platform android --plugin cordova-plugin-device<br/>

stat platforms/android/assets/www/cordova\_plugins.js <br/>

<span class="error">&#91;at this point everything is fine&#93;</span><br/>

cordova prepare android<br/>

stat platforms/android/assets/www/cordova\_plugins.js<br/>

stat: platforms/android/assets/www/cordova\_plugins.js: stat: No such file or directory<br/>

plugman install --project platforms/android --platform android --plugin cordova-plugin-device<br/>

Plugin "cordova-plugin-device" already installed on android.<br/>

<span class="error">&#91;At this point you can build your application, but won&#39;t have any plugins in it&#93;</span></p>

<p>How can someone overcome this situation? I want some plugins installed for specific platforms only and I don't want to fork existing plugins only to remove &lt;android&gt; section from plugin.xml</p>

<p>plugman --version<br/>

1.1.0<br/>

cordova --version<br/>

6.0.0<br/>

cordova platform ls<br/>

Installed platforms: android 5.1.0</p>

Description: <p><a href="https://cordova.apache.org/docs/en/latest/guide/support/index.html" class="external-link" rel="nofollow">https://cordova.apache.org/docs/en/latest/guide/support/index.html</a> is missing osx</p>

## Title and Description

Title: [CB-10806] Anchors on events page don't work

Description: <p>On the events page (<a href="http://cordova.apache.org/docs/en/dev/cordova/events/events.html" class="external-link" rel="nofollow">http://cordova.apache.org/docs/en/dev/cordova/events/events.html</a>) there is a table with the available events and the supported platforms.<br/>

The events on that table have anchors to the event documentation, but those anchors don't work.</p>

Title: [CB-10805] menubutton event is not correctly documented

Description: <p>This is the doc for menubutton</p>

<blockquote>

<p>menubutton</p>

<p>The event fires when the user presses the menu button. Applying an event handler overrides the default menu button behavior.<br/>

Quick Example</p>

<p>document.addEventListener("menubutton", onMenuKeyDown, false);</p>

<p>function onMenuKeyDown() </p>

<div class="error"><span class="error">Unknown macro: {

// Handle the back button

}</span> </div></blockquote>

<p>But menubutton event was broken on android. (See <a href="https://issues.apache.org/jira/browse/CB-9949" title="Menu button event not fired in Android" class="issue-link" data-issue-key="CB-9949"><del>CB-9949</del></a>)</p>

<p>When fixed, a change was introduced, to make the menubutton work, now it's required to add this line:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

navigator.app.overrideButton(<span class="code-quote">"menubutton"</span>, <span class="code-keyword">true</span>);

</pre>

</div></div>

<p>But that is not documented anywhere.</p>

<p>I think it should be added as an android quirk as it is supported by blackberry too and I don't think this is needed on blackberry devices.</p>

Title: [CB-10804] cordova create does not throw error when package name is wrong

Description: <div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>[16:18:50][anis@miranda:/tmp]$ cordova create myApp myAppPackage

Creating a new cordova project.

[16:19:02][anis@miranda:/tmp]$ cd myApp

[16:19:07][anis@miranda:/tmp/myApp]$ cordova platform add android

Adding android project...

Error: Error validating package name. Package name must look like: com.company.Name

[16:19:23][anis@miranda:/tmp/myApp]$

</pre>

</div></div>

<p>It would be nice to have a warning about package name issue when project is initially created.</p>

Title: [CB-10803] Slugify scheme does not escape '/'

Description: <p>Anchor reference for this heading:<br/>

How WinJS accesses native/managed code<br/>

in page does not work correctly:<br/>

<a href="http://cordova.apache.org/docs/en/dev/guide/platforms/win8/plugin.html" class="external-link" rel="nofollow">http://cordova.apache.org/docs/en/dev/guide/platforms/win8/plugin.html</a></p>

<p>My guess it is because of the '/' in the title.</p>

Title: [CB-10802] config.xml doc is not clear about supporting url in content src

Description: <p>config.xml doc is not clear about supporting url in content src<br/>

We should state the using a http or https is supported, that this is not recommended as best practice, since corresponding cordova.js and plugin's javascript if served from a remote host can be out of sync with native parts of the Cordova App.</p>

<p>The field it's useful for custom tooling like serving from a local server for debugging or doing some type of live reload.</p>

Title: [CB-10801] [iOS] platform update from 4.0.1 to 4.1.0 removes Resources directory

Description: <p>When doing platform update to 4.1.0, the platforms/ios/&lt;AppName&gt;/Resources directory does not get recreated if it existed before. So things like CDVNotifications.bundle from the dialogs plugin is no longer present in the project. I believe this is a regression due to <a href="https://issues.apache.org/jira/browse/CB-9254" class="external-link" rel="nofollow">https://issues.apache.org/jira/browse/CB-9254</a> so I'm assigning to Steve</p>

Title: [CB-10800] Media plugin freezes ios screen when we play a remote mp3 audio

Description: <p>I am using iPhone iOS 9.2.1 and using following code:</p>

<p>var my\_media = new Media('https://songsx.pk/pk-mp3/dj-viruzzz-new-world-preview-30-seconds/s150619928.mp3');<br/>

my\_media.play();</p>

<p>Duration of this media is 30 seconds.<br/>

Whenever I run above code, my iphone's screen becomes disable / freezes until audio starts playing. I am not able to touch anything. Screen becomes normal when audio starts playing. This issue is not acceptable because it's very serious issue.</p>

<p>Please someone help if possible.</p>

<p>Thanks</p>

Title: [CB-10799] Toolbar is shown in incorrect position if inappbrowser is shown when in-call status bar is active

Description: <p>If the in-call status bar is active when an inappbrowser is shown, and toolbar is set to top, then the toolbar is positioned 20pt lower than it should be and partially covers up the webview.</p>

<p>This does not happen if the inappbrowser is shown and <b>then</b> the in-call status bar is shown.</p>

<p>A similar but related problem happens if the toolbar is positioned at the bottom - there is a 20pt gap between the in-call status bar and the top of the webview. This suggests the issue is happening because the parent view is wrongly positioned 20pt lower than it should be in this situation.</p>

Title: [CB-10798] Cannot create folder into cordova.file.externalRootDirectory on Android 6.x Marshmallow

Description: <p>Cannot create folder into cordova.file.externalRootDirectory on Android 6.x Marshmallow. It always returns encording error (12), while on Android 5.x (Lollipop) the same code works fine.</p>

<p>On Marshmallow devices I can succesfully create folders only into cordova.file.externalDataDirectory.</p>

<p>No matter the value of preference AndroidPersistentFileLocation or AndroidExtraFilesystems.</p>

<p>Code (some ES6, sorry)</p>

<p>This snippet uses WinJS Promises - should work with native promises as well or you can just remove promises and pass succes and fail callbacks. It should create MY\_Folder/test (both folders, like mkdirp) in the SD Card (regardless if emulated or not) root directory. It works fine with 5.x devices, but returns always FileError.ENCODING\_ERR on Marshmallow. </p>

<div class="code panel" style="border-style: solid;border-width: 1px;"><div class="codeHeader panelHeader" style="border-bottom-width: 1px;border-bottom-style: solid;"><b>createDirectory.js</b></div><div class="codeContent panelContent">

<pre class="code-java">

function errorCode(e) {

<span class="code-keyword">var</span> msg = '';

<span class="code-keyword">switch</span> (e.code) {

<span class="code-keyword">case</span> FileError.ABORT\_ERR:

msg = 'ABORT\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.ENCODING\_ERR:

msg = 'ENCODING\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.NOT\_READABLE\_ERR:

msg = 'NOT\_READABLE\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.PATH\_EXISTS\_ERR:

msg = 'PATH\_EXISTS\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.QUOTA\_EXCEEDED\_ERR:

msg = 'QUOTA\_EXCEEDED\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.NOT\_FOUND\_ERR:

msg = 'NOT\_FOUND\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.SECURITY\_ERR:

msg = 'SECURITY\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.INVALID\_MODIFICATION\_ERR:

msg = 'INVALID\_MODIFICATION\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">case</span> FileError.INVALID\_STATE\_ERR:

msg = 'INVALID\_STATE\_ERR';

<span class="code-keyword">break</span>;

<span class="code-keyword">default</span>:

msg = 'Unknown Error';

<span class="code-keyword">break</span>;

};

console.log('Error: ' + msg, <span class="code-quote">"CODE"</span>, e);

<span class="code-keyword">return</span> msg;

}

<span class="code-keyword">const</span> STATIC\_CONTENT\_DIR = 'MY\_Folder/test';

function createDirectory(startDirectory = cordova.file.externalRootDirectory) {

<span class="code-keyword">return</span> <span class="code-keyword">new</span> WinJS.Promise(function(success, fail) {

window.resolveLocalFileSystemURL(startDirectory, function(directory) {

console.log(<span class="code-quote">"FS ROOT"</span>, directory);

function fileGetDir(path, cb) {

console.log(<span class="code-quote">"\*\*\* PATH"</span>, path);

<span class="code-keyword">var</span> fnGetOrCreateDir = function(p, de) {

<span class="code-keyword">var</span> entry = p.shift();

console.log(<span class="code-quote">"PATH"</span>, path);

<span class="code-keyword">if</span> (entry) {

de.getDirectory(entry, {

create: <span class="code-keyword">true</span>,

exclusive: <span class="code-keyword">false</span>

}, function(dirEntry) {

console.log(<span class="code-quote">"CR"</span>, dirEntry);

fnGetOrCreateDir(p, dirEntry);

}, fileFSError);

} <span class="code-keyword">else</span>

<span class="code-keyword">if</span> (cb) cb(de);

};

<span class="code-keyword">if</span> (path) {

<span class="code-keyword">var</span> arPath = path.split(<span class="code-quote">"/"</span>);

fnGetOrCreateDir(arPath, directory.filesystem.root);

} <span class="code-keyword">else</span> {

<span class="code-keyword">if</span> (cb) cb(directory);

}

}

fileGetDir(STATIC\_CONTENT\_DIR, onSuccess);

}, fileFSError);

function fileFSError(e) {

console.log(e.code);

<span class="code-keyword">try</span> {

console.log(<span class="code-quote">"fileFSError: "</span> + JSON.stringify(e) + errorCode(e));

fail(e);

} <span class="code-keyword">catch</span> (err) {

fail(err);

}

}

function onSuccess(dirEntry) {

console.log(dirEntry.fullPath);

success(dirEntry.fullPath)

}

});

}

</pre>

</div></div>

<p>I suspect it has something to do with the way the storage should be handled on Marshmallow, see for instance <a href="http://developer.android.com/guide/topics/data/data-storage.html" class="external-link" rel="nofollow">http://developer.android.com/guide/topics/data/data-storage.html</a> and <a href="https://source.android.com/devices/storage/" class="external-link" rel="nofollow">https://source.android.com/devices/storage/</a></p>

Title: [CB-10797] WKWebView CSS Position:Fixed Moves

Description: <p>CSS fixed position elements exhibit major problems in the WKWebView Engine &#8211; they are not fixed. They move and often break the layout &#8211; to resolve a similar problem in Android we had to go with Crosswalk.</p>

<p>This isn't present in Mobile Safari so we've been looking at moving to Crosswalk since support for iOS is coming soon. Not sure if this is an Apple or Cordova bug; I'd prefer to stick with WKWebView if the latter.</p>

<p>Example of affected app: <a href="https://itunes.apple.com/en/app/apex-online-racing/id1087710643?mt=8" class="external-link" rel="nofollow">https://itunes.apple.com/en/app/apex-online-racing/id1087710643?mt=8</a> (when you scroll down, the header adds a class to position-fix the navigation at the top, broken in WKWebView)</p>

Title: [CB-10796] In-call status bar causes content to shift down (as expected) then jump up again

Description: <p>Issue happens with 2.0.0, 2.1.0 and 2.1.1 but works correctly in 1.0.1</p>

<p>Create a new Cordova project. Add statusbar, device and console plugins.</p>

<p>Run in iOS simulator and press Command-Y to toggle the enlarged "in-call status bar".</p>

<p>The page content slides down as expected but then immediately jumps back up, so it is partially covered by the status bar.</p>

<p>See attached screen capture.</p>

Title: [CB-10795] [InAppBrowser] Circular loop if app had an intent-filter defined for the URL being opened

Description: <p>Consider the following scenario:</p>

<p>1. App "X" has an intent-filter defined that says it can open URLs for "www.example.com". (e.g., using <a href="https://github.com/EddyVerbruggen/Custom-URL-scheme" class="external-link" rel="nofollow">https://github.com/EddyVerbruggen/Custom-URL-scheme</a> plugin)<br/>

2. App "X" wants to launch a specific URL on www.example.com in the system browser.<br/>

3. App "X" uses InAppBrowser plugin and calls <tt>window.open</tt> with <tt>\_system</tt> as the target.</p>

<p>Actual:<br/>

Since the app itself has an intent-filter defined for "www.example.com", InAppBrowser will just re-launch the app with the intent. In some cases, if a default handler is not chosen, one will get a chooser, however the app will still be listed as the default option.</p>

<p>Expected:<br/>

The app should be able to launch the URL in the system browser to avoid a circular redirect.</p>

<p>There is some discussion of this issue on stackoverflow:<br/>

<a href="http://stackoverflow.com/questions/18682833/how-to-exclude-a-specific-application-from-action-view-intent" class="external-link" rel="nofollow">http://stackoverflow.com/questions/18682833/how-to-exclude-a-specific-application-from-action-view-intent</a><br/>

<a href="http://stackoverflow.com/questions/29529027/open-url-in-browser-even-though-my-app-registered-an-intent-filter-for-it" class="external-link" rel="nofollow">http://stackoverflow.com/questions/29529027/open-url-in-browser-even-though-my-app-registered-an-intent-filter-for-it</a></p>

<p>I think it might be reasonable for InAppBrowser, in <tt>openExternal</tt>, to explicitly remove the current app from the list.</p>

Title: [CB-10794] coho merge-pr should always ammend to have author always set to a committer

Description: <p>When running <br/>

coho merge-pr --pr &lt;#pr&gt;</p>

<p>If its a ff-only it will not update the committer, both author and committer fields will remain, in certain cases when the person that submitted the pr is not a committer it will be log as the committer.</p>

<p>This will leaves unclear which committer was the one that committed the commit in to the repo.</p>

Title: [CB-10793] When I'm adding android platform getting the "Command failed with exit code ENOENT" in CLI

Description:

Title: [CB-10792] Cannot install cordova-plugin-globalization with cordova-windows on Ubuntu

Description: <p>When installing cordova-plugin-globalization with the cordova-windows platform on Ubuntu the following error results.</p>

<p>Installing "cordova-plugin-globalization" for windows<br/>

Failed to install 'cordova-plugin-globalization':CordovaError: Uh oh!<br/>

"/home/charan/Desktop/DevOpsApp/plugins/cordova-plugin-globalization/src/Windows/GlobalizationProxy.winmd" not found!<br/>

at copyFile (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:173:36)<br/>

at handlers.framework.install (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:80:17)<br/>

at Object.ActionStack.process (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/node\_modules/cordova-common/src/ActionStack.js:56:25)<br/>

at Api.addPlugin (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/Api.js:208:20)<br/>

at handleInstall (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:601:6)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:385:28<br/>

at \_fulfilled (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:787:54)<br/>

at self.promiseDispatch.done (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:816:30)<br/>

at Promise.promise.promiseDispatch (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:749:13)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:509:49<br/>

Failed to install 'cordova-plugin-mfp':CordovaError: Uh oh!<br/>

"/home/charan/Desktop/DevOpsApp/plugins/cordova-plugin-globalization/src/Windows/GlobalizationProxy.winmd" not found!<br/>

at copyFile (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:173:36)<br/>

at handlers.framework.install (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/lib/PluginHandler.js:80:17)<br/>

at Object.ActionStack.process (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/node\_modules/cordova-common/src/ActionStack.js:56:25)<br/>

at Api.addPlugin (/home/charan/Desktop/DevOpsApp/platforms/windows/cordova/Api.js:208:20)<br/>

at handleInstall (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:601:6)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/cordova-lib/src/plugman/install.js:385:28<br/>

at \_fulfilled (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:787:54)<br/>

at self.promiseDispatch.done (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:816:30)<br/>

at Promise.promise.promiseDispatch (/usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:749:13)<br/>

at /usr/local/nodejs/lib/node\_modules/cordova/node\_modules/q/q.js:509:49</p>

Title: [CB-10791] Add adjustLoggerLevel to cordova-common.CordovaLogger

Description:

Title: [CB-10790] contact plugin shows null value for phonenumber,name,email. only returns id

Description: <p>contact plugin shows null value for phonenumber,name,email. only returns id</p>

Title: [CB-10789] 'Connection' undefined

Description: <p>The "Connection" object is undefined.</p>

<p>Everything else about the plugin works correctly. I have to define the "Connection" object myself for it to work.</p>

<p>The Connection.js exists in the platform directly, so the plugin is loaded correctly. It seems to have not been exported correctly.</p>

<p>Is there a way to access it from another location, such as navigator.Connection ?</p>

Title: [CB-10788] Cordova-browser platform release March 4, 2016

Description: <p>Following steps at <a href="https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md</a></p>

Title: [CB-10787] camera.getPicture() returns empty string when file name has special chars

Description: <p>When using camera.getPicture() with sourceType PHOTOLIBRARY I get an empty string when choosing a file with a name that contains special chars.</p>

<p>For example: äöüß.jpg</p>

Title: [CB-10786] Handle command aliases with CLI help

Description: <p>Calling a command alias help currently outputs cordova help instead of alias' one:</p>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>cordova plugin --help

Synopsis

cordova plugin &lt;command&gt; [options]

Manage project plugins

...

</pre>

</div></div>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>cordova plugins --help

Synopsis

cordova command [options]

Global Commands

create ............................. Create a project

help ............................... Get help for a command

...

</pre>

</div></div>

Title: [CB-10785] after update to iOS 4.1.0，something is disappear

Description:

Title: [CB-10784] Unable to use Cordova Plugins that use a native view directly on pickContacts callback.

Description: <p>I attempted to open a native dialog directly after a using pickContacts and receive the following error on iOS.</p>

<p>navigator.contacts.pickContact(onContactItemPickedSuccess, onContactItemPickedError);<br/>

function onContactItemPickedSuccess(contact) </p>

{

navigator.notification.confirm(…);

}

<p>Warning: Attempt to present &lt;UIAlertController: 0x14a83600&gt; on &lt;CDVContactsPicker: 0x151e7400&gt; whose view is not in the window hierarchy!</p>

<p>A workaround is wrap the confirmation code using a JavaScript setTimeout for 1000ms.</p>

<p>I’ve dug into the Objective C code and what I suspect is happening is that the successCallback is called before the animation for closing the CDVContactsPicker has finished.</p>

<p>I’ve tested moving the callback after the close animation and my issue is resolved. I will include a pull request in the comments.</p>

<p>The only potential problem I see with this is the original author may have decided to return before animation close so that a user could update the HTML behind the contactPicker therefore appearing to load much faster.</p>

Title: [CB-10783] Flaky media test in iOS

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.17 duration should be set properly

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL. in file:<span class="code-comment">///Users/buildbot/Library/Developer/CoreSimulator/Devices/DA6D3C8F-39BE-486B-A6DB-362B7BA75FD3/data/Containers/Bundle/Application/746B9F0F-004E-4950-B441-DB5A505104FB/mobilespec.app/www/cdvtests/jasmine-2.2.0/jasmine.js (line 1764)

</span> file:<span class="code-comment">///Users/buildbot/Library/Developer/CoreSimulator/Devices/DA6D3C8F-39BE-486B-A6DB-362B7BA75FD3/data/Containers/Bundle/Application/746B9F0F-004E-4950-B441-DB5A505104FB/mobilespec.app/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:32</span>

</pre>

</div></div>

<p>Shows up sometimes in the CI</p>

Title: [CB-10782] Occasional failure in file transfer tests causing mobilespec crash

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

Dumping logs starting from 1620000

Running command:

wevtutil qe Microsoft-Windows-AppHost/ApplicationTracing /q:<span class="code-quote">"\*[<span class="code-object">System</span> [TimeCreated[timediff(@SystemTime)&lt;=1620000]]]"</span> /e:root

Running command:

wevtutil qe Microsoft-Windows-AppHost/Admin /q:<span class="code-quote">"\*[<span class="code-object">System</span> [TimeCreated[timediff(@SystemTime)&lt;=1620000]]]"</span> /e:root

Channel: Microsoft-Windows-AppHost/Admin

Time Created: 2016-03-03T13:34:20.496347300Z

<span class="code-object">Process</span> ID: 19324

Document File: /www/cdvtests/index.html

Display Name: mobilespec

Error Description: {<span class="code-quote">"exception"</span>:{<span class="code-quote">"description"</span>:<span class="code-quote">"Expected a spy, but got Function."</span>,<span class="code-quote">"stack"</span>:<span class="code-quote">"Error: Expected a spy, but got Function.\n at compare (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:2708:11)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:1358:7)\n at uploadFail (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer-tests/tests.js:1089:25)\n at errorCallback (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/www/FileTransfer.js:152:9)\n at cordova.callbackFromNative (ms-appx://org.apache.mobilespec/www/cordova.js:295:38)\n at cordova.callbackError (ms-appx://org.apache.mobilespec/www/cordova.js:282:9)\n at onError (ms-appx://org.apache.mobilespec/www/cordova.js:895:17)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:134:17)\n at CompletePromise\_then (ms-appx://microsoft.winjs.2.0/js/base.js:1950:21)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:133:13)"</span>},<span class="code-quote">"error"</span>:<span class="code-keyword">null</span>,<span class="code-quote">"promise"</span>:{<span class="code-quote">"\_value"</span>:{<span class="code-quote">"description"</span>:<span class="code-quote">"Expected a spy, but got Function."</span>,<span class="code-quote">"stack"</span>:<span class="code-quote">"Error: Expected a spy, but got Function.\n at compare (ms-appx://org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:2708:11)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:1358:7)\n at uploadFail (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer-tests/tests.js:1089:25)\n at errorCallback (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/www/FileTransfer.js:152:9)\n at cordova.callbackFromNative (ms-appx://org.apache.mobilespec/www/cordova.js:295:38)\n at cordova.callbackError (ms-appx://org.apache.mobilespec/www/cordova.js:282:9)\n at onError (ms-appx://org.apache.mobilespec/www/cordova.js:895:17)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:134:17)\n at CompletePromise\_then (ms-appx://microsoft.winjs.2.0/js/base.js:1950:21)\n at Anonymous function (ms-appx://org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:133:13)"</span>},<span class="code-quote">"\_isException"</span>:<span class="code-keyword">true</span>,<span class="code-quote">"\_errorId"</span>:2},<span class="code-quote">"id"</span>:2}

</span>Stack Trace: Error: Expected a spy, but got Function.

at compare (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:2708:11)

</span> at Anonymous function (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cdvtests/jasmine-2.2.0/jasmine.js:1358:7)

</span> at uploadFail (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer-tests/tests.js:1089:25)

</span> at errorCallback (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/www/FileTransfer.js:152:9)

</span> at cordova.callbackFromNative (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cordova.js:295:38)

</span> at cordova.callbackError (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cordova.js:282:9)

</span> at onError (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/cordova.js:895:17)

</span> at Anonymous function (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:134:17)

</span> at CompletePromise\_then (ms-appx:<span class="code-comment">//microsoft.winjs.2.0/js/base.js:1950:21)

</span> at Anonymous function (ms-appx:<span class="code-comment">//org.apache.mobilespec/www/plugins/cordova-plugin-file-transfer/src/windows/FileTransferProxy.js:133:13)</span>

</pre>

</div></div>

<p>Started showing up in the Windows Store 8.1 CI yesterday, but only happens intermittently.</p>

Title: [CB-10781] Combine Audio Files

Description: <p>Related to <a href="https://issues.apache.org/jira/browse/CB-10776" title="Add the ability to pause and resume an audio recording" class="issue-link" data-issue-key="CB-10776">CB-10776</a>. If we are unable to pause recording it would be beneficial to users to be able to combine two audio recordings into a single file. This would allow developers to give the impression that you can pause and resume audio recordings.</p>

Title: [CB-10780] Return waveform data while recording

Description: <p>While we are recording audio we should be able to return the volume of the current sample so that the UI can use it to draw a waveform. This is very useful for users to be able to tell if their voice is being recorded properly.</p>

Title: [CB-10779] Cordova-OSX Platform Release March 3, 2016

Description: <p>"Following steps at <a href="https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-coho/blob/master/docs/platforms-release-process.md</a>"</p>

Title: [CB-10778] Documentation inaccurate

Description: <h3><a name="Issue1%3A"></a>Issue 1:</h3>

<p><a href="https://github.com/apache/cordova-plugin-whitelist" class="external-link" rel="nofollow">https://github.com/apache/cordova-plugin-whitelist</a> states:</p>

<p>"Intent Whitelist ... does not apply to plugins, only hyperlinks and calls to window.open()."</p>

<p>At least on Android, &lt;allow-intent&gt; doesn't seem to affect window.open calls when InAppBrowser is installed. For example, this doesn't use the whitelist:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

window.open('market:<span class="code-comment">//details?id=com.example.android', '\_system');</span>

</pre>

</div></div>

<p>but this does:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

window.location = 'market:<span class="code-comment">//details?id=com.example.android';</span>

</pre>

</div></div>

<h3><a name="Issue2%3A"></a>Issue 2:</h3>

<p><a href="https://github.com/apache/cordova-plugin-whitelist" class="external-link" rel="nofollow">https://github.com/apache/cordova-plugin-whitelist</a> states:</p>

<p>"Navigation Whitelist...controls which URLs the WebView itself can be navigated to. Applies to top-level navigations only. Quirks: on Android it also applies to iframes for non-http(s) schemes."</p>

<p>On iOS, this seems to apply to iframes as well. If I insert an iframe into the top-level page, it won't be loaded without an &lt;allow-navigation&gt; entry for the iframe's src.</p>

Title: [CB-10777] Fix documentation for Android version code

Description: <p>In config.xml, we are using the wrong name for the android version code attribute of the widget tag. Should be <tt>android-versionCode</tt> and not <tt>versionCode</tt>. We also need to restore the documentation on how the version code is calculated and add a big warning about it.</p>

Title: [CB-10776] Add the ability to pause and resume an audio recording

Description: <p>You have the ability to start and stop a recording but there is no way to pause the recording. I would like to add the functionality so that a user could pause recording and resume it later. The output once the recoding is stopped should be a single audio file no matter how many times the pause API was invoked.</p>

Title: [CB-10775] All plugins removed after update to 4.1.0 ios

Description: <p>I have updated to Cordova 4.1.0 due to the problems 4.0.1 had.</p>

<p>Now all my plugins are gone in the IONIC app.</p>

Title: [CB-10774] CDVUIWebView performs javascript synchronous, but command queue expects it to be async

Description: <p>From <a href="https://issues.apache.org/jira/browse/CB-10530" class="external-link" rel="nofollow">https://issues.apache.org/jira/browse/CB-10530</a> regarding app freezing at launch.</p>

<p>...<br/>

However I was not sure about why the timer resolves due to long script execution times though. It seems like the intention is that whenever gap://ready is loaded in the iframe, the immediate response from the native side should be to call nativeFetchMessages() which should clear the timeout.</p>

<p>Therefore I dug a little deeper in the native side, and found that the evaluateJavaScript:completionHandler: in CDVCommandQueue expects implementation to to be async (a comment in the code says so), but the CDVUIWebViewEngine method actually is implemented synchronous.<br/>

I wrapped the entire method in a dispatch\_async call (maybe a very naive solution, it might mess with references?):</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

dispatch\_async(dispatch\_get\_main\_queue(), ^{

NSString\* ret = [(UIWebView\*)\_engineWebView stringByEvaluatingJavaScriptFromString:javaScriptString];

<span class="code-keyword">if</span> (completionHandler)

{ completionHandler(ret, nil); }

});

</pre>

</div></div>

<p>This also solves the original issue on cordova-ios 4.0.1 as the timeout never resolves, so maybe asyncing this method should also be a part of the proper fix?</p>

Title: [CB-10773] Incorrect path separator in FRAMEWORK\_SEARCH\_PATHS with custom framework from plugin.xml

Description: <p>When an iOS project is created and a plugin with custom frameworks is added on Windows, the path separator in FRAMEWORK\_SEARCH\_PATHS of the pbxproj file is incorrect. It has the Windows path separator. This causes build issues when the project is moved to OSX and built in Xcode.</p>

<p>This is ultimately coming from the xcode npm package. I have opened up an issue with that module with a suggested solution: <a href="https://github.com/alunny/node-xcode/issues/80" class="external-link" rel="nofollow">https://github.com/alunny/node-xcode/issues/80</a></p>

<p>Once it is fixed there, we will need to refresh our version of the xcode npm package in our node\_modules for cordova-ios</p>

Title: [CB-10772] ios 6 lost 20px in the statusbar when location.reload()

Description: <p>when you use location.reload() for restart the app, the statusbar overlay the webview (lost the 20px in the top). im using ios 6</p>

Title: [CB-10771] plugin-file-transfer upload on windows fails when params has a key with a null value

Description: <p>In the windows version of plugin-file-transfer, if you set the options such that a key inside the params object has a null value: e.g.</p>

<p>var options = { params: </p>

{ keyName: null }

<p> }</p>

<p>Then it will fail to upload with an INVALID\_URL error because an exception occurs trying to convert the key keyName into a transfer chunk.</p>

<p>This does not cause an error in the ios or android versions.</p>

Title: [CB-10770] cordova cli not adding platform via npm specifying new version before 24 hours of release

Description: <p>A new release of platform ios cordova-ios@4.1.0 is published to NPM</p>

<p>User tries to install with $ cordova platform ios@4.1.0</p>

<p>At the time of this command the npm cache information for the pacakge cordova-ios in ~/.cordova/lib/npm\_cache/registry.npmjs.org/cordova-ios/.cache.json doesn't have the information about 4.1.0 and the file is not older than 24 hours.</p>

<p>cordova cli is configured with npm cache-min = 3600\*24 (24 hours)<br/>

If the file in the cache is not older than 24 hours npm will not check the registry. and requested package cordova-ios@4.1.0 is not added to the cache.</p>

<p>There is no err catch for this case in the cordova-lib <span class="error">&#91;1&#93;</span></p>

<p><span class="error">&#91;1&#93;</span>: <a href="https://github.com/apache/cordova-lib/blob/master/cordova-lib/src/cordova/lazy\_load.js#L158" class="external-link" rel="nofollow">https://github.com/apache/cordova-lib/blob/master/cordova-lib/src/cordova/lazy\_load.js#L158</a></p>

Title: [CB-10769] Plugin handlers tests for iOS should be kept in platform's repo

Description:

Title: [CB-10768] Use cordova-common.superspawn in GradleBuilder

Description:

Title: [CB-10767] cordova-plugin-camera： error to get picture from album on android @version 2.0.0 and 2.1.0

Description: <p>For cordova-plugin-camera<br/>

got error 'Error retrieving image.' when select image from album (java errror message is open failed: EISDIR (Is a directory)) from 2.0.0<br/>

this worked on version 1.2.0<br/>

taking photo works well</p>

Title: [CB-10766] resume and pause events not firing in Windows / Windows Phone 8.1 and 10

Description: <p>I have generated Cordova app and added windows platform to it. I am using Visual Studio 2015 to open the project and app runs just fine. For me it is very important to subscribe to certain Cordova events. Among others: deviceready, resume and pause. I subscribe to deviceready like this in index.js:</p>

<p>document.addEventListener('deviceready', this.onDeviceReady, false);</p>

<p>And I get this event fired by Cordova and received when running the app on Windows Phone 8.1, Windows Phone (with Windows 10) and Windows 10 (desktop).</p>

<p>After 'deviceready' event is fired, I am subscribing to 'resume' and 'pause' events. I tried with single and double quotes (it doesn't look like it should make any difference):</p>

<p>document.addEventListener('resume', onResume, false);<br/>

document.addEventListener('pause', onPause, false);</p>

<p>But these events are not getting fired when I bring my app to background/foreground. I was testing while debugging or if app is built in release mode. No way that I can trigger any of these methods (onResume or onPause). Only way I saw onPause getting triggered is when I debug app in Visual Studio and once I hit Stop button (to terminate debugging session), in that moment onPause gets triggered.</p>

<p>Is this known bug or "normal" behaviour?</p>

Title: [CB-10765] When restarting the Windows Application it taking the user to log in page.

Description: <p>Issue Definition: <br/>

==================<br/>

I have an Html 5, JavaScript application for Windows Phone. I observe that the application goes back to the log in page if I follow the below steps.</p>

<p>1. I log into the application and I an inside the application.<br/>

2. Now I press the home button the application goes to task manager.<br/>

3. Now I slide right and open the app from installed applications.<br/>

4. Then the application again takes me to the login screen.</p>

<p>I observe that the same behavior works fine when I launch the application from Task manager (in step 2) instead of installed applications.</p>

<p>Environment:<br/>

=================<br/>

Windows Phone 8.1 <br/>

Cordova</p>

Title: [CB-10764] Remove emoji in cordova-plugin-splashscreen

Description:

Title: [CB-10763] Remove emoji in cordova-plugin-network-information

Description:

Title: [CB-10762] Fix the link in Icons page

Description:

Title: [CB-10761] cordova prepare does not restore saved plugins with no version

Description: <p>If you give a plugin element in config.xml but do not give the <tt>spec</tt> attribute like so:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

&lt;plugin name=<span class="code-quote">"cordova-plugin-inappbrowser"</span> /&gt;

</pre>

</div></div>

<p>Then when you run <tt>cordova prepare</tt> the CLI will not install the plugin but will print out a message saying that it is installing it.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ cordova prepare

Discovered plugin <span class="code-quote">"cordova-plugin-inappbrowser"</span> in config.xml. Installing to the project

</pre>

</div></div>

<p>Giving the <tt>spec</tt> attribute causes the same message but the plugin will actually be installed. I'm not sure what the intended behavior is, but we need to fix it and add some test cases.</p>

Title: [CB-10760] config.xml reference does not document plugin element

Description: <p>The example config.xml on the bottom of the page actually uses this tag, but I also believe the example is incorrect. The <tt>version</tt> attribute should be <tt>spec</tt>. See <a href="http://cordova.apache.org/docs/en/dev/config\_ref/index.html#sample-config-xml" class="external-link" rel="nofollow">http://cordova.apache.org/docs/en/dev/config\_ref/index.html#sample-config-xml</a></p>

Title: [CB-10759] Add History in inappbrowser

Description: <p>Hi,</p>

<p>it would be great to have History in inappbrowser.</p>

<p>For example, to save, say, 10 last visited pages internally and have a way to start the browser (via cordova.InAppBrowser.open) with last page (or any of 10 last visited pages) and navigate back and forward through navigation stack.</p>

<p>Thanks.</p>

Title: [CB-10758] Document how Android plugins can integrate with NDK

Description: <p>It will be great to add a scenario documentation for this here: </p>

<p><a href="https://github.com/apache/cordova-docs/blob/master/www/docs/en/dev/guide/platforms/android/plugin.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-docs/blob/master/www/docs/en/dev/guide/platforms/android/plugin.md</a></p>

Title: [CB-10757] device and status bar plugins causing iPhone 6 (iOS 9.2) and up to stuck

Description: <p>Hi,<br/>

I recently working on iOS app project and started using 2 plugins:<br/>

cordovan-plugin-device version 1.1.1<br/>

cordoba-plugin-statusbar version 2.1.1</p>

<p>I came to notice both plugins works fine on android and on iOS only with<br/>

iPhone 5s and down.</p>

<p>When trying to start the app on iPhone 6 or iPhone 6s or iPhone 6 plus<br/>

on xcode simulator or real device - the app doesn't show logs on console,<br/>

also get stuck on white screen after splash appears.</p>

<p>when removing those 2 plugins (also check each in separate)<br/>

the app works fine and up.</p>

<p>As stated i work with Mac OS X El Capitan (10.11.3), iOS 9.2, Cordova 6.0.0, Xcode 7.2.1</p>

<p>Thanks,<br/>

Shai.</p>

Title: [CB-10756] Camera feature doesn't work if quality greater than 50

Description: <p>Http Post request fails if Camera image passed as a Data URI which is captured by cordova image capture plugin.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$http({url:ServerURL+'/pgas-bbmp-portlet/requestprocess.<span class="code-keyword">do</span>' ,

method: <span class="code-quote">"POST"</span>,

params: {

userId:$rootScope.user!=undefined?$rootScope.user.userid:0,

imageData:$rootScope.limgData

}

})

.then(function(response) {

console.log(response.data);

console.log(response.status);

}

,function(response) {

console.log(response.data);

console.log(response.status);

});

where $rootScope.limgData is imageData got from Success fn of navigator.camera.getPicture()

Camera Options:

<span class="code-keyword">var</span> options = {

quality:100,

destinationType: Camera.DestinationType.DATA\_URL,

sourceType: Camera.PictureSourceType.CAMERA,

allowEdit: <span class="code-keyword">false</span>,

encodingType: Camera.EncodingType.JPEG,

targetWidth: 200,

targetHeight: 200,

popoverOptions: CameraPopoverOptions,

saveToPhotoAlbum: <span class="code-keyword">false</span>,

correctOrientation:<span class="code-keyword">true</span>

};

</pre>

</div></div>

Title: [CB-10755] Add support for android:allowBackup preference in AndroidManifest

Description:

Title: [CB-10754] ErrorURL setting is in lower case on Android, does not match the docs

Description: <p>When working with the latest Cordova and investigating <a href="https://issues.apache.org/jira/browse/CB-10705" title="Backbutton not working when an error page is set in cordova" class="issue-link" data-issue-key="CB-10705"><del>CB-10705</del></a>, I found that the settings for errorUrl were wrong in the docs. errorUrl in Android is lower case, and it's a string, same as it is in iOS. Android seems to say it's a URL, even though it's just XML and Java URI/URL types are not relevant on that page.</p>

Title: [CB-10753] InAppBrowser will not work with iframe embedded

Description: <p>When a Cordova app has an iframe within its index.html page and this iframe has a link with target set to "\_blank", then InAppBrowser will not open a new webview layer. Instead, the whole root webview of the app will be redirected to the url set in the link and there is no way back! This is a true nightmare and needs to be fixed.</p>

Title: [CB-10752] ios 6 lost 20px in the statusbar when rotate the device (portrait mode)

Description: <p>when the app its fixed on portrait and you rotate the device lost the 20px in the top and the webview stay under the statusbar. this bug its just in ios 6<br/>

It happens to if you execute location.reload();</p>

<p>&lt;preference name="orientation" value="portrait" /&gt;<br/>

&lt;preference name="StatusBarOverlaysWebView" value="true" /&gt;<br/>

&lt;gap:plugin name="cordova-plugin-statusbar" source="npm" version="2.1.1" /&gt;</p>

<p>StatusBar.show();</p>

Title: [CB-10751] Cordova CLI terminate batch files

Description: <p>If you create a file test.cmd file with the following 3 lines:</p>

<p>echo hello<br/>

cordova -v<br/>

echo world</p>

<p>and run it in a DOS window, it terminates after displaying the cordova version and doesn't run the 2nd echo command. This occurs whatever arguments you give cordova in a batch file.</p>

Title: [CB-10750] Make Appium tests fail fast if the state is irrecoverable

Description: <p>Currently the tests would try to recreate the session before each spec which results in very long waiting time and then the spec fails anyway because the session is irrecoverable.<br/>

Example:</p>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>Failing with message: [context("WEBVIEW\_org.apache.mobilespec")] Error response status: 6

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:18:40 GMT] Spec failed: camera.ui.spec.5.14 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:18:40 GMT] Starting new spec: camera.ui.spec.5.15 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:21:40 GMT] Spec failed: camera.ui.spec.5.15 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:21:40 GMT] Starting new spec: camera.ui.spec.5.16 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:24:40 GMT] Spec failed: camera.ui.spec.5.16 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:24:40 GMT] Starting new spec: camera.ui.spec.5.17 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:27:40 GMT] Spec failed: camera.ui.spec.5.17 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:27:40 GMT] Starting new spec: camera.ui.spec.5.18 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

[MEDIC LOG Mon, 29 Feb 2016 08:30:40 GMT] Spec failed: camera.ui.spec.5.18 Combining options

[MEDIC LOG Mon, 29 Feb 2016 08:30:40 GMT] Starting new spec: camera.ui.spec.5.19 Combining options

Failed expectation: Something went wrong: the stopFlag is on. Please see the log for more details.

Failing with message: Something went wrong: the stopFlag is on. Please see the log for more details.

&gt; CALL currentContext()

&gt; GET /session/:sessionID/context

&gt; CALL quit()

&gt; DELETE /session/:sessionID

Ending your web drivage..

etc...

</pre>

</div></div>

<p>The proposed behavior is to try to recover the session after failure and if it fails, every remaining spec would fail fast.</p>

Title: [CB-10749] Use cordova-common.CordovaLogger in cordova-android

Description: <p>We need to replace custom logging in CLI and platforms with now default implementation from <a href="https://issues.apache.org/jira/browse/CB-10176" title="Cordova-common should contain a default logger implementation." class="issue-link" data-issue-key="CB-10176"><del>CB-10176</del></a>. </p>

Title: [CB-10748] Use cordova-common.CordovaLogger in CLI

Description: <p>We need to replace custom logging in CLI and platforms with now default implementation from <a href="https://issues.apache.org/jira/browse/CB-10176" title="Cordova-common should contain a default logger implementation." class="issue-link" data-issue-key="CB-10176"><del>CB-10176</del></a>.</p>

Title: [CB-10747] Android 5 material theme buttons not wrapping

Description: <p>Buttons with long texts are squeezed out of view on Android 5 lollipop dialogs. See: <a href="http://stackoverflow.com/q/27187353" class="external-link" rel="nofollow">http://stackoverflow.com/q/27187353</a>. An update is in the works: <a href="https://code.google.com/p/android/issues/detail?id=182741" class="external-link" rel="nofollow">https://code.google.com/p/android/issues/detail?id=182741</a> but in the mean time, maybe a workaround could be implemented, such as described here: <a href="http://stackoverflow.com/a/32001524/1317564" class="external-link" rel="nofollow">http://stackoverflow.com/a/32001524/1317564</a></p>

Title: [CB-10746] Release cordova-android 5.1.1 on npmjs

Description: <p>cordova-android version 5.1.1 has been tagged and release notes have been created. However, hasn't actually been released on npmjs. This means that it can't be actually be used (except when depending on the git repository).</p>

Title: [CB-10745] InAppBrowser application on iOS 9.2 / iPad 3 only

Description: <p>I'm starting to receive crash reports about users using an iPad 3 using iOS 9.2. When I look into the crash reports I'm seeing the following in " CDVInAppBrowser.m"</p>

<ul class="alternate" type="square">

<li>(void)viewDidUnload

{

[self.webView loadHTMLString:nil baseURL:nil];

[CDVUserAgentUtil releaseLock:&amp;\_userAgentLockToken];

[super viewDidUnload];

}</li>

</ul>

<p>XCode is saying that "loadHTMLString" "Null passed to a callee that requires a non-null argument."</p>

<p>And in the iOS documentation <a href="https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIWebView\_Class/#//apple\_ref/occ/instm/UIWebView/loadHTMLString:baseURL:" class="external-link" rel="nofollow">https://developer.apple.com/library/ios/documentation/UIKit/Reference/UIWebView\_Class/#//apple\_ref/occ/instm/UIWebView/loadHTMLString:baseURL:</a> </p>

<p>I'm not sure why this only occurs for one specific user on iPad 3 and I can't seem to reproduce the problem in the simulator. </p>

<p>Question 1: How to fix?<br/>

Question 2: According to the user the crash happens immidiately when starting my cordova app before a button is pressed to open the inAppBrowser. When does viewDidUnload get called? I have no experience with objective C. I'm making a wild guess this is garbage collection for iOS.</p>

Title: [CB-10744] Fragment links in docs don't work in many cases

Description: <p>Cases that don't work:</p>

<ul class="alternate" type="square">

<li>using <tt>name="X"</tt> for fragment anchors</li>

<li>using special characters in IDs</li>

</ul>

Title: [CB-10743] deviceready not firing and shut down immediately that only in windows

Description: <p>well...<br/>

I know it is Unbelievable<br/>

but the deviceready not firing that only in windows (Android 5.1.0 and iOS 4.0.1 have no this problem)<br/>

when I use these html code(index.html)，in Android and iOS，it will show the alert window immediately<br/>

but when in Windows，it will shut down immediately (after about 1-2 seconds)<br/>

by the way，in order to test，I don't use any core or 3rd plugins</p>

<p>&lt;!doctype html&gt;<br/>

&lt;html&gt;<br/>

&lt;head&gt;<br/>

&lt;meta charset="utf-8"&gt;<br/>

&lt;meta name="viewport" content="width=device-width, initial-scale=1, minimum-scale=1, maximum-scale=1, user-scalable=0"&gt;<br/>

&lt;title&gt;XXX&lt;/title&gt;<br/>

&lt;script src="cordova.js" type="text/javascript"&gt;&lt;/script&gt;<br/>

&lt;script type="text/javascript"&gt;<br/>

document.addEventListener("deviceready", initialize, false);<br/>

function initialize() </p>

{ alert('cordova'); }

<p>&lt;/script&gt;<br/>

&lt;/head&gt;</p>

<p>&lt;body&gt;<br/>

&lt;/body&gt;<br/>

&lt;/html&gt;</p>

Title: [CB-10742] putImageData doesn't work after a drawImage on Canvas

Description: <p>Full code that can be tested on this url: <a href="http://www.w3schools.com/html/tryit.asp?filename=tryhtml5\_canvas\_tut\_img" class="external-link" rel="nofollow">http://www.w3schools.com/html/tryit.asp?filename=tryhtml5\_canvas\_tut\_img</a></p>

<p>&lt;!DOCTYPE html&gt;<br/>

&lt;html&gt;<br/>

&lt;body&gt;</p>

<p>&lt;p&gt;Image to use:&lt;/p&gt;<br/>

&lt;img id="scream" src="img\_the\_scream.jpg" alt="The Scream" width="220" height="277"&gt;</p>

<p>&lt;p&gt;Canvas to fill:&lt;/p&gt;<br/>

&lt;canvas id="myCanvas" width="250" height="300"<br/>

style="border:1px solid #d3d3d3;"&gt;<br/>

Your browser does not support the HTML5 canvas tag.&lt;/canvas&gt;</p>

<p>&lt;p&gt;&lt;button onclick="myCanvas()"&gt;Try it&lt;/button&gt;&lt;/p&gt;</p>

<p>&lt;script&gt;<br/>

function myCanvas() </p>

{

var c = document.getElementById("myCanvas");

var ctx = c.getContext("2d");

var img = document.getElementById("scream");

ctx.drawImage(img,10,10);

ctx.fillStyle = "red";

ctx.fillRect(10, 10, 50, 50);

var imgData = ctx.getImageData(10, 10, 50, 50);

ctx.putImageData(imgData, 10, 70);

}

<p>&lt;/script&gt;</p>

<p>&lt;/body&gt;<br/>

&lt;/html&gt;</p>

Title: [CB-10741] Plugin Installation failed(Showing Failed to install 'cordova-plugin-app-version':TypeError: Uh oh! Object #<Object> has no method 'parse')

Description: <p>I upgraded the cordova to 6.0.0 and created new project added platform everything worked fine but I am unable to install the plugins especially app-version. Showing "Failed to install 'cordova-plugin-app-version':TypeError: Uh oh! Object #&lt;Object&gt; has no method 'parse'"</p>

Title: [CB-10740] Media Tests Failing for Android Win

Description: <p>Link <a href="https://ci.apache.org/builders/cordova-android-win/builds/1740/steps/getting-test-results/logs/stdio" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-win/builds/1740/steps/getting-test-results/logs/stdio</a></p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.16 position should be set properly

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

at file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:23

</span> cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.17 duration should be set properly

media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> Error: media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> at stack (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

</span> at buildExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toFailWithMessage (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at failed (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:35:22)

</span> at Function.Media.onStatus (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:192:46)

</span> at onMessageFromNative (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:212:15)

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

at file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:23

</span> cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.20 should be able to resume playback after pause

media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> Error: media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> at stack (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

</span> at buildExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toFailWithMessage (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at failed (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:35:22)

</span> at Function.Media.onStatus (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:192:46)

</span> at onMessageFromNative (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:212:15)

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

</span> Error: media1 = <span class="code-keyword">new</span> Media - Error creating Media object. Media file: https:<span class="code-comment">//cordova.apache.org/downloads/BlueZedEx.mp3

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</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toFailWithMessage (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at failed (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:35:22)

</span> at Function.Media.onStatus (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:192:46)

</span> at onMessageFromNative (file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:212:15)

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> cordova-plugin-media-tests.tests &gt;&gt; Media actual playback media.spec.21 should be able to seek through file

Expected -0.001 to be close to 5, 0.

Error: Expected -0.001 to be close to 5, 0.

at stack (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

</span> at buildExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

</span> at Spec.Env.expectationResultFactory (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

</span> at Spec.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

</span> at Expectation.addExpectationResult (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

</span> at Expectation.toBeCloseTo (file:<span class="code-comment">///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

</span> at file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media-tests/tests.js:322:50

</span> at file:<span class="code-comment">///android\_asset/www/plugins/cordova-plugin-media/www/Media.js:124:9

</span> at <span class="code-object">Object</span>.cordova.callbackFromNative (file:<span class="code-comment">///android\_asset/www/cordova.js:293:58)

</span> at processMessage (file:<span class="code-comment">///android\_asset/www/cordova.js:1081:17)

</span>

</pre>

</div></div>

Title: [CB-10739] Heading IDs in fetched files are not the same as GitHub

Description:

Title: [CB-10738] $safeprojectname$ in package.windows10.appxmanifest is not overwritten by create script, throws compile error

Description: <p>The <tt>package.windows10.appxmanifest</tt> in the cordova-windows template project contains the string <tt>$safeprojectname$</tt> which is never overwritten by the create script. The presence of this string then triggers a compile error and must be manually overwritten. </p>

<p>Reproduction:<br/>

<tt>bin/create.bat ~/myproject com.package.whatever MyProject</tt><br/>

<tt>cd ~/myproject</tt><br/>

<tt>cordova/build.bat --debug --appx=uap</tt></p>

<p>Error output:<br/>

<tt>The app manifest must be valid as per schema: Line 26, Column 18, Reason: '$safeprojectname$' violates pattern constraint of &lt;regex\_removed&gt;. The attribute 'Id' with value '$safeprojectname$' failed to parse.</tt></p>

Title: [CB-10737] Downloading docs silently accepts 404s

Description:

Title: [CB-10736] Resizes iOS viewport after document.readyState "complete"

Description: <p>Edit: This only occurs using WKWebview. It doesn't resize on UIWebView (at least when I tested it on an iOS 8 phone).</p>

<p>With StatusBarOverlaysWebView set to "false," the document loads (document.readyState == "complete") and then the window resizes sometime after that.</p>

<p>This is causing a document reflow, and disallows Javascript changes to the DOM that relate to viewport size to start right away.</p>

<p>My workaround right now is simple: If the platform is iOS, then wait for a resize before starting Javascript calculations.</p>

<p>Is this resizing unavoidable? (Or, can I just handle this with some .plist settings, or something?)</p>

<p>If the resizing is unavoidable, can I count on it always resizing the window? Or, is there a race condition happening, and I have just observed that it resizes after the readyState "complete", when it could really happen before OR after?</p>

Title: [CB-10735] Cordova File Transfer not finishing execution

Description: <p>The cordova file transfer plugin is not finishing when trying to upload. It also is not returning any sort of output, either debug or otherwise. I am trying to record a 2 second video and then upload and it is not working unless the video quality is below 720p.</p>

Title: [CB-10734] NullPointerException for Fade animation in SplashScreen plugin on android

Description: <p>I couldn't replicate the issue on my device, but we see a lot of crash reports in our crashlytics log with below message. So looking at code its crashing on splashImageView.setAnimation(fadeOut);</p>

<p>So checking if splashImageView is null at line:214 might fix this issue.<br/>

```if (fadeSplashScreenDuration &gt; 0)```</p>

<p>```Fatal Exception: java.lang.NullPointerException: Attempt to invoke virtual method 'void android.widget.ImageView.setAnimation(android.view.animation.Animation)' on a null object reference<br/>

at org.apache.cordova.splashscreen.SplashScreen$3.run(SplashScreen.java:219)<br/>

at android.app.Activity.runOnUiThread(Activity.java:5766)<br/>

at org.apache.cordova.splashscreen.SplashScreen.removeSplashScreen(SplashScreen.java:210)<br/>

at org.apache.cordova.splashscreen.SplashScreen.onMessage(SplashScreen.java:180)<br/>

at org.apache.cordova.PluginManager.postMessage(PluginManager.java:313)<br/>

at org.apache.cordova.CordovaWebViewImpl.postMessage(CordovaWebViewImpl.java:377)<br/>

at org.apache.cordova.splashscreen.SplashScreen$1.run(SplashScreen.java:156)<br/>

at android.os.Handler.handleCallback(Handler.java:739)<br/>

at android.os.Handler.dispatchMessage(Handler.java:95)<br/>

at android.os.Looper.loop(Looper.java:145)<br/>

at android.app.ActivityThread.main(ActivityThread.java:6897)<br/>

at java.lang.reflect.Method.invoke(Method.java)<br/>

at java.lang.reflect.Method.invoke(Method.java:372)<br/>

at com.android.internal.os.ZygoteInit$MethodAndArgsCaller.run(ZygoteInit.java:1404)<br/>

at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:1199)``` </p>

Title: [CB-10733] deviceready not fired - OSX

Description: <p>Hi, deviceready is not fired on platform osx (4.0.0) when network plugin is installed (1.2.0). </p>

<p>Console:<br/>

<span class="error">&#91;Log&#93;</span> deviceready has not fired after 5 seconds. (cordova.js, line 974)<br/>

<span class="error">&#91;Log&#93;</span> Channel not fired: onCordovaConnectionReady (cordova.js, line 967)</p>

Title: [CB-10732] WKWebView incompatible with SQLite

Description: <p>UIWebView is working great, however, WKWebview couldn't open SQLite db</p>

Title: [CB-10731] Medic should look for Appium executable in 'lib' directory

Description: <p>Tests runner couldn't start because it is looking for the appium executable in the old directory (bin), while it has been moved to the new directory (lib).</p>

Title: [CB-10730] Plugin handlers tests for Windows should be kept in platform's repo

Description:

Title: [CB-10729] Plugin handlers tests for Android should be kept in platform's repo

Description:

Title: [CB-10728] Set-Cookie is ignored in WKWebViewEngine

Description: <p>I'm trying to upgrade a cordova-ios 4.0.1 app, fully functioning with the old UIWebView, to use cordova-plugin-wkwebview-engine 1.0.2.</p>

<p>The app does AJAX calls via jQuery, something like this:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-javascript">

$.ajax({

crossDomain: <span class="code-keyword">true</span>,

xhrFields: {withCredentials: <span class="code-keyword">true</span>},

url: 'https://server.com/login',

foo: "bar"

});

</pre>

</div></div>

<p>After login, the server returns a set-cookie with an authorization token. This cookie is not included in subsequent requests when using WKWebView. It's simply ignored. I've tried multiple CORS configurations on the server, as liberal as possible, with no luck.</p>

<p>Here are the 3 key requests (I'm omitting unrelated headers like <tt>Accept</tt>, <tt>User-Agent</tt>:</p>

<p><b>Pre-flight OPTIONS</b><br/>

The webview sends an OPTIONS to the login URL with the headers</p>

<ul>

<li><tt>Origin: null</tt></li>

<li><tt>Access-Control-Request-Method: POST</tt></li>

<li><tt>Access-Control-Request-Headers: accept, origin, content-type</tt></li>

</ul>

<p>The server responds with 200 OK and the headers</p>

<ul>

<li><tt>Access-Control-Allow-Origin: null</tt></li>

<li><tt>Access-Control-Allow-Methods: GET, POST, PUT, DELETE, OPTIONS</tt></li>

<li><tt>Access-Control-Allow-Headers: accept, origin, content-type</tt></li>

<li><tt>Access-Control-Allow-Credentials: true</tt></li>

</ul>

<p><b>Login POST</b><br/>

Now the webview sends the actual login request, with the header</p>

<ul>

<li><tt>Origin: null</tt></li>

</ul>

<p>The server responds with 200 OK and the headers</p>

<ul>

<li><tt>Access-Control-Allow-Origin: null</tt></li>

<li><tt>Access-Control-Allow-Methods: GET, POST, PUT, DELETE, OPTIONS</tt></li>

<li><tt>Access-Control-Allow-Headers: accept, origin, content-type</tt></li>

<li><tt>Access-Control-Allow-Credentials: true</tt></li>

<li><tt>Set-Cookie: token=abc123; path=/; expires=Fri, 29-Apr-2017 12:49:06 GMT; HttpOnly</tt></li>

</ul>

<p><b>Authorized GET</b><br/>

After login the application believes it's logged in, and tries to access a restricted resource. However the only headers sent are <tt>Accept</tt>, <tt>User-Agent</tt> and <tt>Origin</tt>. No <tt>Cookie</tt>.</p>

<hr />

<p>Google returns vaguely similar issues around WKWebView and cookies, some of them from the Telerik plugin, but I see no concrete evidence that anyone has gotten this kind of auth flow to work. Even though it does in UIWebView. Is it simply not supported? Am I missing some obscure CORS detail? Either way, maybe it should be documented somewhere.</p>

Title: [CB-10727] Dialogs plugin has warnings on iOS

Description: <p>When opening CDVNotification.m in Xcode a few warnings are shown in the showDialogWithMessage method:</p>

<p>NSUIInteger to int conversion for the 'count' variable.</p>

<p>'action' is shadowing an already declared variable.</p>

<p>I'll fix those with a PR.</p>

Title: [CB-10726] Cordova iOS 4.1.0

Description: <p>Hi,</p>

<p>I am waiting for version 4.1.0 of Cordova iOS to be released to fix issue <a href="https://issues.apache.org/jira/browse/CB-10530" title="App freezes sometimes directly after starting on iOS" class="issue-link" data-issue-key="CB-10530"><del>CB-10530</del></a> which is affecting my app. </p>

<p>I can see that the release notes are saying that it has been released:<br/>

<a href="https://github.com/apache/cordova-ios/blob/master/RELEASENOTES.md" class="external-link" rel="nofollow">https://github.com/apache/cordova-ios/blob/master/RELEASENOTES.md</a></p>

<p>Also the github repo is tagged with 4.1.0, however, when I try and run cordova platform update ios it does not update and remains at version 4.0.1.</p>

<p>Should I be able to update yet? If so, what do I need to do? If not, is there an eta on when this will be available?</p>

<p>I realise this isn't actually a 'task' issue but wasn't sure where to ask this.</p>

<p>Thanks!</p>

Title: [CB-10725] Cordova windows target emulator deployment error

Description: <p>I created a default Cordova app for windows following this page</p>

<p><a href="https://cordova.apache.org/docs/en/latest/guide/platforms/win8/index.html" class="external-link" rel="nofollow">https://cordova.apache.org/docs/en/latest/guide/platforms/win8/index.html</a></p>

<p>While I deploy the app using command "cordova run windows &#8211; --phone", it works fine and opens in default emulator.</p>

<p>But when I try to deploy this targeting a particular emulator using command "cordova run windows -target="Emulator 8.1 1080P 6 inch" - --phone" it fails and gives me an error saying "specified device not found".</p>

<p>Although when I list my devices using command "cordova run windows --list", it shows the emulator device.</p>

Title: [CB-10724] wkwebview causes keyboard to cause scrolling bug

Description: <p>I saw a bug report that these things had been fixed in Telerik-Verified-Plugins/WKWebView, but it seems like the cordova one was more up to date, so I've tried cordova-plugin-wkwebview-engine along with cordova-plugin-keyboard.</p>

<p>In any case, as soon as I open the keyboard, the current window scrolls out of view, and the textinput is no longer visible. As soon as I hit a key, it comes back into view. After the keyboard is closed, the bottom of the screen is now off by about 20 pixels, and never corrects itself. It's a little disconcerting, and may mean, I need to abandon wkwebview, and go back to the old webview.</p>

<p>I think I had a problem similar to this a couple years ago, Cordova people told me it was due an apple bug.</p>

<p>I've tried various combinations of Keyboard.automaticScrollToTopOnHiding = true; and Keyboard.disableScrollingInShrinkView(true); but to know avail. </p>

<p>The Keyboard.hideFormAccessoryBar(true); does work.</p>

<p>If I understand correctly, I can't use <a href="https://github.com/Telerik-Verified-Plugins/WKWebView" class="external-link" rel="nofollow">https://github.com/Telerik-Verified-Plugins/WKWebView</a>, since then I will need to backtrack from cordova ios 4 to cordova ios3.</p>

<p>Any ideas?</p>

Title: [CB-10723] iOS9.2 no audio

Description: <p>Found an issue with the latest cordova.plugin.media whilst i was putting together a IonicFramework app for iOS 9.2.1 (iPhone 6s) to play an M4A file.<br/>

The iOS logs would show:</p>

<ul class="alternate" type="square">

<li>Found resource '<span class="error">&#91;path&#93;</span>.m4a' in the web folder.<br/>

Playing audio sample '<span class="error">&#91;path&#93;</span>.m4a'</li>

</ul>

<ul class="alternate" type="square">

<li>Playing stream with AVPlayer &amp; custom rate</li>

</ul>

<p>but no sound (both simulator + device)</p>

<p>Debugging in Xcode, ./cordova-plugin-media/src/ios/CDVSound.m,ln 352 + 355 appears to be the culprit.<br/>

Instead of using "avPlayer" which doesn't appear to have a handle to the sound resource, switching to "audioFile.player" appears to resolve the sound issue.</p>

<ul>

<li>

<ul>

<li>

<ul>

<li>./cordova-plugin-media/src/ios/CDVSound.m,ln 352<br/>

from:<br/>

<span class="error">&#91;avPlayer setRate:customRate&#93;</span>;</li>

</ul>

</li>

</ul>

</li>

</ul>

<p>to:<br/>

<span class="error">&#91;audioFile.player setRate:customRate&#93;</span>;</p>

<ul>

<li>

<ul>

<li>

<ul>

<li>./cordova-plugin-media/src/ios/CDVSound.m,ln 355<br/>

from:<br/>

<span class="error">&#91;avPlayer play&#93;</span>;</li>

</ul>

</li>

</ul>

</li>

</ul>

<p>to:<br/>

<span class="error">&#91;audioFile.player play&#93;</span>;</p>

<p>NOTE: I've yet to create a PR as I have not signed the Apache ICLA, however i've committed a code in my personal fork and happy for somebody to have a look at it and submit on my behalf:</p>

<p><a href="https://github.com/spudmashmedia/cordova-plugin-media/commit/946ffcf569cbaa22241e8ec00f11b4a52a0c6809" class="external-link" rel="nofollow">https://github.com/spudmashmedia/cordova-plugin-media/commit/946ffcf569cbaa22241e8ec00f11b4a52a0c6809</a></p>

Title: [CB-10722] Cannot find module 'semver' (OSX platform)

Description: <p>When adding OSX platform I get the following error (Cannot find module 'semver') although semver is installed.</p>

<p>$ cordova platform add osx<br/>

Adding osx project...<br/>

Running command: /Users/lzubiaur/.cordova/lib/npm\_cache/cordova-osx/4.0.0/package/bin/create /Users/lzubiaur/Dev/projects/node/tests/platforms/osx io.cordova.hellocordova HelloCordova<br/>

module.js:341<br/>

throw err;<br/>

^</p>

<p>Error: Cannot find module 'semver'<br/>

at Function.Module.\_resolveFilename (module.js:339:15)<br/>

at Function.Module.\_load (module.js:290:25)<br/>

at Module.require (module.js:367:17)<br/>

at require (internal/module.js:16:19)<br/>

at Object.&lt;anonymous&gt; (/Users/lzubiaur/.cordova/lib/npm\_cache/cordova-osx/4.0.0/package/bin/node\_modules/cordova-common/src/ConfigChanges/ConfigChanges.js:37:14)<br/>

at Module.\_compile (module.js:413:34)<br/>

at Object.Module.\_extensions..js (module.js:422:10)<br/>

at Module.load (module.js:357:32)<br/>

at Function.Module.\_load (module.js:314:12)<br/>

at Module.require (module.js:367:17)<br/>

Error: /Users/lzubiaur/.cordova/lib/npm\_cache/cordova-osx/4.0.0/package/bin/create: Command failed with exit code 1</p>

Title: [CB-10721] getPicture takes at least 20 seconds to get me back to my app

Description: <p>Using Cordova Camera plugin with function getPicture() takes a picture without any problem (when source is CAMERA). Default camera app opens, I take a photo, confirm it, then a black screen shows for around 20 seconds before I'm thrown back to my app with success callback.</p>

<p>Picking photo from library doesn't have this issue.</p>

<p>Samsung Galaxy S6 with Android 5.1.0.</p>

Title: [CB-10720] Review plugin docs for display on website

Description:

Title: [CB-10719] media plugin mobile-spec failures

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

Media actual playback media.spec.20 should be able to resume playback after pause

Expected 0 to be close to 20,

Media actual playback media.spec.21 should be able to seek through file

Expected 0.794825217 to be close to 5,

Media media.spec.19 playback rate should be set properly using setRate

Expected 3.4651931 to be greater than 7

</pre>

</div></div>

Title: [CB-10718] createmobilespec instructions incomplete for cordova-common

Description: <div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ ./cordova-mobile-spec/createmobilespec/createmobilespec.js --ios

Creating project from local git repos. If you have any errors, it may be from missing repositories.

To clone repositories:

./cordova-coho/coho repo-clone -r mobile-spec -r plugin-test-framework -r cli -r lib -r plugman -r ios -r js -r plugins

mkdir cordova-cli/node\_modules

(cd cordova-lib/cordova-lib/ &amp;&amp; npm install)

(cd cordova-plugman/ &amp;&amp; npm install)

mkdir cordova-cli/node\_modules

ln -s ../../cordova-lib/cordova-lib cordova-cli/node\_modules

(cd cordova-cli &amp;&amp; npm install)

To update all repositories:

./cordova-coho/coho repo-update

Checking <span class="code-keyword">if</span> you are using master branch of tools

refs/heads/master

refs/heads/master

refs/heads/master

refs/heads/master

You are on master branch of tools, checking npm links

npm links are OK

Creating project mobilespec...

module.js:338

<span class="code-keyword">throw</span> err;

^

Error: Cannot find module 'ansi'

at Function.Module.\_resolveFilename (module.js:336:15)

at Function.Module.\_load (module.js:278:25)

at Module.require (module.js:365:17)

at require (module.js:384:17)

at <span class="code-object">Object</span>.&lt;anonymous&gt; (/Users/shazron/Documents/git/apache/cordova-lib/cordova-common/src/CordovaLogger.js:20:12)

at Module.\_compile (module.js:460:26)

at <span class="code-object">Object</span>.Module.\_extensions..js (module.js:478:10)

at Module.load (module.js:355:32)

at Function.Module.\_load (module.js:310:12)

at Module.require (module.js:365:17)

</pre>

</div></div>

<p>It should instruct you to run "npm install" inside cordova-lib/cordova-common as well.</p>

Title: [CB-10717] Command-line build options ignored without buildConfig

Description: <p>Using a non-CLI project, I tried to run the cordova/build script, passing it the various keystore arguments described <a href="http://cordova.apache.org/docs/en/dev/guide/platforms/android/index.html#signing-an-app" class="external-link" rel="nofollow">here</a> under "Using Flags".</p>

<p>For example,</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ cd /myproject/android

$ cordova/build android --release --keystore foo.keystore

</pre>

</div></div>

<p>But the arguments are ignored. It looks like the tool only sees them if I pass --buildConfig and create a config file. But then the arguments are unnecessary.</p>

Title: [CB-10716] WKWebViewEngine doesn't support user agent settings from config.xml

Description: <p>Trying to use the below settings in config.xml do not work if using CDVWKWebViewEngine they do work if set to CDVUIWebViewEngine</p>

<p>&lt;preference name="OverrideUserAgent" value="Mozilla/5.0 My App" /&gt;</p>

<p> &lt;preference name="AppendUserAgent" value="My App" /&gt;</p>

Title: [CB-10715] getPicture() edits the picture even with no editing option specified

Description: <p>Camera options:</p>

<ul class="alternate" type="square">

<li>destinationType: Camera.DestinationType.NATIVE\_URI,</li>

<li>saveToPhotoAlbum: true,</li>

<li>sourceType: Camera.PictureSourceType.CAMERA,</li>

</ul>

<p>Situation: getPicture() on iOS ends up editing the picture taken and changing the quality to 50, instead of relying on the default 100. </p>

Title: [CB-10714] Case Sensitive Archs fails the windows build

Description: <p>Using Cordova 5.4.1 and cordova-windows@5.3.1, Attempting to build for "ARM" successfully compiles an appx but fails in the post-compile steps, due to a string comparison on the arch variable.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova compile windows --release --archs ARM -- --verbose

</pre>

</div></div>

<blockquote>

<p>Running command: cmd "/s /c "...\platf<br/>

orms\windows\cordova\build.bat --release --archs=ARM --verbose""<br/>

Searching for available MSBuild versions...<br/>

Found MSBuild v14.0 at C:\Program Files (x86)\MSBuild\14.0\bin\<br/>

Found MSBuild v12.0 at C:\Program Files (x86)\MSBuild\12.0\bin\<br/>

Found MSBuild v4.0 at C:\Windows\Microsoft.NET\Framework\v4.0.30319\<br/>

Building project: ...\platforms\window<br/>

s\CordovaApp.Windows10.jsproj<br/>

Configuration : release<br/>

Platform : ARM<br/>

CordovaApp.Windows10 -&gt; ...\platfor<br/>

ms\windows\AppPackages\CordovaApp.Windows10\_1.4.0.0\_ARM\_Test\CordovaApp.Windows10\_1.4.0.0\_ARM.appx<br/>

undefined<br/>

ERROR building one of the platforms: Error: cmd: Command failed with exit code 1<br/>

You may not have the required environment or OS to build this project<br/>

Error: cmd: Command failed with exit code 1<br/>

at ChildProcess.whenDone (...\node\_modules\cordova\node\_modules\cordova-lib\src\cordova\super<br/>

spawn.js:134:23)<br/>

at emitTwo (events.js:87:13)<br/>

at ChildProcess.emit (events.js:172:7)<br/>

at maybeClose (internal/child\_process.js:821:16)<br/>

at Process.ChildProcess.\_handle.onexit (internal/child\_process.js:211:5)</p></blockquote>

<p>Building for "arm" succeeds.</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

cordova compile windows --release --archs arm -- --verbose

</pre>

</div></div>

Title: [CB-10713] Contacts tests fail on Android when "DeleteMe" contact exists; also the contact isn't being cleaned up every time

Description: <p>Build: <a href="https://ci.apache.org/builders/cordova-android-osx/builds/1906/" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-osx/builds/1906/</a><br/>

Test Output: <a href="https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/getting-test-results/logs/stdio" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/getting-test-results/logs/stdio</a><br/>

Logs: <a href="https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/gathering-logs/logs/stdio" class="external-link" rel="nofollow">https://ci.apache.org/builders/cordova-android-osx/builds/1906/steps/gathering-logs/logs/stdio</a></p>

<p>Raw output:</p>

<div class="preformatted panel" style="border-width: 1px;"><div class="preformattedContent panelContent">

<pre>Getting test results for cordova-android-osx-1906-buildbot-vm

Results at http://cordova-vm.apache.org:5984/\_utils/document.html?mobilespec\_results/cordova-android-osx-1906-buildbot-vm\_\_4.4.4\_\_sdk

Total failures: 4

Failing tests:

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) save method contacts.spec.22 update a contact

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

Error: Timeout - Async callback was not invoked within timeout specified by jasmine.DEFAULT\_TIMEOUT\_INTERVAL.

at file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1764:23

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) Round trip Contact tests (creating + save + delete + find) contacts.spec.25 Creating, saving, finding a contact should work

Expected 2 to be 1.

Error: Expected 2 to be 1.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:519:47)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) Round trip Contact tests (creating + save + delete + find) contacts.spec.26 Creating, saving, finding a contact should work, removing it should work

Expected 2 to be 1.

Error: Expected 2 to be 1.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:519:47)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

cordova-plugin-contacts-tests.tests &gt;&gt; Contacts (navigator.contacts) Round trip Contact tests (creating + save + delete + find) contacts.spec.27 Should not be able to delete the same contact twice

Expected 2 to be 1.

Error: Expected 2 to be 1.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:519:47)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

Expected 1 to be 0.

Error: Expected 1 to be 0.

at stack (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1455:17)

at buildExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1425:14)

at Spec.Env.expectationResultFactory (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:572:18)

at Spec.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:321:34)

at Expectation.addExpectationResult (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:516:21)

at Expectation.toBe (file:///android\_asset/www/cdvtests/jasmine-2.2.0/jasmine.js:1379:12)

at findWin (file:///android\_asset/www/plugins/cordova-plugin-contacts-tests/tests.js:577:49)

at win (file:///android\_asset/www/plugins/cordova-plugin-contacts/www/contacts.js:57:17)

at Object.cordova.callbackFromNative (file:///android\_asset/www/cordova.js:293:58)

at processMessage (file:///android\_asset/www/cordova.js:1081:17)

</pre>

</div></div>

Title: [CB-10712] app freezes if device is offline

Description: <p>similar to <a href="https://issues.apache.org/jira/browse/CB-10530" title="App freezes sometimes directly after starting on iOS" class="issue-link" data-issue-key="CB-10530"><del>CB-10530</del></a>, but this one happens every time when I start the app when my device is completely offline (no wifi, no sim inserted). not sure how or if this is offline thing is really related, but at least it's easy to reproduce due to the reason that i happens all the time.<br/>

I have ajax request in the app, but seems not related. I can reproduce the issue even if I skip all the network stuff. The app freezes during start. always on a different line of code. </p>

<p>last log lines show a memory warning<br/>

2016-02-26 22:53:01.674 hokify<span class="error">&#91;849:77467&#93;</span> initPage index<br/>

2016-02-26 22:53:01.724 hokify<span class="error">&#91;849:77467&#93;</span> i am nitialized<br/>

2016-02-26 22:53:01.725 hokify<span class="error">&#91;849:77467&#93;</span> DEVICE READY<br/>

2016-02-26 22:53:01.738 hokify<span class="error">&#91;849:77467&#93;</span> meep<br/>

2016-02-26 22:53:24.951 hokify<span class="error">&#91;849:77467&#93;</span> Received memory warning.<br/>

2016-02-26 22:53:24.967 hokify<span class="error">&#91;849:77467&#93;</span> Received memory warning.<br/>

(lldb) </p>

<p>and after a while the app sends a EXC\_BAD\_ACCESS in a WebThread.</p>

<p>(lldb) bt</p>

<ul>

<li>thread #13: tid = 0x12f07, 0x273bae94 JavaScriptCore`bmalloc::VMHeap::grow() + 116, name = 'WebThread', stop reason = EXC\_BAD\_ACCESS (code=1, address=0xbbadbeef)</li>

<li>frame #0: 0x273bae94 JavaScriptCore`bmalloc::VMHeap::grow() + 116<br/>

frame #1: 0x273b9dfa JavaScriptCore`bmalloc::Heap::allocateLarge(std::\_\_1::lock\_guard&lt;bmalloc::StaticMutex&gt;&amp;, unsigned long) + 78<br/>

frame #2: 0x273b84be JavaScriptCore`bmalloc::Allocator::allocateLarge(unsigned long) + 86<br/>

frame #3: 0x273b8246 JavaScriptCore`bmalloc::Allocator::reallocate(void\*, unsigned long) + 554<br/>

frame #4: 0x26ffdbc4 JavaScriptCore`WTF::StringImpl::reallocate(WTF::PassRefPtr&lt;WTF::StringImpl&gt;, unsigned int, unsigned char\*&amp;) + 44<br/>

frame #5: 0x26ffdb00 JavaScriptCore`void WTF::StringBuilder::reallocateBuffer&lt;unsigned char&gt;(unsigned int) + 64<br/>

frame #6: 0x26ffd522 JavaScriptCore`unsigned char\* WTF::StringBuilder::appendUninitializedSlow&lt;unsigned char&gt;(unsigned int) + 46<br/>

frame #7: 0x26ffd370 JavaScriptCore`WTF::StringBuilder::append(unsigned char const\*, unsigned int) + 64<br/>

frame #8: 0x27241980 JavaScriptCore`JSC::Interpreter::stackTraceAsString(JSC::ExecState\*, WTF::Vector&lt;JSC::StackFrame, 0ul, WTF::CrashOnOverflow, 16ul&gt;) + 84<br/>

frame #9: 0x271ea3ec JavaScriptCore`JSC::ErrorInstance::finishCreation(JSC::ExecState\*, JSC::VM&amp;, WTF::String const&amp;, bool) + 960<br/>

frame #10: 0x270d8f72 JavaScriptCore`JSC::createSyntaxError(JSC::ExecState\*, WTF::String const&amp;) + 82<br/>

frame #11: 0x272a3d4c JavaScriptCore`JSC::JSONProtoFuncParse(JSC::ExecState\*) + 584<br/>

frame #12: 0x272f96fe JavaScriptCore`llint\_entry + 21374<br/>

(lldb) </li>

</ul>

<p>As a side note, I also experience this sometimes when I'm not offline. Couldn't figure out if this is now fixed by 4.1. But I guess not.</p>

<p>update #1<br/>

I also tried to remove cordova-plugin-statusbar and other plugins.. couldn't relate to a plugin causing this. </p>

<p>update #2<br/>

i can reproduce this issue with cordova iOS 3.9, 4.0 and 4.1</p>

Title: [CB-10711] getPicture() with NATIVE\_URI saves to photoalbum regardless of saveToPhotoAlbum option

Description: <p>Camera options:</p>

<ul class="alternate" type="square">

<li>destinationType: Camera.DestinationType.NATIVE\_URI,</li>

<li>saveToPhotoAlbum: false,</li>

<li>sourceType: Camera.PictureSourceType.CAMERA,</li>

</ul>

<p>Situation: getPicture() on iOS should save the newly taken image into the cordova.file.tempDirectory instead of saving it to the photo album. It completely ignores the saveToPhotoAlbum option.</p>

Title: [CB-10710] --www ignored in plugman 1.1.0

Description: <p>I recently upgraded to Plugman 1.1.0 from a previous version (not sure which).</p>

<p>It seems like the --www argument is now ignored when installing/removing a plugin, even though it's still documented (and still useful).</p>

<p>Instead, it's always using the default location (e.g. android/assets/www/plugins).</p>

<p>For example, my project is structured like this:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

/myproject

/android (android Cordova project)

/www

index.html

/cordova

/android

</pre>

</div></div>

<p>Here's what happened when I removed and re-installed a plugin:</p>

<div class="code panel" style="border-width: 1px;"><div class="codeContent panelContent">

<pre class="code-java">

$ cd /myproject

$ plugman -d uninstall --platform android --project android --plugin <span class="code-quote">"cordova-plugin-statusbar"</span> --www www/cordova/android/

Running command: /myproject/android/cordova/version

Command finished with error code 0: /myproject/android/cordova/version

Executing <span class="code-quote">"before\_plugin\_uninstall"</span> hook <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

Uninstalling cordova-plugin-statusbar from android

Beginning processing of action stack <span class="code-keyword">for</span> android project...

Action stack processing complete.

Removing <span class="code-quote">"cordova-plugin-statusbar"</span>

Deleted <span class="code-quote">"cordova-plugin-statusbar"</span>

$ plugman -d install --platform android --project android --plugin <span class="code-quote">"cordova-plugin-statusbar"</span> --www www/cordova/android/

Fetching plugin <span class="code-quote">"cordova-plugin-statusbar"</span> via npm

Copying plugin <span class="code-quote">"/home/.npm/cordova-plugin-statusbar/2.1.1/<span class="code-keyword">package</span>"</span> =&gt; <span class="code-quote">"/myproject/android/cordova/plugins/cordova-plugin-statusbar"</span>

Installing <span class="code-quote">"cordova-plugin-statusbar"</span> <span class="code-keyword">for</span> android

Running command: /myproject/android/cordova/version

Command finished with error code 0: /myproject/android/cordova/version

Executing <span class="code-quote">"before\_plugin\_install"</span> hook <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

Install start <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

Beginning processing of action stack <span class="code-keyword">for</span> android project...

Action stack processing complete.

Install complete <span class="code-keyword">for</span> cordova-plugin-statusbar on android.

Executing <span class="code-quote">"after\_plugin\_install"</span> hook <span class="code-keyword">for</span> <span class="code-quote">"cordova-plugin-statusbar"</span> on android.

</pre>

</div></div>

<p>The files in www weren't touched.</p>

Title: [CB-10709] Allow-navigation rule for iFrame urls on cordova-ios

Description: <p>Currently with Whitelist plugin set to &lt;allow-navigation="<b>://domain.com/</b>"&gt; doesn't allow navigation to other domains including urls embedded using iframe on iOS.<br/>

EG: If I tried to embed a youtube video using iframe tag with only this rule &lt;allow-navigation="<b>://domain.com/</b>"&gt;, it doesn't allow loading of the video in iframe as youtube.com is not listed in allowed domains.<br/>

If we add &lt;allow-navigation="<b>://youtube.com/</b>"&gt; it allows the loading of iframe but will also allow navigation to youtube.com using Javascript i.e window.open('http://youtube.com'). </p>

<p>With current implementation in cordova-ios, I'm not sure if there is any solution to allow a domain navigation in iframe and not allow navigation to that domain using other methods like javascript.</p>

<p>Android ignores the allow-navigation rule for iframe loaded urls, so iOS should be modified to behave the same?</p>

Title: [CB-10708] `cordova prepare` breaks plugins added by plugman

Description: <p>Steps to reproduce:</p>

<p>cordova platform add android<br/>

plugman install --project platforms/android --platform android --plugin cordova-plugin-device<br/>

stat platforms/android/assets/www/cordova\_plugins.js <br/>

<span class="error">&#91;at this point everything is fine&#93;</span><br/>

cordova prepare android<br/>

stat platforms/android/assets/www/cordova\_plugins.js<br/>

stat: platforms/android/assets/www/cordova\_plugins.js: stat: No such file or directory<br/>

plugman install --project platforms/android --platform android --plugin cordova-plugin-device<br/>

Plugin "cordova-plugin-device" already installed on android.<br/>

<span class="error">&#91;At this point you can build your application, but won&#39;t have any plugins in it&#93;</span></p>

<p>How can someone overcome this situation? I want some plugins installed for specific platforms only and I don't want to fork existing plugins only to remove &lt;android&gt; section from plugin.xml</p>

<p>plugman --version<br/>

1.1.0<br/>

cordova --version<br/>

6.0.0<br/>

cordova platform ls<br/>

Installed platforms: android 5.1.0</p>

Title: [CB-10707] Add OS X to platform support page

Description: <p><a href="https://cordova.apache.org/docs/en/latest/guide/support/index.html" class="external-link" rel="nofollow">https://cordova.apache.org/docs/en/latest/guide/support/index.html</a> is missing osx</p>