

# Android VisionableSDK v1.3.18 Release Notes (Nov 25, 2025)

## **CHANGES/FIXES**

FFmpeg version upgrade to 8.0

Android 16KB support

Provide API to set userAgent from client side for internal https requests

## **V1.3.17 RELEASE NOTES**

### *CHANGES/FIXES*

Fixed crash in underlying video library

## **V1.3.16 RELEASE NOTES**

### *CHANGES/FIXES*

Added Mute\unmute callback for local participant

Added moderator disabled device callback

Updated Moderator SDK to work in request - response mode to avoid waiting for response from client

Updated Moderator SDK to send request status instead of failure only

BREAKING: participantAmplitudeChanged is no longer sent when local user got microphone enabled \ disabled

BREAKING: ModeratorSDK delegate no longer uses callbacks for onRequest methods. Instead requestId is passed to client and should be used later with sendModeratorResponse

## **V1.3.15 RELEASE NOTES**

### *CHANGES/FIXES*

Fix high memory usage when reported resolution is negative

Fix GETROOT timeout that occurs after system suspend and resume

## **V1.3.14 RELEASE NOTES**

### *CHANGES/FIXES*

Added participantAmplitudeChanged notification when local participant is muted \ unmuted

Added deviceListUpdated notification when local participant is muted \ unmuted

Fixed loss, jitter and network bars values for network conditions update

Fixed check if local participant is moderator

Android SDK version increment to match other platforms

## **V1.3.11 RELEASE NOTES**

### *CHANGES/FIXES*

Moderator SDK commands support for Android

## **V1.3.10 RELEASE NOTES**

### *CHANGES/FIXES*

Fixed crash during network conditions processing

Fixed issue with Android rotation for Android versions < 12

Enhance NAT traversal logging for IGAudio in IGVideo

Update SDK logging to close file on name change

### **V1.3.9 RELEASE NOTES**

#### *CHANGES/FIXES*

Update of dependency libraries.  
Network statistics codec profile name fix

### **V1.3.8 RELEASE NOTES**

#### *CHANGES/FIXES*

Fixed crash on during join to meeting

### **V1.3.7 RELEASE NOTES:**

#### *CHANGES/FIXES*

Correct AudioStreamCondition and VideoStreamCondition member types

### **V1.3.6 RELEASE NOTES:**

#### *CHANGES/FIXES*

Update logging to open file once and flush content after full log message has been written to filestream

### **V1.3.5 RELEASE NOTES:**

#### *CHANGES/FIXES*

Updated Audio and Video library dependencies  
Corrected Network Stats types and added streamId  
Fixed issue with displaying camera buffer on Android device rotation  
Added configuration capability to Audio and Video

### **V1.3.3 RELEASE NOTES:**

#### *CHANGES/FIXES*

No changes, bump version to match other platform SDKs

### **V1.3.1 RELEASE NOTES:**

#### *API CHANGES*

Added new callbacks for audio and video network conditions.

```
public void audioConditionUpdate(AudioCondition ac) ;  
public void videoConditionUpdate(VideoCondition ac) ;
```

Added dedicated objects for conditions data:

**AudioCondition** – represents general audio network condition and contains data for audio streams

**AudioStreamCondition** – represents audio stream specific network conditions

**VideoCondition** – represents general video network condition and contains data for video streams

**VideoStreamCondition** - represents video stream specific network conditions

### *CHANGES/FIXES*

Minor fixes in jni layer for typing (int32\_t and int64\_t objects).

### *KNOWN ISSUES*

Same as in v1.3.0

## **V1.3.0 RELEASE NOTES:**

### *API CHANGES*

Added APIs to allow for an “Image Capture” device. This is a device that the application “creates” with an API call by specifying a directory to which image files can be written to (via a new API call) and from which the underlying video engine can read image files to be sent up into a meeting.

```
public static int enableImageCapture(String displayName,  
                                     String directory, String mode)
```

Asks the SDK to create a new image device. The `displayName` parameter is the name that will appear in the corresponding `VideoInfo` `siteName` field for this stream. The `directory` parameter is an absolute path to a directory on the local device that can be written to. This absolute path **must** contain a trailing directory separator. The `mode` parameter is a screen sharing mode to be used for this stream (such as “BEST SCREEN”).

Returns an integer ID to be used with other API calls that need to reference this device. Successful execution of this API call will generate an immediate `participantVideoAdded` callback for this user in all applications connected to the meeting.

```
public static boolean disableImageCapture(int deviceId)
```

Disables a previously created image capture device. The `deviceId` parameter is the identifier returned by the corresponding call to `enableImageCaptureDevice` (which created this capture device). Returns a `boolean` indicating whether or not the call was successful.

```
public static boolean imageCapturePutImage(int deviceId,  
      byte[] imageBuffer, int width, int height, int size)
```

Send a YUV420P image into the meeting for the specified device. The `deviceId` parameter is the identifier returned by the call to `enableImageCaptureDevice` the application used to create the capture device being used. The `imageBuffer` parameter is a byte array containing an unpadding YUV420P image. The `width` and `height` parameters are the width and height of the image, respectively. The `size`

parameter is the size of the byte array being passed in. Returns a Boolean indicating whether or not the image was successfully received.

#### *CHANGES/FIXES*

Fixed bug that prevented background blurring from persisting when a device is rotated.

#### *KNOWN ISSUES*

While the ability to specify a dedicated Looper upon which all delegate methods are invoked, the current Android MeetingSDK does not attempt to create a dedicated Looper if one is not specified. This will result in all delegate method calls being made on the same thread being used to parse low-level audio and video events coming from our audio/video engine.