Android MeetingSDK v0.16 Release Notes (December 14, 2023)

NOTE:
Please see previous MeetingSDK Release Notes for an overview of what was introduced in earlier releases of the SDK.

API CHANGES

`none`

CHANGES/FIXES

Miscellaneous bug fixes in underlying audio and video engines

Added additional logging in CoreMeeting in the area of retrieving a list of shareable windows. Added additional logging in the area of the newer meetingDisconnected delegate method..

KNOWN ISSUES
When the SDK automatically calls exitMeeting as a result of having lost contact with the bridge for more than 60 seconds, it may take the underlying audio and video engines a period of time before they stop attempting to process packets.   Calling connection related APIs (joinMeeitng/exitMeeting) while in this state may result in thread lockups.

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.

The `VideoView.isScreenShare()` API call will likely return `true` for non screen-share video streams if they are being sent at 4K resolution.