

Android MeetingSDK v0.15 Release Notes (November 16, 2023)

NOTE:

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

API CHANGES

Added the following `INotificationCallback` methods that provide more information about the local user's network status, the network status associated with each of the remote video feeds (from other participants) and the status of the local user's connection to the meeting:

```
default void participantNetworkQuality(Participant participant, String streamId, int quality)
```

```
default void networkQuality(int quality)
```

```
default void connectionStatus(int status)
```

In these callbacks, both quality and status are integer values. Two integer-based enums have been added with constants that correspond to these values:

```
public static enum NetworkQuality {
    NONE(0),
    COMPROMISED(1),
    FAIR(2),
    GOOD(3),
    VERYGOOD(4),
    EXCELLENT(5);

    private final int value;
    NetworkQuality(final int newValue) {
        value = newValue;
    }
    public int getValue() { return value; }
}
```

```
public static enum ConnectionStatus {
    CONNECTED(0),
    CONNECTING(1),
    DISCONNECTED(2),
    FAILED(3),
    RECONNECTING(4);

    private final int value;
    ConnectionStatus(final int newValue) {
        value = newValue;
    }
}
```

```
    public int getValue() { return value; }  
}
```

Eventually, the `INotificationCallback` methods will return these enums directly (instead of raw integer values)

Additionally, the SDK will now automatically exit the local user from a meeting if it can't communicate with the server for over 60 seconds. When this happens, the SDK internally invokes the `exitMeeting` API call and notifies the application this has happened with another new `INotificationCallback` method:

```
default void meetingDisconnected()
```

CHANGES/FIXES

Miscellaneous bug fixes in underlying audio and video engines

Added additional logging code into the SDK that will indicate a successful processing of video frames (per video stream) from `IGVideo` every 200th frame at DGB3 level debugging. This will allow us to know if the SDK is sending frames up to the application in situations where the application's UI may have frozen.

KNOWN ISSUES

The newly added `previewVideoUpdated` callback is not active called at this time. While you can provide an implementation of it, your implementation will not be called until the next SDK update.

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.