Android MeetingSDK v0.7.1 Release Notes (July 5, 2023)

NOTE:
Please see the v0.6 MeetingSDK Release Notes for an overview of what was introduced in the v0.6.x releases of the SDK.

API CHANGES

Logging functionality has changed. The Meeting SDK now has a 10,000 error message buffer in memory that can store the 10,000 most recent log messages. It is active by default and stores all log messages related to MeetingSDK and the underlying CoreMeeting modules (but not log messages from the Audio and Video engines). The Logging related APIs have changed to allow you to access this buffer and additional functionality.

The following API has been removed:

```
public static void enableInlineAudioVideoLogs(final boolean enable)
```

It has been replaced with:

```
public static void enableCombinedLogs(final boolean enable)
```

Using `enableCombinedLogs` with an argument of `true` causes all log messages from the audio and video engines, as well as the MeetingSDK and CoreMeeting modules to be logged together and stored in the 10,000 message buffer implemented by the MeetingSDK. Using an argument of `false` causes audio engine, video engine and MeetingSDK/CoreMeeting messages to be buffered separately.

New API calls:

```
public static void enableLogForwarding(final boolean enable)
```

This method is used to determine if log messages are buffered or if they are sent to the application via the `MeetingSDKDelegate logMessage` method. Pass `true` to have the messages sent to the `logMessage` method (and NOT buffered), pass `false` to have the messages buffered and NOT sent to the `logMessage` delegate method.

```
public static void enableActiveLogging(final String filename)
```

This method is used to tell the SDK whether or not to actively log messages to a file instead of buffering them OR using the `MeetingSDKDelegate logMessage` method. If you pass

`true` to this function, log messages will be written to the specified `filename`. This will implicitly call `enableCombinedLogs(true)` and `enableLogForwarding(false)`. If `false` is passed, messages are not sent to a file automatically and you must call `enableCombinedLogs` and and `enableLogForwarding` with appropriate arguments (otherwise the last known state of these APIs will be applied). Keep in mind that while actively logging to a file, log messages are still buffered in a small 200 line buffer to keep from constantly opening and closing a file on each log messages. If your application crashes, the log file might not contain whatever is in the buffer at the time of the crash.

```
public static void coreMeetingTraceOutputHistory(String filename)
```

This method is used to tell the SDK to dump whatever log messages that are in MeetingSDK's 10,000 message buffer to the filename specified. This should be an absolute path. If `enableCombinedLogs` had previously been called with an argument of `true`, this will also contain log messages from the audio and video engines.

CHANGES/FIXES

None

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.