

# Android VisionableSDK v1.3.5 Release Notes (December 11, 2024)

## 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.