

Android MeetingSDK v0.17 Release Notes (December 21, 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 addressing stability.

KNOWN ISSUES

When the SDK automatically calls `exitMeeting` as a result of having lost contact with the bridge for more than 60 seconds, the application is notified with the `meetingDisconnected` delegate method introduced in MeetingSDK v0.15. Calling `exitMeeting` again (immediately) in response to this callback may cause the Audio/Video engine to lock up. This will be properly addressed in a future release.

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.