

# Android MeetingSDK v0.10 Release Notes (September 1, 2023)

## NOTE:

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

## API CHANGES

Added Enhanced Logging APIs. NOTE: In order for logging to work on Android, you will need to make sure that your application has READ/WRITE permission for external storage and that you have identified an absolute path to a location in Android storage where log files can be written.

```
public static boolean setLogDirectory(String path)
```

Sets the directory to which all log files are written. Should be writeable. Can be an existing directory OR the API call will create each directory that isn't already present. Returns false if path is an existing item that is not a directory or if the directory could not be created.

```
public static boolean deleteLogFile(String fileName)
```

Deletes the specified log file name from the logging directory set by the `setLogDirectory()` method. The API will add a `.v1log` extension so you do not need to include that in the value you pass. Returns false if `setLogDirectory` has not been called with a valid directory or if `fileName` could not be deleted.

```
public static boolean deleteAllLogFiles()
```

Deletes all `.v1log` files from the directory specified by a call to `setLogDirectory()`. Returns false if `setLogDirectory()` has not been called.

```
public static boolean resetCurrentLogFile()
```

Removes all existing messages from the current log file, but continues logging to it. Returns false if `setLogDirectory()` has not been called or if `enableActiveLogging()` hasn't been called to set the name of the current log file.

```
public static boolean trimCurrentLogFile(int numBytes)
```

THIS API CALL IS STUBBED OUT BUT IS NOT IMPLEMENTED YET. PLEASE DO NOT USE.

```
public static boolean flushCurrentLogFile()
```

When `enableActiveLogging` has been called, the SDK will write log messages to specified log file but buffers up to 200 messages before updating the file. Use this API to make sure all buffered log messages are written out to the current log file when needed. In the event of a crash, the SDK will automatically flush the buffered log messages but if you access the log file in a non-crash situation, you should call this API first.

```
public static boolean getLogFiles(ArrayList<String> logFiles)
```

Returns an ArrayList of the names of all the log files in the directory specified by the last call to `setLogDirectory`. Only the files with `.v1log` extensions are returned and the names returned do NOT contain the `.v1log` extension.

## CHANGES/FIXES

Miscellaneous bug fixes in underlying audio and video engines

## 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.