Android VisionableSDK v1.0 Release Notes (June 24, 2024)

NOTE:
This is the first major release of the Visionable SDK. It contains three main modules:

- MeetingSDK
- ModeratorSDK
- VisionableAPI

These are all represented as separate singletons bundled in an Android aar file named MeetingSDK.aar. All APIs are documented in our readme.io-based documentation repository. The release notes below will cover changes made to the original MeetingSDK singleton; please consult the readme.io repository for information on new singletons (ModeratorSDK, VisionableAPI)

API CHANGES

Please consult the Android MeetingSK v1.0 Porting guide for a complete list of changes to APIs from the last v0.x release.

```
public static boolean enableVideoPreview(String deviceName, String
resolution, Boolean enableBlurring)

public static boolean enableVideoPreview(String deviceName, String
resolution)
```

A new, overloaded version of the enableVideoPreview API call has been provided that takes a third argument. This argument is a boolean which, if true, will enable background blurring on preview frames. If you do not wish to have blurring on preview frames, either pass `false` for this parameter OR use the original 2-argument version.

CHANGES/FIXES

Any functionality associated with calling Visionable's web service APIs has been moved into the new ModeratorSDK singleton.

When connecting to a V3 or later server, the SDK now establishes a web socket connection to Visionable's RTN service for the purposes of information updates from the Visionable back-end as well as out-of-band commands that may be sent to the client from a meeting Moderator or for the purposes of receiving PTZ commands (for supported cameras) from remote users.

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.