Apple MeetingSDK v0.5 Release Notes. (July 22, 2022)

NOTE:
Version 0.5 of the Visionable Apple MeetingSDK is a transitional release that begins to expose functionality available in Visionable's "V3" server architecture. As this architecture is not expected to be in production until 4Q2022, any 0.5.x releases of the MeetingSDK are likely to be unstable and change frequently.

If you are looking to write an application that interfaces with Visionable's V2 architecture, you should remain with v0.4 of the MeetingSDK.

We expect that stability will be established against the V3 architecture with v0.6 of the SDK due when the V3 architecture officially goes into production.

OVERARCHING CHANGES
Starting with v0.5, the Visionable MeetingSDK has been re-architected to rely on a layer of cross-platform C++-based code to manage the parsing of XML objects coming from our audio/video engine, for establishing model objects representing Meetings and Participants, and for firing "delegate methods/callbacks" notifying your application of changes in state for the current meeting. Prior to v0.5, these functions were individually implemented per-platform supported in that platform's native language. Moving all of this functionality into a common, C++ codebase should result in consistent behavior when dealing with Visionable back-end servers.

CONNECTING TO V3 SERVERS
In Visionable's V3 architecture, a special token (referred to as an MJWT token) is required to join a meeting. There are two types of MJWT tokens: a *guest* MJWT token that doesn't correspond to Visionable user and an *authenticated* MJWT token that is obtained by passing a JWT token obtained from Visionable's authentication system (not covered here). To retrieve an MJWT token, use the new `initializeMeetingWithToken` API call *instead of* the original `initializeMeeting` API call (which is used only with V2 servers).

```
public func initializeMeetingWithToken(meetingUUID: String,
server: String, token: String?, completion: @escaping
(Bool,String) -> ())
```

This function still takes a `meetingUUID` and a `server` name but now also takes a `token` parameter that is either `nil` if you wish to obtain a guest MJWT or it contains a JWT token if you want to obtain an authenticated MJWT.

The completion routine for `initializeMeetingWithToken` now is called with a second parameter (String) that contains the MJWT token (guest or authenticated).

Once you obtain an MJWT, you now join the meeting with a call to joinMeetingWithToken:

```
public func joinMeetingWithToken(server: String, meetingUUID:
String, token: String, userUUID: String = "", name: String,
completion: @escaping (Bool) -> ())
```

This function takes the `server` name you are connecting to, the `meetingUUID` for the meeting, the MJWT in the `token` parameter, an option `userUUID` to be associated with the user (pass an empty string to have the SDK generate a userUUID), and the `name` of the user to be shown in the meeting.

Using these two calls will allow you to connect to a V3 meeting. Once connected, all other SDK functionality is the same as with V2 servers.

CONNECTING TO V2 SERVERS

The APIs for connecting to V2 servers have changed slightly. The initializeMeeting API call now looks like this:

```
public func initializeMeeting(meetingUUID: String, server:
String, completion: @escaping (Bool,String) -> ())
```

The completion routine now is called with a second argument that is the AES256 encryption key used for the meeting. Previous SDKs just cached this internally, however now you need to receive it from `initializeMeeting` and pass it to the `joinMeeting` call.

The joinMeeting call now requires you to pass all connection parameters. If the “userUUID” parameter is an empty string, the SDK will generate a guest-based identifier to associate with this participant:

```
public func joinMeeting(server: String, meetingUUID: String,
key: String, userUUID: String = "", name: String, completion:
@escaping (Bool) -> ())
```

API CHANGES

To retrieve a `Participant` object that represents the local user, use this method:

```
public func getLocalParticipant() -> Participant?
```

The `videoInfo` field of the `Participant` object is now a `Dictionary`. For all key-value pairs in the Dictionary, the "key" is a streamId and the value is the corresponding `VideoInfo` object.

The `MeetingSDK` singleton now has an accessor function named `getParticipants`() that returns an array of `Participant` objects (this used to be a simple property in previous versions of the SDK)

The VideoInfo structure has the following changes:

- The `active` property is now a `Bool`
- The `local` property is now a `Bool`
- The `width` property is now an `Int`
- The `height` property is now an `Int`
- The `layout` property is now an `Int`
- There is still a property named `videoView`, but we do not populate it at this time and it will always be `nil`.

KNOWN ISSUES

iOS device rotation is not quite handled properly. iPads starting in landscape orientation may transmit video "sideways" until they are rotated while the application is running at least once.

Screen sharing will likely not work.

Some applications using the SDK have terminated due to memory issues.

The SDK will not recognize all supported video modes for cameras.

Some applications have received multiple `participantAdded` delegate method calls for the local user with different user UUIDs.