

Apple 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. See web documentation for details.

@objc public func setLogDirectory(_ path: String) -> Bool

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.

@objc public func deleteLogFile(_ fileName: String) -> Bool

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.

@objc public func deleteAllLogFiles() -> Bool

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

@objc public func resetCurrentLogFile() -> Bool

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.

@objc public func trimCurrentLogFile(_ numBytes: Int32) -> Bool

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

@objc public func flushCurrentLogFile() -> Bool

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.

```
@objc public func getLogFiles() -> [String]
```

Returns an array 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

When sharing a window into the meeting, the remote user may see the share freeze if the shared window is resized while being actively shared.

The new `previewVideoUpdated` delegate method may *not* be called when a device rotates. This will be resolved in a future SDK release.

In support of the new threading model, all delegate methods are executed on a serial `OperationQueue` that is created by the SDK. Future versions will allow you to specify an `OperationQueue` that you create (or use the main queue)

The `VideoView.isScreenShare()` API call will likely return `true` for non screen-share video streams if they are being sent at 4K resolution.