

Apple MeetingSDK v0.8 Release Notes. (July 28, 2023)

NOTE:

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

API CHANGES

Logging functionality has changed. The Meeting SDK now has a 10,000 error message buffer in memory that can store the 10,000 most recent log messages. It is active by default and stores all log messages related to MeetingSDK and the underlying CoreMeeting modules (but not log messages from the Audio and Video engines). The Logging related APIs have changed to allow you to access this buffer and additional functionality.

The following API has been added for MacOS only:

```
public func getWindowList() -> [Int:String]
```

Returns a list of open windows that are available to be shared. The Dictionary returned contains entries that contain a key (`Int`) representing the Window ID and a `String` representing the title of the Window for that Window ID.

The Window ID returned in each entry can be used in a call to `enableWindowSharing()` to share that window into the meeting.

CHANGES/FIXES

Miscellaneous bug fixes in underlying audio and video engines

Fixed a potential problem where a crash could occur when exiting a meeting.

Fixed a problem that might prevent a remote user's screen share from being displayed properly

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.

The MeetingSDK API still has a public method named `setLogFile`. This mostly duplicates the functionality in `enableActiveLogging` and will be removed in a future release.