

# Apple MeetingSDK v0.20 Release Notes. (February 26, 2024)

## NOTE:

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

## API CHANGES

```
public func enableVideoCapture(camera: String, withMode: String,  
blurring: Bool = false, completion: @escaping (Bool) -> ())
```

The enableVideoCapture API method now takes an additional argument to specify if you would like the background blurred for the given camera. You may omit this argument if you'd like and the background will NOT be blurred.

## CHANGES/FIXES

Fixed bug in Video engine that prevented Network cameras (enabled via enableNetworkVideo) from working properly.

Other miscellaneous fixes to the underlying audio/video engines

## KNOWN ISSUES

When screen sharing from iOS and placing the application in the background, iOS may suspend the app (and cause screen sharing to be paused) if the iOS device is running low on system resources.

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.