

## Version 1.1.1

Our May release is primarily a bug fixing release, as we consolidate on the features of 1.1 and work hard towards putting new ones in forthcoming months.

What's new in this release :

- \* Server-to-Server HTTP API Enhancements
  - :: C# libraries!
  - :: A new example for doing Server To Server communication between .NET and LCCS.
  - :: Fixes to the PHP example.
- \* Local Connection Server now handles anonymousPresence and recipientIDs
- \* SDK: A new bandwidth API to WebcamPublisher. Users can set bandwidth cap with this API directly.
- \* User Defined Bug Fixes :
  - :: Switching rooms in an Application with Audio Publisher/Subscriber.
  - :: Byte Array Fix for creating and reading MessageItems from the correct position.
  - :: Roster UI Fix for Flex 4.
  - :: Fixes in our various Sample Apps.
  - :: Fixes in WhiteBoard inside our SDKApp Navigator.
  - :: AUTHENTICATION\_SUCCESS wasn't getting thrown for users with External Authentication.
- \* Developer Console Updates:
  - :: Support for allowing/stopping private streaming in room.
  - :: Support for changing anonymousPresence in Room and lazySubscription property in NodeConfiguration UI .

What's coming up :

(See the 1.1 "What's coming up" for more details...)

## Version 1.1

This is a pretty big release, with a few BIG new features, and lots of bug fixes.

What's new in this release :

- \* Server-to-Server HTTP APIs - Publish and subscribe messages from your own server to ours. See the Developer Guide pdf, the server integration libraries, and new example app folder ("Server2Server"); We're currently rolling this out as a "beta", so

you can test functionality and submit feedback - only http works for hook URLs, with https coming very soon.

- \* A new Flash Player 10.1 library, which includes 2 big new features :
  - :: P2P Data Messaging
  - :: Application multicast for A/V(See the Developer Guide PDF for more info)
- \* Large room support - UserManager.anonymousPresence can be used to build rooms up to 5000 users, with "lazy-loaded" UserDescriptors.
- \* Buddy List Presence : used with anonymousPresence, you can specify a list of userIDs for users who want to listen for my arrival and departure with UserManager.myBuddyList.
- \* Private streams - we've made it much easier to stream to a subset of the room, using AudioPublisher.recipients and WebcamPublisher.recipients
- \* Send a private message to multiple users with the new MessageItem.recipientIDs.
- \* We now include the Player 10 library Source code!
- \* StreamManager.maxP2PStreamPublish can be used to adjust the number of streams allowed for one publisher before switching down to hub-and-spoke.
- \* AdobeHSAAuthenticator.requireRTMFP, when set to true, will only allow RTMFP connections for your users.
- \* There's no longer any need for protocol="rtmfp" - our whole service now supports RTMFP, so there's no need to ask for it!
- \* WebCamPublisher.deblocking!
- \* NodeConfiguration.lazySubscription and CollectionNode.fetchItems (look em up!)
- \* New Sample Apps :
  - :: The whole Server2Server directory!
  - :: PrivateStreamTest
- \* Fixes :
  - :: Capturing Bitmaps of P2P streams is now supported. Do make sure to wrap in a try..catch block (it may throw exceptions the very first time you try).
  - :: The "extra 50" messages on starting up a room have been removed.
  - :: No more exceptions for AudioPublisher if there is no mic/driver installed
  - :: UI components now work properly in Flash Builder 4
  - :: Audio/WebcamPublisher allow publisherIDs=null to listen to no one.
  - :: customUserFields, when set by an OWNER on someone else, were being applied to the OWNER
  - :: When logging out or closing with WebCam or AudioPublisher on, you can now log back in without needing to re-instantiate the publisher to allow it to work.
  - :: Providing SharedWhiteBoard.registerFactory so devs can build their own shape toolbars.
  - :: Tons more little fixes.

What's Next?  
example app folder ("Server2Server"); We're currently rolling this out as a "beta", so

- :: Recording and Playback
- :: Secret project #1
- :: Secret project #2

## Version 1.02

Another quick point release, we wanted to fix some bugs, improve some examples, and generally respond to feedback from the forums.

What's new in this release :

- \* Three new client examples to show off the Flash-Only SDK :
  - :: FlashSimpleChat
  - :: FlashUserList
  - :: FlashWebcamExample
- \* One new server example to show a more real usage of external authentication:
  - :: ExternalAuthentication/rails with AuthLogic plugin
- \* Opened up the whiteboard to make it easier to add new shape types (see WhiteBoardCustomShapes)
- \* Added a deblocking API to WebcamPublisher/WebcamSubscriber
- \* Added a new trace / logging framework - DebugUtils can be used to turn off debug traces, or route them to your own functions.
- \* Added WebcamPublisher.resolutionFactor - easier than On2 descriptor stuff.
- \* Added keepalive method to server integration libraries to keep the authentication token "alive" (it expires after around 15 minutes of inactivity so call AccountManager.keepalive() every 10/12 minutes if you want to avoid having to login as administrator for every server-side request)
- \* Fixes :
  - :: Webcamera example was a bit borked - fixed
  - :: Fixed the RoomConsole for Stream names, as well as clearing the storage type when setting nodeconfigs.
  - :: Fixed the videocomponent when explicit width/height are undefined
  - :: Fixed Voip in Windows 7
  - :: Pause in the webcam is now fixed (player 10 broke it)
  - :: Server integration : the server request for AccountManager.deleteRoom and deleteTemplate was returning the full list of room/templates remaining in the folder, that could be a lengthy operation. Now by default it only return generic information about the folder content.

What's next?

- \* HTTP APIs

- \* Larger room support (lobbies!)
- \* New P2P goodness
- \* More recording / playback work

Version 1.01

Commercial Release!!

Version 0.94

A quick point-release to fix a few issues that cropped up in Version 0.93 :

What's new in this release :

- \* Examples got fixed :
  - Audio, PeerToPeerRtmfp had an issue with silenceLevel that could cause streaming to drop.
  - CollabPicViewer was broken (a missing library)
- \* SharedWhiteBoard's bullets now appear properly when entering text.
- \* WebcamSubscriber % width and % height for mxml is fixed
- \* Player 9 and Player 10 swf can talk to each other again - no more RTEs around isPeer
- \* AudioPublisher's design view
- \* We shipped with an older version of the server integration code - this has been updated to the latest fixes.

Apologies for anyone who encountered issues!

Version 0.93

We're still primarily focused on e-commerce, but wanted to release another drop with some of the stuff we've been working on.

What's new in this Release?

**Announcing a new package for the SDK! Features:**

- \* Video Tutorials (updated as we add more)
- \* Running sample apps

**What's New?** Update when the SDK changes

- \* Consolidation of the Developer Tools (Room Console and Local Connection Server), only 1 App to run now.

- \* Improved Navigation of the SDK
- \* The introduction of our new **Logo**
- \* A new, **Flex-free version** of the SWC, Source code, and ASDocs. Run in Flash CS4, or as an ActionScript Project. Total compiled size : **55KB**. You won't get any UI, but full connectivity including classes for Data, Audio, Video, and File sharing are supported.
- \* A new shared model type : **SharedObject**. Acts as a simple unordered key-value hash. Helpful in migrating FMS projects, but with permissions and storage features.
- \* More work in the **Developer Guide**, including a Tutorial chapter.
- \* A new package **com.adobe.coreUI.controls.whiteboardClasses.shapeDescriptors** consisting of the following descriptor classes
  - \* WBArrowShapeDescriptor - Descriptor class for a Arrow shape
  - \* WBEllipseShapeDescriptor - Descriptor class for Ellipse shape
  - \* WBHighlightAreaShapeDescriptor - Descriptor class for HighlightArea Shapes
  - \* WBLineShapeDescriptor - Descriptor class for a Line shape
  - \* WBMarkerShapeDescriptor - Descriptor class for a Highlighter/Marker pen shape
  - \* WBRectangleShapeDescriptor - Descriptor class for Rectangle Shape
  - \* WBRoundedRectangleShapeDescriptor - Descriptor class for Rounded Rectangle Shapes
- \* WBTextShapeDescriptor - Descriptor class for a Text-Area Shape
- \* New APIs in the **WhiteBoardModel** allowing devs programatic access to the WBSHapes
- \* New **Example** for manipulating the WhiteBoardModel programmatically.
- \* Moved SimpleChatModel to the shared models directory, as it can be used independently of the SimpleChat pod.
- \* Fixes to UserManager to ensure CustomUserFields don't get overwritten
- \* Fixed SharedProperty.canUserEdit (was always reporting false)
- \* Added SharedProperty.updateInterval. Defaults to 0, meaning updates are sent immediately. Can be used to batch updates.
- \* Fixed a bug where the roster would throw an exception on lost connection
- \* Fixed a bug where SimpleChatPod would throw an exception when built in Flex 4.
- \* File Share pod UI bug fixes (3)
- \* Tons of other small bug fixes.

## What's next?

- \* Working on HTTP/Remoting APIs.
  - \* More long-term work on e-commerce enablement
  - \* More responses to your requests!
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- \* Consolidation of the Developer Tools (Room Console and Local Connection Server), only 1 app to run now.

\* More long-term work on e-commerce enablement