

Kochava Unity SDK Release Notes/Version Summary

Below you will find the complete documentation of all changes made between versions of the Kochava SDK. Kochava will provide email communication of SDK releases which are urgent in nature and/or include new, meaningful functionality. For all other updates, the below changelog will notify customers of updates.

SDK Version - 2.0.3

- Added Unity Cloud Build support for iOS projects.

SDK Version - 2.0.2

- Added support for IL2CPP compilation in Android.
- Extended iOS user agent collection timeout from 7 to 30 seconds, benefitting older devices.
- Enhanced the iOS method to send identity link to no longer be batched, providing faster server-side associations.

SDK Version - 2.0.1

- Added data migration functionality when upgrading from older versions of the Unity SDK.

SDK Version - 20160914

- Added new method for sending post-install events using standardized keys and value types.
- Added network connection type, display brightness and device orientation to collected data on initialization.
- Spatial event obeys event blacklisting.
- (iOS) Guard against possible Apple bug where iAd attribution is passed with a nil value.
- (iOS) Objective C automatic reference counting enabled in shim library.

SDK Version - 20151110

- (Android) Removed IMEI, MAC and ODIN.
- (Android) Resolved an edge case around initialization involving Unity life cycle events behaving unpredictably.

SDK Version - 20150929

- (iOS) Support for iAd attribution payload with iOS 9.
- (iOS) Support for Bitcode.
- (iOS) iBeacon detection abilities removed - iBeacon support available upon request.

SDK Version - 20150514

- Network communication changed from “yield return false” to “yield break” in kvinit response handling.
- Added GetKochavaDeviceId getter method to retrieve the Kochava Device Id.
- (iOS only) bug fixed when retrieving iAd attribution on pre iOS 8.0 devices.
- (Android only) logic on which to create ODIN changed to base off Android Id (was MAC address).

SDK Version - 20150311

- Network communication changed from .isDone/yield return null to yield return www in WWW class.
- Duplicate entry removed from Android shim.

SDK Version - 20150123

- Retrieval of attribution data for install.
- sendDeepLink command added to send deep link URI and in iOS the calling application.
- Better handling if no network connection available on initialization.
- (iOS only) iAd Impression Date and App Purchase Date retrieved in iOS 8, if Apple claims iAd Attribution.
- (iOS only) iBeacon monitoring added, including delegate to host application of iBeacon boundary crossings.
- (Android only) Email attribution support added.
- (Android only) Respects Kochava server directive to allow a set amount of time to gather the ADID and Google Referrer Data. IMPORTANT: Gathering of referrer data requires you to add a receiver declaration to your AndroidManifest.xml file. See the Unity SDK Documentation for details.
- (Android only) Allows suppression of the gathering of ADID and absence of Google Play Services in the host app, if desired for the Amazon Store.

SDK Version - 20140826

- Updated Kochava Device Id generation methodology.

SDK Version - 20140714

- iOS 5.0 now minimum requirement (JSONKit removed, requiring iOS native JSON support).
- iAd Attribution added.
- Google Advertising Identifier (ADID) added - IMPORTANT: See integration documentation about adding the Google Player Services library to your Unity project.
- www null checks fixed.
- minor bug fixes.
- iOS and Android integration library enhanced to provide more native data.
- App limit tracking added to UI and method to toggle programmatically added.

SDK Version - 20131001

- Tweaked posting timeouts.
- Fixed kvInit handshake warning when reinitiating after initial failure.
- Fixed SystemInfo.deviceName reporting unknown in certain cases.
- Enabled webplayer deployments by configuring a crossdomain.xml file for Kochava Control.
- Updated Android integration library with more robust UA gathering.
- Renamed AndroidManifest.xml included in SDK bundle to `_KOCHAVA_SAMPLE_AndroidManifest.xml` to prevent preexisting custom application manifest files from being overwritten during the SDK integration process.

SDK Version - 20130925

- Strengthened kvinit blacklist response parsing.

SDK Version - 20130910

- API & UI
 - Device Attribution reporting.
 - Flexible new JSON event registration mechanism.
 - Custom iOS, Android, Kindle, WP8, & Blackberry Kochava-App-IDs to facilitate effortless cross-platform distribution.
- iOS
 - New server-side Kochava-Device-ID generation system to facilitate iOS 7 tracking. "Application Affinity" data gathering for server-side reporting.
- Android
 - Inclusion of new Hardware Integration library, enabling first-class-citizen Kochava SDK.
- Internal
 - New "kvinit" SDK handshake protocol support, including the on-demand customization of SDK integration parameters and the ability to blacklist the gathering of individual device identifiers via server response flags.
 - Conversion of all internal datatypes from Hashtables to Generic Dictionaries - faster, tighter, and allows for more solid JSON serialization and parsing. Converted internal event queue to structured data rather than serialized JSON strings, allowing for intelligent AppData merging during event posting.
 - Deprecated first_run flag in initial data posting.
 - ProcessQueue now yields while kvinit is retrying after initial handshake failure, ensuring.
 - Numerous new debugging-level log calls and exception handling logic distributed throughout codebase.
 - Smarter JSON int / string serialization in SDK > Server communications.

FULL DOCUMENTATION:

<http://support.kochava.com/sdk-integration/unity-sdk-integration>