Product Release Notes

Cyan App Engine (Android) v1.2

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Revision History

Date	Change/Revision	Version	Author
05/13/2015	Initial Draft	0.1	Mick Milnark
05/20/2015	Team Review, Edits, and Updates	0.2	Randy Starr, Matt Sneller
06/15/2015	Updates for BETA testing and rework	.3	Mick Milnark
06/25/2015	V1.0 Published Version	1.0	BDS Product Management

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Introduction

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Document Purpose

This document provides product release information for the 1.2 version of Cyan App Engine for Android, and any associated dependencies with the Cyan Mobile Platform. The product release is relevant for the Android version of the App Engine only, and notes dedicated to iOS are planned for a separate release.

Release Information

Release Snapshot

Item	Item Details
Release Name	Cyan App Engine (Android)
Version #	1.2.13
Product Release Date	06/26/15
Release Status	General Availability
Effective	Immediately
GA Date	06/26/15
Software Versions	This release of the Cyan App Engine (Android only) supports versions of Android 4.1 and higher. Versions prior to 4.1 will require further diagnosis and professional services associated with evaluation, development, and delivery.

Key Features

The following list summarizes the key features and improvements into the release outlined in this document.

Item	Item Description
Improved Overall Stability	General hardening of the Cyan App engine to cover edge use cases that were not fully accounted for initial 1.1 release
Improved Performance	Optimization for authentication, registration, and retrieval of Cyan App packages
Added support for running multiple Cyan App Engines on a single device while bundling individual apps with an App Engine	Provides a streamlined user experience when running multiple Cyan Applications.
Added Support for Document Imaging	Incorporated 3rd party component from LeadTools that enables Blue Dot applications to take advantage of Document Imaging through app engine plugin
Improved Logging	Improved logging to enable improved troubleshooting of reported issues
Improved Event Notifications	Added events into the Engine so that Cyan Applications could take advantage of better information pertaining to Synchronization
Migrated to Android Studio	Enables use of latest Android IDE for development & debugging
Upgraded CBLite to DB version 1.1	Cyan applications now default to using Couchbase Lite as its Datastore for improved performance and better alignment with Cyan's schemaless messaging infrastructure. SQLite is no longer available in the engine as an option. Applications that were previously deployed using SQLite are backwards compatible with the new engine and CBLite document DB.
Added Engine support for	Migration to Crosswalk browser vs. standard Android Webview offers increased performance, flexibility forward, and closer

Android Crosswalk browser	alignment with Chrome.
Added build variants to allow for various processor types x86, ARM, and crosswalk	Greater flexibility in optimizing the Cyan App Engine deployment to match customer specific requirements.
General bug fixes	See Matrix below

Bug Fixes/Defects Resolved

The following list summarizes all bug fixes/defects resolved into the release outlined in this document.

ID	Description	Type
CYAN-946	Enable multiple engines to run on a single device and allow each to have the ability to specify an app id, app label and icon	Story
CYAN-916	Rebuild View Indexes upon app engine login	Story
CYAN-905	Consume streamed and compressed JSON from streaming service and build appropriate Couchbase Lite DB and Views	Story
CYAN-892	Optimize Couchbase Lite DB for Client Side indexing	Story
CYAN-798	Enhance Cyan Engine's Cordova upgrade functionality to support v3.5 and higher	Story
CYAN-799	Create a Test branch for Cyan Engine (Android) and make appropriate associations with Build Server	Story
CYAN-695	Have engine default to Google Chrome as the browser container (Crosswalk)	Story
CYAN-127	Improve synchronization logging in "engine.log" and include outputting key events	Story
CYAN-952	Ability to show/hide keyboard via engine	Story
CYAN-996	Cyan Apps should remember session state and should not force the user to login again when "unloaded" by the OS *(Note: this change was actually implemented partially in App Engine, but primarily within each Cyan Mobile App)*	Story
CYAN-1056	Change Preferences.json file to be unique to App ID	Story
CYAN-814	Fix Error: Sync failed org.springframework.web.client.HttpServerErrorException:500 Internal Server Error	Defect
CYAN-888	Screen zooms a little bit whenever focus is placed on a text field	Defect
CYAN-889	Delay when opening Cyan engine	Defect
CYAN-897	Fix weird characters that are displaying in upper left hand of most Cyan apps	Defect
CYAN-998	Fix typo in the Cyan App Settings page	Defect
CYAN-995	Fix issue where Cordova camera plugin crashes after updating plugins	Defect
CYAN-994	Fixed issue where Web API fails to authenticate device requests in BDS Test environment	Defect
CYAN-	Cyan Android builds are applying customizations from previous	Defect

1072	builds	
CYAN-1012	When multiple app engine packages are on the same device, invoking sync within the current application should only sync the current application, not other engines	Defect
CYAN-1016	Provide solution to noSQL users having to Re-init twice to retrieve data	Defect