

webMethods Mobile Designer 9.8 Readme

April 2015

This file contains important information you must read before using webMethods Mobile Designer 9.8. You can find webMethods Mobile Designer 9.8 user documentation on the [Documentation website](#) or the [TECHcommunity website](#). At those locations, you can also find the suite-related information listed below.

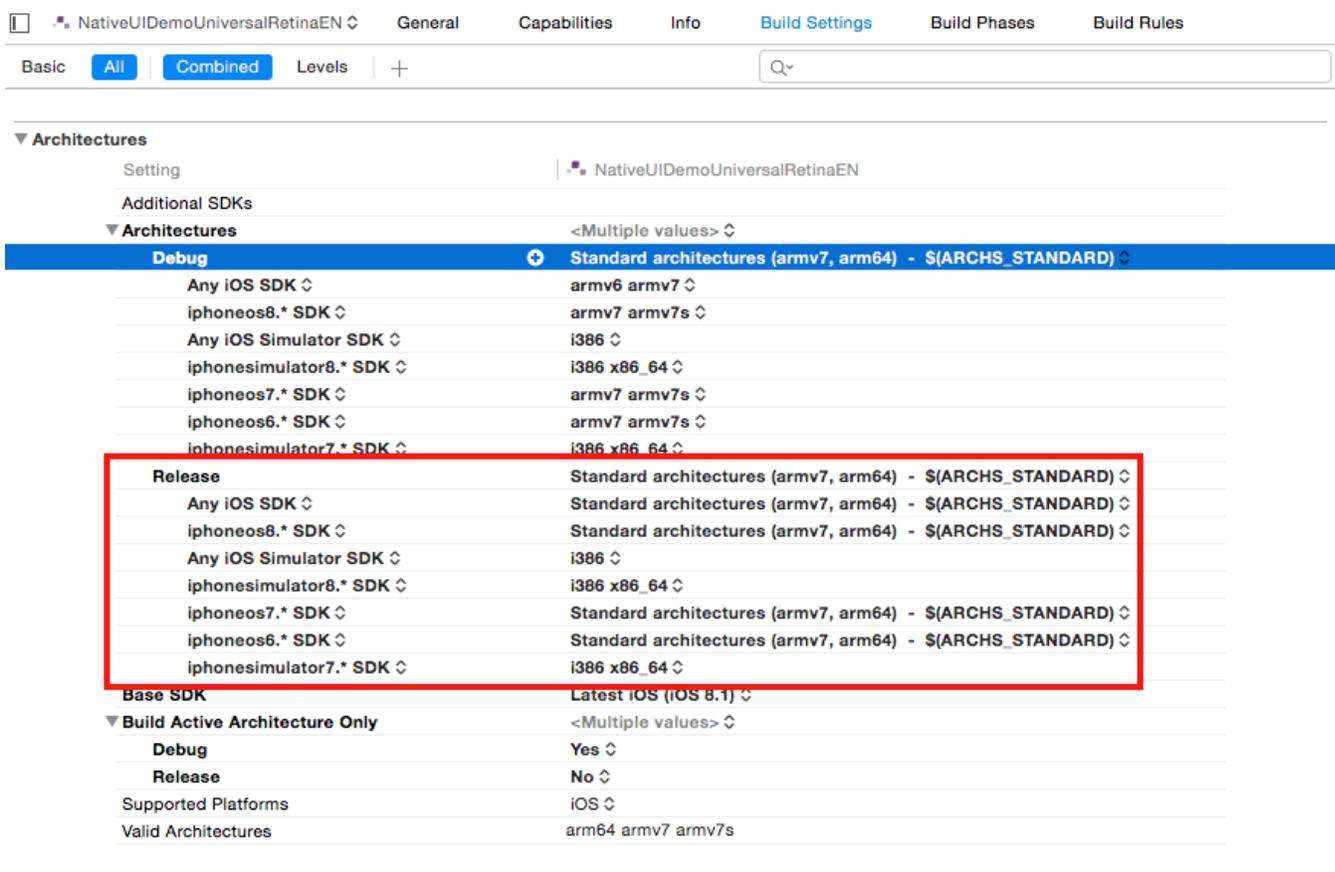
webMethods Product Suite Release Notes
webMethods and Intelligent Business Operations System Requirements
webMethods System Cache Specifications
Using the Software AG Installer
Installing webMethods and Intelligent Business Operations Products
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1.0 Critical Information

This section lists the critical issues for the current release that were known when this readme was published. For critical information found later, go to the Knowledge Center on the [Empower website](#).

- **MOBILE-852**
On Android, Multi-Build generates broken Android project.
After importing a cross-compiled Android project into Software AG Designer, it is not possible to compile and run the project on the device due to errors.
To resolve this issue, replace @MIN-SDK-VERSION@ with @TARGET_SDK_VERSION@ placeholders in MobileDesigner/Platforms/Android/build/project/project.properties.
- **MOBILE-945**
Building applications in debug mode may fail unexpectedly.
When building applications with debug versions of the Mobile Designer libraries, some APIs may not be visible to the end-user's application code.
To resolve this issue, ensure that builds are created with the release versions of the libraries.
- **MOBILE-945**
iOS App Store builds might not be accepted.
When doing App Store builds of iOS applications, the submitted binary might be rejected by Apple due to new configuration properties required for App Store releases.
As workaround, you need to perform following steps before submitting:
 - Open the cross-compiled native project in Xcode.
 - Select "Build Settings".
 - In the "Architectures > Release" section, set "Any iOS SDK", "iphoneos6.*SDK", "iphoneos7.*SDK" and "iphoneos8.*SDK" to "Standard architectures (armv7, arm64)" as shown in the graphic below.



- Select "Info".
- Expand "Icon files" as shown in the graphic below and remove all entries that are not in the Resources directory.
- Add a new Boolean entry "Application requires iPhone environment" and set it to "YES".

Key	Type	Value
Bundle identifier	String	de.itcampus.NativeUIDemoUniversalRetinaEN
InfoDictionary version	String	6.0
CFBundleResourceSpecification	String	ResourceRules.plist
Bundle version	String	0.0.1
Executable file	String	NativeUIDemoUniversalRetinaEN
Application requires iPhone environment	Boolean	YES
▼ Icon files	Array	(8 items)
Item 0	String	Icon.png
Item 1	String	Icon-72.png
Item 2	String	Icon@2x.png
Item 3	String	Icon-72@2x.png
Item 4	String	Icon-60.png
Item 5	String	Icon-76.png
Item 6	String	Icon-60@2x.png
Item 7	String	Icon-76@2x.png
► Supported interface orientations	Array	(4 items)
Bundle display name	String	NativeUI Demo
MinimumOSVersion	String	6.0
► CFBundleSupportedPlatforms	Array	(1 item)
View controller-based status bar app...	Boolean	NO
Bundle creator OS Type code	String	????
Icon file	String	Icon.png
Bundle OS Type code	String	APPL
► UILaunchImages~ipad	Array	(2 items)
Status bar is initially hidden	Boolean	NO
Localization native development region	String	en
Bundle name	String	NativeUIDemoUniversalRetinaEN

- Archive the project by selecting “Product > Archive”.
- Open Organizer, select the created archive, and submit the project.

2.0 Known Issues

This section lists issues that were known for the current release when this readme was published. For known issues found later, go to the Knowledge Center on the [Empower website](#).

- MOBILE-438
Missing android:theme in AndroidManifest.xml.
To use the Android theme, the following attribute must be added to the <application> tag in MobileDesigner/Platforms/Android/build/AndroidManifest.xml:

```
android:theme="@style/AppTheme".
```

The <application> tag should look as follows:

```
<application android:label="@string/app_name"
            android:icon="@raw/icon"
            android:theme="@style/AppTheme">
```

- MOBILE-848
On MacOS, running the “++Activate-Handset” ant target fails.
Activating of handset by calling the “++Activate-Handset” target ends up with a build error.

There are two possible workarounds:

- Use the MOBILE_DESIGNER environment variable.
- Or add following line to MobileDesigner/Tools/BuildScript/v1.0.0/targets-core.xml, within the <java>-tag on line 101:

```
<jvmarg line="${MD_JAVA_PROP}"/>
```

The <java> tag should look as follows:

```
<java classname="org.apache.tools.ant.launch.Launcher" fork="true" failonerror="true"
taskname="osx-fork">
  <classpath>
    <pathelement location="${ant.home}/lib/ant-launcher.jar"/>
  </classpath>
  <jvmarg line="${MD_JAVA_PROP}"/>
  <arg value="-Dmacosx.eclipse.forked.ant=true"/>
  <arg value="++Activate-Handset"/>
</java>
```

- MOBILE-851

On Phoney, NoSuchMethodError is thrown by calling the setConnectionTimeout method of ExtendedHttpConnection class.

There is currently no workaround for this issue.

3.0 Usage Notes

This section provides additional information you need to work with the current release of webMethods Mobile Designer.

- Mobile Designer now requires standard Software AG licenses at runtime. See the installation guide for more information. The old license files of Mobile Designer 9.7 or below are not supported by Mobile Designer 9.8.
- Updates will now be installed using the Software AG Update Manager. The following update Ant targets have been removed and are not available for Mobile Designer 9.8:

- Force-Update-Check
- Force-Update-Preview

The Changelog file has been removed. To get information on the installed version, view the `_Mobile_Designer_Version_` file in the `\Docs\` folder of your Mobile Designer installation.

- Handset-specific Ant targets have been removed from Mobile Designer 9.8. Only universal targets are now supported. To use projects of Mobile Designer 9.7 or below, you need to remove all old targets from your project.
- In addition to the `MOBILE_DESIGNER` environment variable, you can now provide the path to the Mobile Designer installation as follows:

```
ant -Denv.MOBILE_DESIGNER=<path> <target>
```

- MOBILE-440

To generate a Windows Phone 8.1 project, you have to proceed as follows:

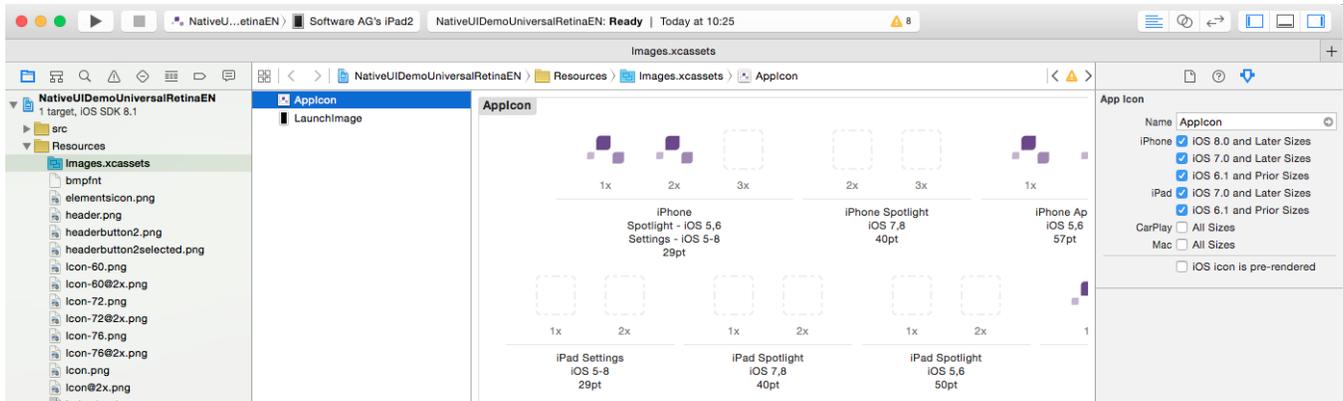
- Add the following to target.xml:

```
<property name="winphone.sdk.version" value="8.1"/>
```

- The Windows Phone 8.1 project format requires Visual Studio 2013 Express for Windows. It will be automatically installed with Windows Phone SDK 8.1, which is also required.
- Windows Phone 8.1 projects can be built only with the new MSBuild tool (version 12), which is shipped together with Visual Studio 2013 and will be automatically installed on the PC. By default, Mobile Designer uses the default path to the MSBuild tool, but it is possible to change the path by adding the `"microsoft.msbuild.version.12"` property in `sdk.properties`. This property should point to the binary folder of the MSBuild tool, for example:

```
C:\Program Files (x86)\MSBuild\12.0\Bin
```

- To use your own app icons or launch images (splash screens) on iOS, use the following steps:
 - Define your own icons and images:
 - Cross-compile your existing project and open it in Xcode.
 - Select an asset catalog (`"Images.xcassets"` in the `"Resources"` group).



- To change default icons, select “AppIcon” and then drag and drop the desired icons from the Finder to the appropriate placeholder (see screenshot).
- To change default launch images, select LaunchImages and drag and drop the desired images from the Finder to the appropriate placeholder (see screenshot).
- Copy the changes asset catalog to your project:
 - Right-click on the asset catalog and choose “Show in Finder”.
 - Copy “Images.xcassets”.
 - Create the new directory “ios” in the root of your project.
 - Paste “Images.xcassets” into the “ios” directory.
- Adjust your build script to use the new asset catalog:

- In targets/_defaults_.xml, add following line within the existing <target> tag:

```
<property name="project.hookpoint.target.premakefilegeneration"
value="CopyCustomAssetCatalog"/>
```

- Add the “CopyCustomAssetCatalog” target after the closing </target> tag:

```
<target name="CopyCustomAssetCatalog">
  <switch value="${selected.platform}">
    <case value="ios-app">
      <echo> Copying icons to AssetCatalog</echo>
      <delete verbose="true">
        <fileset
          dir="${project.handset.output.postedit.dir.root}/Images.xcassets">
          include name="**/*"/>
        </fileset>
      </delete>

      <copy toDir="${project.handset.output.postedit.dir.root}"
        overwrite="true" verbose="true">
        <fileset dir="${basedir}/ios">
          <include name="**/*"/>
        </fileset>
      </copy>
    </case>
  </switch>
</target>
```

4.0 Fixes Included in Each Release

This section lists the fixes that have been included in each release. Go to the Knowledge Center on the [Empower website](#) for detailed information about fixes.

Release 9.8

None.

Release 9.7

None.

Release 9.6

None.

5.0 Other Resolved Issues

This section lists the issues that were resolved in each release but were not part of the fixes listed in the previous section.

Release 9.8

- MOBILE-376
Scrolling of `nUIContainerElements` cannot be disabled.
The user call `nUIContainerElement#setVscrollable(false)` does not have any effect on the container object.
The NativeUI libraries for all platforms have been updated so that the `setVscrollable` method now works as expected.
- MOBILE-377
On Android, `TableButtons` are misaligned after device rotation.
Duplicates or similar issues are MOBILE-207, MOBILE-378, MOBILE-388.
If the user rotates the device from landscape to portrait mode, the size of the table elements is not correct.
The Android NativeUI library has been updated to resolve this issue.
- MOBILE-379
On Windows Phone 8, Webview “jumps” to the top of dialog windows.
If the user opens a custom dialog, Webview can “jump” from the main window to the top of the dialog under special circumstances.
The Windows Phone 8 NativeUI has been updated to resolve this issue.

- MOBILE-380
 On iOS, EXC_BAD_ACCESS occurs when starting an app with Xcode.
 If the user starts a cross-compiled project in Xcode, an EXC_BAD_ACCESS exception occurs.
 The iOS libraries were rebuilt to solve this issue.
- MOBILE-382
 On iOS, an app fails on startup when using a built library.
 If the user starts a cross-compiled project which uses a library built with Mobile Designer, the app crashes with NullPointerException.
 The iOS libraries were rebuilt to solve this issue.
- MOBILE-392
 On iOS, linker errors when building with iOS 7.1 SDK.
 Linker errors occur if the user builds an iOS target with the iOS 7.1 SDK.
 The build scripts for iOS have been updated to resolve this issue.
- MOBILE-393
 On Android, nUIImage blocks NUI events.
 If the user clicks on an image, no events are sent for this element.
 The Android NativeUI library has been built to resolve this issue.
- MOBILE-395
 On Android, the keyboard hides some elements of the underlying window.
 Duplicates or related issues are MOBLE-410, MOBILE-564.
 If the user touches an nUIEntryElement which is located in the lower area of the screen, this element can be hidden by the keyboard.
 The Android NativeUI library has been updated to resolve this issue.
- MOBILE-401
 On Window Phone 8/RT, Class::isAssignnableFrom() does not work not correctly.
 The isAssignnableFrom method can return wrong values.
 The Windows Phone 8/RT CLDC libraries have been updated to resolve this issue.
- MOBILE-409
 On iOS, support for device proxy configuration.
 It is not possible to connect to any external URL if proxy settings are activated on the device.
 The iOS NativeUI library was updated to show a dialog to enter the credentials for the proxy server.
- MOBILE-415
 Compiling problems and memory error at app startup.
 After upgrading Xcode to version 6.0.1, a cross-compiled project cannot be built due to compile errors. After fixing these problems in Xcode, the app ends up with a crash(signal SIGABRT).
 The iOS build scripts and iOS libraries have been updated to resolve this issue.
- MOBILE-417
 Cross-compiling to C# is too slow.

If the user builds a project which contains classes with a large amount of inner classes, the build time can grow exponentially.

The cross-compiler has been updated to resolve this issue.

- MOBILE-423

On Windows Phone 8/RT - nUIWebView visibility issue.

If a WebView is visible on the main window and immediately after a dialog window comes to the screen, the main screen's WebView remains above the newly added dialog. The rest of the main window is gone as expected.

The Windows Phone 8/RT NativeUI libraries were updated to resolve the issue.

- MOBILE-508

On Windows Phone 8, the keyboard hides some nUIEntryElements on dialogs.

The opened keyboard can hide a focused entry field without the possibility to scroll to it. As a result, the user is not able to see what he or she types.

The Windows Phone 8 NativeUI library has been updated to resolve this issue.

- MOBILE-529

On Windows Phone 8/RT, argument list for csc.exe can be too long sometimes.

If a project includes a lot of libraries built with Mobile Designer, the command line passed to csc.exe can sometimes be too long, resulting in the error "CS0010: Filename or extension too long".

The Windows Phone 8/RT build scripts have been updated to resolve this issue.

- MOBILE-539

On Windows Phone, the contents of a UINavigationController could not be reused.

At runtime, UINavigationControllerElements do not reinstate their native contents if an UINavigationController is retained for later use after being added to a window and then removed from the window.

The Windows Phone NativeUI library has been updated to resolve this issue.

- MOBILE-592

On iOS 8, visibility and usability problems when compiling with Xcode 6.

Duplicates or related issues: MOBILE-731.

The use of Xcode 6.0.1 causes a lot of UI issues, such as incorrect app orientation, wrong icon alignment, or UI elements not responding to the user.

The iOS NativeUI library has been updated to resolve this issue.

- MOBILE-608

On Windows Phone 8, launching an app in landscape mode leads to an exception.

If the user starts the app in landscape mode, the app ends up with a crash due to an exception.

The Windows Phone 8 NativeUI library has been updated to resolve this issue.

- MOBILE-736

On iOS, the status bar is invisible in landscape mode on iPhone devices.

If the user rotates the iPhone device from portrait to landscape mode, the status bar becomes invisible.

The iOS NativeUI library has been updated to resolve this issue.

- MOBILE-742
On Windows RT, calling `nUITextFieldElement#getHeght()` can cause a crash.
The Windows RT NativeUI library has been updated to resolve the issue.

Release 9.7

- WWW-824
NullpointerException occurs when using inner classes.
When the constructor of an inner class is called, the application might throw a NullpointerException.
The cross-compiler has been updated to resolve this issue.
- WWW-879
Background highlighting of elements is not being reset on iOS 7.
If a user touches a list view element while scrolling, the application changes the background color of the element to highlight it. However, when the application is running on iOS 7 and the user releases the touch on the element, the background color remains highlighted rather than resetting to its original color.
The iOS Native UI library was updated so that the background color is correctly reset.
- WWW-883
Incorrect XML parsing of XML data that contains brackets.
Mobile Designer could not parse XML data if the data inside a CDATA section contained '[' or ']' at the end of the data.
The XML parsing library has been updated to resolve this issue.
- WWW-916
On Android, the user interface displays incorrectly when rotating the device while using the camera.
When running an application on Android, if the device is rotated while using the camera, after closing the camera, the user interface does not display in the correct orientation. For example, the user interface might display in portrait mode while the device is in landscape mode.
The Android Native UI library was updated to correct the orientation issue.
- WWW-925
Issue with C# code generation can result in missing variables.
C# code that Mobile Designer generates with its cross-compiler can be missing variables in case statements. As a result, the compilation fails.
The cross-compiler has been updated to include correct variables in case statements.
- WWW-942
`Class.forName()` and `Class.newInstance()` methods process class names incorrectly.
Using reserved C# keywords in source Java package or class names causes the cross compiler to employ collision avoidance that can lead to inconsistent behavior in the `Class.forName` and `Class.newInstance` methods at runtime.

The runtime has been updated to map classes according to the collision avoidance rules used in the cross compiler.

- WWW-965
When using the `nUIImageElement` on Android, `EVT_TRIGGER` events are not sent.
To make a `nUIImageElement` object behave like a button so that it generates `EVT_TRIGGER` events, the application invokes `setTriggerable(true)` when creating the image. However, when an image created in this manner is running on Android, no `EVT_TRIGGER` events are sent.
The Android Native UI library was updated so that it now correctly sends `EVT_TRIGGER` events.
- WWW-997
Camera snapshot does not work on Windows Phone 8 and Windows RT 8.1.
When running the NativeUI sample, the camera functionality was not working on Windows Phone 8 and Windows RT 8.1.
The Native UI library was updated to improve camera capture.

Release 9.6

- WWW-596
On Windows Phone 8, concatenation issue caused integers to be interpreted as chars.
Integers used in String concatenations under Windows Phone 8 were being interpreted as chars.
The system has been updated to recognize this type of primitive typecasting issue and to make corrections as needed.
- WWW-606
On iOS, the height value for a dialog header is zero.
When running an application on iOS, the Native UI DialogWindows were reporting that their header height values are zero.
The iOS Native UI library was updated to report the correct value.
- WWW-608
On iOS, users cannot dismiss a dropdown list spinner in a dialog due to a missing Cancel button.
When running an application on iOS, if a Native UI DialogWindow contained a drop down list (an `nUIDropdownlistEntry`), the user could open the drop down list to make a selection. However, a Cancel button was not added to the dialog's header. As a result, the user could not dismiss the drop down list spinner.
The iOS Native UI library was updated to resolve this issue.
- WWW-642
On Windows Phone 8, pressing the Back button does not terminate the application.
When a user pressed the Back button a single time at root level, the application did not terminate as expected.
The Windows Phone 8 Native UI library was updated to support this behavior.

- **WWW-668**
On Windows Phone 8, NullPointerException is thrown in the HttpURLConnectionHandler class. HttpURLConnection.getRequest was sometimes returning NULL when executed on Windows Phone 8. The Windows Phone 8 MIDP library was updated to resolve this issue.
- **WWW-686**
On Windows Phone 8, users can interact with the screen under a dialog. When a dialog was created in an application running on Windows Phone 8, when a dialog was displayed over a screen, the user could still interact with the screen under the dialog. The Windows Phone 8 Native UI library was updated so that any touches to the screen below a dialog do nothing.
- **WWW-722**
On Windows Phone 8, the nUIDropdownlistEntry object does not trigger an EVT_POST_EDIT event. When a user selects an item from a nUIDropdownlistEntry object in an application running on Windows Phone 8, an EVT_POST_EDIT event is not triggered. The Windows Phone 8 Native UI library was updated to resolve this issue.
- **WWW-724**
On iOS, the java.util.Vector class is not thread safe. The Vector.addElement was not thread safe in C++ based platforms. The iOS CLDC library was updated to resolve this issue.
- **WWW-738**
On Windows 8/Windows Phone 8, Native UI web view objects have casting issues. The nUIWebView and nUIWebViewElement objects were missing typecast information so that the objects can be typecast to a parent type of class. The Windows Phone 8 Native UI library was updated to resolve this issue.

6.0 Documentation Changes

This section describes significant changes to the documentation in each release, such as the addition, relocation, or removal of product guides, online help, chapters, or other major content.

Release 9.8

None.

Release 9.7

None.

Release 9.6

None.

7.0 Terminology Changes

Release 9.8

None.

Release 9.7

Old Term	New Term
Windows RT	Windows 8/RT

Release 9.6

None.

8.0 Added, Removed, Deprecated, or Changed Items

This section lists features, functionality, controls, portlets, properties, or other items that have been added, removed, deprecated, or changed.

Release 9.8

Added Item	Description
microsoft.msbuild.version.12	Define this property in the sdk.properties file. This property should point to the binary folder of the MSBuild tool, for example: C:\Program Files (x86)\MSBuild\12.0\Bin

Removed Item	Replacement
FunctionDemo sample project	None.
HelloWorld sample project	None.
3DGame sample project	None.

Removed Item	Replacement
<code>_Mobile_Designer_Changelog_</code> from Docs\ folder	This Mobile Designer readme file and the <code>_Mobile_Designer_Version_.txt</code> file in the /MobileDesigner/Docs folder.
Force-Update-Check and Force-Update-Preview Ant targets	As of version 9.8, updates are delivered using the Software AG Update Manager. Internal updates are not available anymore.
Tools\Updater\	None.
Support for Windows Phone 7, iOS 6 and below, Android API 10 and below.	Use newer SDK versions.

Deprecated Item	Replacement
None.	

Changed Item	Description
None.	

Release 9.7

Added Item	Description
Added project properties and parameters	
<code>ios.use.root.view.controller</code> project property	Specifies whether the application uses the iOS rootViewController property. This property is supported for the iOS platform.
<code>Project.handset.push.notifications</code> project property	Specifies whether the application receives push notifications. This property is supported for the Android, BlackBerry, and iOS platforms.
<code>Project.handset.uses.WebServices</code> project property	Specifies whether an application requires the Web Service API library.
<code>Project.make.simultaneous.jobs</code> project property	Specifies the number of make jobs that you want Mobile Designer to run simultaneously.
<code>Winrt.application.identity.string</code> project property	Specifies the value Mobile Designer sets for the Identity Name field inside the Package.appxmanifest file, which Mobile Designer generates during the build process. This property is supported for the Windows 8 and Windows RT platforms.

Added Item	Description
Added System.getProperty properties mobiledesigner.display.scaling.percent	Use this System.getProperty() property to obtain a percentage value that you can use to determine the physical size of a screen. This property is supported for the Windows 8, Windows RT, Windows Phone 7, and Windows Phone 8 platforms.

Removed Item	Replacement
Removed project properties and parameters bada.sdk.root	No replacement. This property was removed when support for the Bada platform removed.
webos.pdk.lib.root webos.device.compiler.bin webos.package	No replacement. These properties were removed when support for the webOS platform removed.
winmobile.sdk.root winmobile.compiler.root winmobile.sdk.rc.dir winmobile.sdk.smartdevices.dir	No replacement. These properties were removed when support for the Windows Mobile platform removed.
Removed project properties and parameters project.handset.terminateonorientationchange project.handset.minimum.sleep.time.ms project.handset.keyboard.exclusivity	No replacement. These properties were removed when support for the Windows Mobile platform removed.

Deprecated Item	Replacement
None.	

Changed Item	Description
None.	

Release 9.6

Added Item	Description
Added sdk.properties file properties	

Added Item	Description
mobiledesigner.javac.detection.mode	Defines the level of warning or error that the Mobile Designer issues if Mobile Designer cannot find an installed Java compiler.
Added project properties and parameters	
mobilesupportclient.runtime.dir	Specifies whether to include the Mobile Support Client library in a mobile project. The methods in this library facilitate data synchronization between mobile devices and backend databases by initiating synchronization requests with webMethods Mobile Support.
ios.extra.frameworks	Specifies the path to one or more third-party frameworks that you want injected into the makefile and Xcode project files for iOS builds.
Added System.getProperty properties	
mobiledesigner.online.availability and mobiledesigner.domain.availability:<name>	<p>Added support for two new run-time System.getProperty() properties:</p> <ul style="list-style-type: none"> ▪ mobiledesigner.online.availability to determine whether the device is connected to a network. ▪ mobiledesigner.domain.availability:<name> to determine whether the device can connect to the domain with the specified name.
Added sample projects	
NativeUIDemoX	Added a new version of the NativeUI Demo. Like the current version, <code>_NativeUIDemo_</code> , this new version, <code>_NativeUIDemoX_</code> , demonstrates the use of the major Native UI classes. However, the new version, <code>_NativeUIDemoX_</code> , was created using webMethods Mobile Development

Removed Item	Replacement
None.	

Deprecated Item	Replacement
None.	

Changed Item

Description

Changed project properties and parameters

project.runtime.statusbar.visible project property This property now works for applications running on the Android platform, in addition to applications running on iOS.

9.0 Added, Removed, Deprecated, or Changed APIs

Release 9.8

Added API

In `nUIViewDisplay`:

```
void setHeaderFgColor (int headerFgcolor)
void resetHeaderFgColor()
```

Description

Sets or resets the foreground color of the view's header.

In `nUIEntryElement`:

```
void setEditable(boolean editable)
boolean getEditable()
```

Disables/enables entry elements.

In `ExtendedHttp(s)Connection`:

```
void setConnectionTimeout(int ms);
int getConnectionTimeout();
```

Sets the connection timeout in milliseconds for the particular http(s) connection.

In `HttpConnectionHandler`:

```
static HttpConnectionHandler
openHttpConnectionByteArrayData
(
String url,
int encoding_format,
byte data_to_send [],
String request_properties [],
int required_action,
int timeout
)
```

Opens an http(s) connection using `HttpConnectionHandler` with the possibility to set the connection timeout in milliseconds. These two methods differ from the existing ones only in the "timeout" parameter.

```
static void openHttpConnectionStringData
(
String url,
int encoding_format,
String data_to_send,
String request_properties [],
int required_action,
int timeout_ms
)
```

In `nUICheckboxButton`, `nUIRadioCheckbox`:

```
void setButtonToTextPadding(int padding)
int getButtonToTextPadding()
```

Sets the padding between the radio (check) button and text belonging to the button by default. This method does not have any effect on platforms other than Android.

Removed API

None.

Replacement

None.

Deprecated API

CanvasCore.quit();

Replacement

None. Not recommended to use.

Changed API

None.

Description***Release 9.7*****Added API**

java.util.logging

Description

Mobile Designer provides a java.util.logging API that is based on the Java Logging API standard. The java.util.logging package that Mobile Designer provides contains classes and interfaces that are based on the Connected Limited Device Configuration (CLDC) 8 standard.

Removed API

None.

Replacement**Deprecated API**

None.

Replacement**Changed API**

None.

Description***Release 9.6*****Added API**

None.

Description**Removed API**

None.

Replacement

Deprecated API	Replacement
----------------	-------------

None.

Changed API	Description
-------------	-------------

nUITableButton (com.softwareag.mobile.runtime.nui.nUITableButton)	Added the setBgcolorHighlightStyle method to determine whether to override the background cell colors in a TableButton when the TableButton is highlighted by a touch event.
--	--

nUIConstants (com.softwareag.mobile.runtime.nui.nUIConstants)	Added the following constants: <ul style="list-style-type: none">▪ EVT_SWIPE_LEFT and EVT_SWIPE_RIGHT constants for left and right swipe detection events.▪ EVT_COMPLETED_EDIT constant for detecting events triggered when users complete editing EntryElement objects. Editing is considered complete when the associated keyboard, pop-up, or spinner is collapsed or dismissed.
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10.0 Copyright Information

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