



Adobe AIR SDK Release Notes

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1 Purpose of the Release

This is an official release of the Adobe AIR SDK software, provided by HARMAN under the terms of the “AIR SDK License Agreement”. This software may be used to create AIR applications for distribution to end users.

For macOS users on 10.15+, the SDK may not work properly unless the quarantine setting is removed from the SDK: `$ xattr -d -r com.apple.quarantine /path/to/SDK`

This release builds upon the previous one to finalise the Info.plist values required for iOS15, with the correct values being injected so that IPA files appear to have been built using the released Xcode 13 tool with the final iOS15 SDK.

Please note that there is no longer support for 32-bit IPA files, all IPAs will use just 64-bit binaries now.

A number of other bug fixes were included e.g. to cope with updates in the Android SDK build tools and to correct final code signature issues on iOS, see section 3.1.5. The mechanism for finding the new Edge WebView2 component on Windows has also been updated and should now be more robust: the availability of this library can be detected dynamically using the ‘isSupported’ property of StageWebView.

There are still a number of challenges when using IDEs to build new targets such as the Android App Bundle: for some guidelines please see <https://airsdk.dev/docs/tutorials/platform/android/packaging-android-app-bundles> and other community-developed content.

For developers who are packaging applications for desktop AIR, there is now a shared AIR runtime that is available for end users to download at <https://airsdk.harman.com/runtime>. However, we continue to recommend that applications are packaged up with the captive bundle mechanism to include the runtime and remove the dependency upon this shared package.

On MacOS in particular, the use of the shared AIR runtime to ‘install’ a .air file will not create a signed application, hence new MacOS versions may block these from running. To ensure a properly signed MacOS application is created, the “bundle” option should be used with native code-signing options having a KeychainStore type with the alias being the certificate name.

Any issues found with the SDK should be reported to adobe.support@harman.com or raised on <https://github.com/airsdk/Adobe-Runtime-Support/issues>.

The website for AIR SDK is available at: <https://airsdk.harman.com>.

2 Release Information

2.1 Delivery Method

This release shall be delivered via the AIR SDK website: <https://airsdk.harman.com/download>

2.2 The Content of the Release

2.2.1 Detailed SW Content of the Release

| Name | Version |
|---|------------|
| Adobe AIR SDK – for Windows | 33.1.1.633 |
| Adobe AIR SDK – for Mac | 33.1.1.633 |
| Adobe AIR SDK – for Linux | 33.1.1.633 |
| Adobe AIR SDK for Flex Developers – for Windows | 33.1.1.633 |
| Adobe AIR SDK for Flex Developers – for Mac | 33.1.1.633 |
| Adobe AIR SDK for Flex Developers – for Linux | 33.1.1.633 |

2.2.2 Delivered Documentation

| Title | Document Number | Version |
|-----------------------------|-----------------|------------|
| Adobe AIR SDK Release Notes | HCS19-000287 | 33.1.1.633 |

2.2.3 Build Environment

| Platform | Build Details |
|----------|---|
| Android | Target SDK Version: 30 Minimum SDK Version: 14 (ARMv7, x86); 21 (ARMv8, x86_64) Platform Tools: 28.0.3 Build Tools: 30.0.3 SDK Platform: Android-30 |
| iOS | iPhoneOS SDK Version: 15.0 iPhoneSimulator SDK Version: 15.0 XCode Version: 13.0 Minimum iOS Target: 9.0 |
| MacOS | MacOS SDK Version: 11.3 XCode Version: 13.0 Minimum macOS Target: 10.7 |
| Windows | Visual Studio Version: 14.0.25431.01 Update 3 |
| Linux | GCC Version 5.4.0 20160609 (Ubuntu 16.04.5) |

2.3 AIR for Linux – Restrictions

The AIR SDK now supports some capabilities on Linux platforms. This is only available to developers with a commercial license to the SDK, and has some restrictions:

- No “shared runtime” support: applications would need to be built as ‘bundle’ packages with the captive runtimes
- Currently only x86_64 support – ARM64 is planned and potentially 32-bit variants if needed
- Packaging into native installers (“native” target type for .deb or .rpm files) is currently not working: please create a “bundle” target and use Linux tools to distribute these

The Linux functionality has not been as widely tested and is provided “as-is” – developers are free to distribute applications built using the SDK, and please report any issues found.

2.4 AIR for Flex users

HARMAN have continued Adobe’s strategy of issuing two AIR SDKs per platform: the first of these (“AIRSDK_[os].zip”) contains the newer ActionScript compiler and is a full, self-contained SDK for compiling and packaging AIR applications. The second of these is for combination with the Flex SDK (“AIRSDK_Flex_[os].zip”) which doesn’t include a number of the files necessary for ActionScript/MXML compilation. These SDKs should be extracted over the top of an existing, valid Flex SDK.

See instructions at <https://helpx.adobe.com/uk/x-productkb/multi/how-overlay-air-sdk-flex-sdk.html>.

NOTE when copying an AIR 33.1 SDK over a previous version, there are folders in AIR 33.1 that have the same name as files from previous versions of the SDK (MainWindow.nib and MainWindow-iPad.nib). If there are errors such as

“SDK is missing file objects-13.0+.nib”

then please check that these folders have been properly copied over and contain the objects-13.0+.nib file.

Advance warning: a later version of XCode has reverted this change in format so the same problem may occur in a future release of AIR..

3 Changes and Issues

3.1 Changes in this Release

3.1.1 Runtime

No changes – the below details will be fixed for all “33.1” version numbers:

Namespace: **33.1**

SWF version: **44**

The namespace and SWF version updates are made across all platforms and may be used to access the updated ActionScript APIs that will be introduced in future beta releases of 33.1.

Note that using “33.0” as a namespace is not valid, and is resulting in behaviors such as `VerifyErrors` being dispatched at application start-up with built-in class names such as `ExtensionContext`, `Context3D`, and others.

3.1.2 Build Tools

Xcode 13 and the latest macOS and iPhone OS SDKs are now being used to build the AIR SDK.

The build system for this is on a version of macOS that doesn't support 32-bit processes hence we cannot generate the 32-bit versions of the stub files. This means that we can no longer support older 32-bit iPhone/iPad devices.

3.1.3 AS3 APIs

Updated AS3 APIs are described in section 12.

3.1.4 Features

Following community feedback, the mechanism for loading the new Edge “WebView2” component has been updated to seek out the presence and location of this via the registry and then load it directly. The “`isSupported`” property will now notify the user if the registry entries or expected libraries are missing from a machine. The capability to capture a preview of the WebView2 display into an image object will be added in a future release, this will be an asynchronous call to match the Windows implementation.

3.1.5 Bug Fixes

AIR-4573: Updating for iPhone OS 15.0 SDK stub files

AIR-4985: Locate and create Edge WebView2 directly from registry location

AIR-5060: Prevent Function accelerators triggering with normal keypresses on Monterey

AIR-5080: Updating IPA constants to use Xcode13/iOS15.0 values

AIR-5130: Prevent video hang on NetStream shutdown race condition

AIR-5140: Changing codesign format for frameworks in IPA files (when using native codesign)

github-309: Fix for different `contentScaleFactor` on multiple monitors when initializing new window.

github-364: Allowing direct mode with `msaa` as a fallback option

github-1149: Workaround for D8 library missing main manifest attribute in Android build tools

github-1169: Fixing DER generation for entitlements arrays

github-1170: Ensuring IE-based and Edge-based StageWebView implementations can co-exist

github-1175: Removing spurious warnings and outputting these only when they are errors

github-1189: Protecting the write of data into an Android audio track

github-1193: Removing code signatures from self-extractor template binary on Windows and updating default timestamp server

3.2 Known Problems

Most H.264/AAC content is now working on desktop platforms; work has now started on revising the multimedia capabilities.

On Apple/M1 hardware, there is no implementation of the WebKit engine used by the HTMLLoader and StageWebView classes, hence this functionality may fail. Currently the recommendation is to use the native StageWebView provided by macOS, and the other classes will be updated to also fall back to this.

There are currently reports of ANR issues on Android; some investigations have begun into whether the architecture of the AIR runtime on Android can change to an asynchronous/background-threaded approach, and some advanced diagnostics will be created to try to ensure we can find out what is the main cause of the reported ANRs.

For a list of open issues, see <https://github.com/air sdk/Adobe-Runtime-Support/issues>

3.3 Previous Changes

3.3.1 AIR 33.1.1.620

AIR-4490: Ensuring new licenseFile/licenseDevID flags can be used with -target packages

AIR-4571: Updating code signing of IPA files to work on iOS15

AIR-4572: Build changes to support iOS15 beta SDK

AIR-4711: Cleaning up splash screen view if not needed

AIR-4914: Play Asset Delivery ANE fixes for app compatibility library and x86 class naming

AIR-4953: AIR Android - should support extra data from intent via InvokeEvent

AIR-4962: Adding capability to use ADT -sign for an existing macOS app bundle

AIR-4985: Implementation of Edge-based WebView2 for Windows apps with ADT support for application.windows.UseWebView2

AIR-5048: AAB Android Studio Project folder should be in the output location

AIR-5052: Allow multi-instance command-line AIR apps launched via ADL

AIR-5055: Adding support for slider types in DirectInput game controllers

AIR-5075: ADT switch to only build 64-bit IPA files

github-461: AIR Linux command line - removing spurious outputs

github-894: Ensuring a Vector.<>() function retains the original behavior of creating a new Vector object

github-899: Adding 'UseNativeCodesign' option to macos configuration file template

github-988: Removing call to reset webcam stream formats that caused some driver problems

github-992: Ensuring Android ANEs with .so files are correctly packaged in App Bundles

github-1041: Adding support for ANEs in Linux

github-1042: Ensuring we remove an existing AAB before signing a new one into the same output file

github-1044: Ensuring classes.dex file numbering are correctly formatted irrespective of locale

github-1064: Android manifest files to support custom namespaces

github-1078: Ensuring ANEs without Android platform will be packaged into AAB as default platforms
github-1100: Ability to have 'queries' within Android manifest additions
github-1103: AIR Linux updates for OpenGL support, Worker crash fix, and dependent libraries
github-1109: Correct packaging of custom embedded fonts into Android app bundle
github-1109: Correcting location of default library.swf for Android App Bundle ANEs
github-1115: Ensuring ANE .so files are correctly loaded from the package in Android 9+

3.3.2 AIR 33.1.1.575

AIR-992: Injecting native (.so) libraries from ANEs for Android App Bundles
AIR-4737: ADT warning if an ad-hoc build is built using an app-store profile, and vice versa
Github-24: Preventing Direct3D11 Alt-Enter (full screen) behaviour
Github-246: Fixing crash in PrintJob.addPage when using a temporary display context
Github-532: Ensuring macOS.InfoAdditions values get added to an .app Info.plist file
Github-572: Cleaning up H.264 video memory leak on macOS
Github-835: Updating macOS-native codesign to also sign frameworks
Github-889: Retrieving camera/microphone permission status from macOS for initial permissionStatus call
Github-892: Fixing invalid swift support message - no postprocessing of swift dylibs
Github-990: Fixing .air installation issues on macOS caused by ICNS generation
Github-999: AIR Android build-tool folder detection - fixing code to find the latest build-tools
Github-1000: ADT adding support for listing iOS simulator devices
Github-1005: Changing ByteArray length access locking on Android to avoid mutex delays
Github-1005: Fixing deadlock in Audio device open on Android -> causing ANRs
Github-1013: Ensuring we don't use JIT when running x86_64 code on arm64 M1 devices

3.3.3 AIR 33.1.1.554

AIR-4699: aab-debug and AAB installation support
Github-516: Updating guava library used by ActionScript compiler to remove illegal reflection
Github-835: Signing on mac using codesign without using Sun Java private classes
Github-894: Updating avmplus to allow coercion between Vectors of related types
Github-934: Supporting ANEs with multiple packages containing the same resource folder
Github-934: Ensuring Android TV apps can be built with the right manifest for a bundle
Github-934: Adding multidex library support into Android App Bundle generation
Github-936: Updating code-signing and dependencies in iOSBin
Github-938: Ensuring Android SDK detection copes with spurious folders under build-tools
Github-939: Fixing crash with Android external storage directory call
Github-947: Ensuring developers can use -resdir for Android App Bundles
Github-951: Fixing Gradle issue when using non-ascii characters in an app 'name' field

- Github-957: Ensure we ignore manually added multidex-*.jar files
- Github-957: Support vector drawables support library for Android SDK below 21
- Github-958: Cleaning up temp folders created during AAB packaging
- Github-968: Fixing Android-x64 platform string for ANEs

3.3.4 AIR 33.1.1.533

- AIR-207: Additional code-signing options for MacOS App Bundle creation
- AIR-276: Updating skia library for x64 builds to fix font problem
- AIR-319: Fixing architecture/cpu address size capabilities on macOS/iOS (Gamua-859)
- AIR-380: Using an old AECM build that works on Android 4.0 (Gamua-278)
- AIR-3379: Signing APK files with apksigner for code signature v2
- AIR-3956: Adding support for Asset Pack creation in an App Bundle via the app descriptor. See 7.2
- AIR-4200: Swift support signing to correct the plist value in the sha256 hash (Gamua-776)
- AIR-4311: Ensuring the resources.arsc file is not compressed
- AIR-4469: Updating -XO flag to work with -XO0 overriding -O3 on ad-hoc/app-store builds
- AIR-4478: Android App Bundle code-signing support
- AIR-4486: Security clean-up of string memory via "flash.system.System.poisonStrings"
- AIR-4490: Adding support for ADT license information to be passed on the command line
- Gamua-53: Eliminating crash when using Logitech webcams in 64-bit AIR on Windows
- Gamua-260: Adding Android support for mouse wheel events
- Gamua-309: Set contentsScaleFactor per window instead of player wide so the scale factor is correct for windows on different monitors.
- Gamua-572: fixing netstream memory leaks on macOS
- Gamua-695: Preventing AIR requesting font names that are reserved
- Gamua-817: Fixing certificate OID details to properly remove MD2
- Gamua-823: Fixing crash in Android window visibility changed handler
- Gamua-833: Fixing AIR application installs for apps with Migration signatures
- Gamua-843: Ensuring MacOS ANEs with universal binaries work from MacOS-x86-64 platform folder
- Gamua-857: Ensuring videos still play if the first frame decoded has a non-zero PTS
- Gamua-860: Fixing crash on Netstream.dispose caused by double-delete of YUV plane
- Gamua-868: Ensuring video objects can play even when not attached to the stage
- Gamua-891: Warning on IPA resources folder, ANE with Linux-x86-64,
- Gamua-892: SwiftSupport libraries copied as-is from the input Frameworks
- Gamua-917: Ensuring device simulator profiles are included in AIR SDK runtime on Windows
- Gamua-919: Updating config file for Platform SDK and Java Home support
- Gamua-926: Ensuring we still support xml:lang='en' etc in App Descriptor files

3.3.5 AIR 33.1.1.476

Gamua-543: Account for TextField horizontal scroll when calculating caret position.
Gamua-754: Ensuring an ANE can have a Mac implementation without native library
Gamua-758: Updating openssl libraries to ensure they are able to load the generated cert bundle
Gamua-777: Adding android.jar library path to d8 command if platformsdk is provided
Gamua-779: multimedia clean-up for memory leaks when handling Video + StageVideo
Gamua-780: Reverting to use android-21 platform for the NDK
AIR-596: Reducing D8/DX command line length when multiple extensions are used
AIR-3226: AIR SDK for MacOS to support M1 i.e. universal binaries
AIR-3801: AIR Android - adding File.applicationRemovableStorageDirectory property
AIR-4183: File/Directory browsing broken on Big Sur

3.3.6 AIR 33.1.1.444

Gamua-521: Fixing code signatures for multiple frameworks in an IPA
Gamua-564: adding a name to images saved to the Android camera roll
Gamua-713: Permission error when requesting file permission on Big Sur
Gamua-569, Gamua-714: Updating linker command line for iPhoneSimulator builds
AIR-551: The curl and openssl libraries used with AIR have been updated, with a view to fixing some of the crashes that had been reported with https access on Android.
AIR-1626 (Gamua-511, Gamua-590, Gamua-676, Gamua-708): Mach-O code signing updates for IPA files
AIR-3591 (Gamua-526): MacOS file open filter does not work on Catalina
AIR-3605: Updating FileReference to use the URLStream idleTimeout value
AIR-3716 (Gamua-696): Adding support for JavaXmx setting in config file for Android builds

3.3.7 AIR 33.1.1.406

AIR-502 (Gamua-532) Support for camera and microphone on MacOS Big Sur.
AIR-662: adding support for a <resdir> element in the application descriptor file.
AIR-1626: updating IPA CodeResources signature format (work in progress for Gamua-590)
AIR-3434 (Gamua-674): InfoAdditions in application xml for macOS.
HTTP Status 307 and 308 handling: these are now correctly identified, and the redirects forwarded with appropriate method verb.
Internal updates within packaging and XML signature verification to allow .air apps to be installed.
Gamua-653: ensuring browseForOpen and browseForSave are not affected by permission updates

3.3.8 AIR 33.1.1.345

Camera.names crash when using OBS

- Gamua-170: Fixing DPI change issues causing windows to disappear
- Gamua-251: Adding support for audio/AAC playback so MP4s work on Windows
- Gamua-461: Adding command-line support for AIR
- Gamua-515: Exporting the symbol ' __mh_executed_header' to solve third party integration issues
- Gamua-525: Fixing JIT issue causing a large number of access errors in ARM64 Android
- Gamua-532: Adding support for permissions manager on MacOS Big Sur
- Gamua-540: Fixing crash in audio callback during RTMP 'stop'

3.3.9 AIR 33.1.1.300

This update release brings the iOS 14 capabilities to the AIR SDK, with the updated stub libraries and settings being generated in the IPA files based on Xcode 12. It is still possible to target 32-bit iPhone/iPad platforms, as long as the development platform supports 32-bit processes i.e. anything prior to MacOS Catalina. The minimum iOS level now supported is 9.0.

- Gamua-170: Fixing scaling/resizing problems between multiple monitors
- Gamua-340: Fix for stutter with stationary touch on touchscreen Windows devices
- Gamua-392: Fixing y-flip error when rendering to bitmap
- Gamua-476: Crash in Texture.fromColor()
- Gamua-507: Protecting against async handlers accessing a destroyed activity
- AIR-430: Implement safepoint polling for ARM64 (Gamua-286)
- AIR-662: Packaging any content in a 'res' folder as if it's a resource (Gamua-163). Following feedback from the last release, this feature has been updated to look for a "-resdir" command-line argument, and to use this as a location for packaging in resource files/folders under the given folder name.
- AIR-1024: Supporting 256x256 icon for Windows bundles (Gamua-462)
- AIR-1043: Ensure license check copes with multi-instance apps (Gamua-455)
- AIR-1046: HLS streaming fails in iOS14 (Gamua-466)
- AIR-1105: Fixing Transform.perspectiveProjection to avoid invalid objects being created
- AIR-1226: Ensuring enhanced microphone works despite AEC failure (Gamua-487)

3.3.10 AIR 33.1.1.259

- Gamua-113 Adding libclang_rt.ios.a to SDK (for convenience..)
- Gamua-330: RTMP video streams stuttering/hanging
- Gamua-452: Ensuring Android splash screen check uses correct AppID
- AIR-446: Audio doesn't restart after phone interruption (Gamua-161)
- AIR-662: Packaging any content in a 'res' folder as if it's a resource (Gamua-163)
- AIR-931 Ensuring .air files can be generated into installation packages
- AIR-938: Updating AIR on Windows to handle up to 6 concurrent HTTP connections per server

3.3.11 AIR 33.1.1.217

Gamua-372: Changing default Android target SDK to 29
Gamua-376: Fixing signing problem when using ANE frameworks and storyboards together
Gamua-392 (partial): Fixing y-flip error when rendering to bitmap (CPU version only so far)
Gamua-398: Updating generated IPA DT_XCODE value to Xcode 11.2.1
AIR-305: Ensuring we release render target D3D11 pointer to avoid GPU memleak (Gamua-20)
AIR-329: Updating ELS to cope with UTF-8 filenames (Gamua-165)
AIR-428: Adjusting order of injected launch storyboard to prioritise over launch images
AIR-479: Changing NEON selection mechanism to avoid SELinux issue (Gamua-372)
AIR-635: Adding support for -simulator option in ADT.

3.3.12 AIR 33.1.1.190

Gamua-371: IPA won't compile with 33.1.1.176 when Fast Packaging is off
Gamua-374: iOS Device not found AIR 33.1.1.176
Gamua-375: java.lang.NullPointerException - AppEntry.dispatchKeyEvent
Gamua-377: WARNING: Unlicensed version of AIR SDK
Gamua 378: Unable to build iOS ipa File with 33.1.1.176
AIR-282: Proximity on IOS blocks event processing when enabled
AIR-568: Encrypted local store - can't create new ELS on Windows (Gamua-205)

3.3.13 AIR 33.1.1.176

AIR-256/Gamua-1: Removing allocation of strings when getting a vector type
AIR-269: Moving SQLite into namespace to avoid OS conflicts (Gamua-218)
AIR-328: Implementation of ELS for Windows + MacOS (Gamua-205)
AIR-349: Ensuring ADT can install onto new simulator devices (see Gamua-201)
AIR-359: Updating ADT to use the normal 'ld' command on macOS for linking (see Gamua-113)
AIR-428 Moving iOS splash screen into a Storyboard (see Gamua-333)
AIR-483/Gamua-331: ensuring iOS apps with non-ascii names don't end up with bad filename
AIR-495: Fixing crash when large number of files are chosen in Windows file browser dialog
Gamua-287: Installer on MacOS now copes with iPhone XR and the newer UDID format.
Gamua-320: Fixing crash when enumerating cameras with Logitech driver
Gamua-338: Updating splash images to avoid crash on launch in Pixel XL devices
Gamua-349: Fix for Chinese-Traditional language code on iOS
Fix for crash in iOS audio disconnection

3.3.14 AIR 33.1.1.98

Gamua-240: Ensuring 'activate' event is sent at startup on Windows after splash screen
Gamua-283: Fixing issue with iOS device installation log confusing IDEs
Gamua-285: Preventing splash screen from distorting on Android
Gamua-285: Preventing splash screen from remaining on the display when debugging
Gamua-286: Partial fix: ensuring AS3 functions don't crash due to ByteArray length synchronisation
Gamua-287: Ensuring we only report real errors from libimobiledevice installation
Gamua-287: Reformatting ilPA output so that it can be parsed by Animate
Gamua-287: Ensuring ilPA.exe works with Flash Builder on Windows

3.3.15 AIR 33.1.1.86

AIR-282: Ensuring proximity sensor doesn't completely block the AIR process when enabled (Gamua-138)
AIR-380: Fixing crash when using AECM microphone on Android ARMv7 (Gamua-226)
AIR-388: Crash in iOS AOT builds due to flash.geom.Transform API update (Gamua-270)
AIR-394: Reverting fix for AIR-168 to avoid context recreating when bringing app to foreground (Gamua-256)
AIR-395: Fix for remote notification event token format in iOS 13.0 (Gamua-263)
AIR-397: Adding synchronization to cache access in Android app directory manager (potential improvement for Gamua-167)
Gamua-112: Enhancing ilPA tool and device connectivity mechanisms
Gamua-240: 33.1.1.50 on Windows 10 only splash screen is displayed and black screen.
Gamua-258: AIR 33.1.1.63 - iOS - Immediately crashing on startup
Gamua-259: [Android IOS] AIR SDK 33.1.1.63 when use ANE crashing on startup
Gamua-269: App area scaled completely wrong on ios.
Gamua-277: [Android iOS][33.1.1.63]Display size

3.3.16 AIR 33.1.1.63

AIR-313: Object pooling for geometry APIs – adjusted how these are defined
AIR-379: Problems with AIR 33.1 launch including black screen, invalid splash screen display, crash after short duration (Gamua-240, Gamua-249, Gamua-231)

3.3.17 AIR 33.1.1.50

AIR-354: Crash when changing orientation in background (Gamua-230)
Gamua-231: Splash screen appears even on commercially licensed SDKs
Gamua-234: Packaging tvOS applications failure

3.3.18 AIR 33.1.0.43

AIR-310: Remove Stage3D resource limits for apps using namespace 33.1

AIR-313: Object pooling for geometry APIs

Gamua-227: Crash in loading SWF with embedded resources

3.3.19 AIR 33.1.0.37

AIR-168: AIR content goes all white/blank after AR camera closes (Gamua-67)

AIR-210: Splash screen improvements [pending on iOS]

AIR-263: iIPA process cannot uninstall an application from iOS13

AIR-296: Yet another fix to protect from crash in audio code on Android

AIR-308: Wrap up libmobiledevice for installation on iOS (Gamua-112)

AIR-346: Problems with Android 32-bit ANE development on SDK 33 (Gamua-217)

3.3.20 AIR 33.1.0.16

AIR-296: Adding further fix to protect from crash in audio code

AIR-300: Preventing hang when switching Wi-Fi connection when RTMFP is being used in a Worker (Gamua-96)

AIR-311: Fixing handling of invalid data passed to Font.registerFont() (Gamua-153)

AIR-312: Trying to protect against java.lang.NullPointerException on Android 9 (Gamua-70)

3.3.21 AIR 33.0.2.338

AIR-304: Correcting detection of Catalina OS version

3.3.22 AIR 33.0.2.330

AIR-276: Updating skia used in x64 build to support fonts properly

AIR-283: Updating netstream handling to force a correct seek to start of a file (Gamua-79)

AIR-296: Fixing crash in Android audio mixer due to buffer size/data mismatch

AIR-298: Fixing crash in AIR relating to display objects in stopAllMovieClips

AIR-299: Fixing wrong stage resolution reported after splash screen has been displayed (Gamua-135)

AIR-301: Ensuring we don't have a Java exception if the app is closed during the splash screen (Gamua-157)

AIR-304: Updating IPA packaging to choose between universal 32- and 64- bit, vs 64-bit only on Catalina

AIR-307: Ensuring we cope with a license file in a read-only state

3.3.23 AIR 33.0.2.315

- AIR-137: Crash in AIR runtime during requestPermission call
- AIR-169: Android App Bundle support – see section 7 for details and limitations.
- AIR-265: Crash with null function pointer when trying to pause audio stream
- AIR-266: Ensuring output progress messages aren't blocked and async large file writing completes (Gamua-134)
- AIR-267: Ensuring local URLs are correctly converted on Windows for Trusted Folder settings
- AIR-268: Preventing URLLoader from reading bytes from a URLStream that has been closed already (Gamua-127)
- AIR-274: ADT does not recognise new Apple certificates as being production ones (Gamua-137)
- AIR-275: Reverting IPA generation to ensure we package both ARMv7 and ARMv8 versions (Gamua-142)
- AIR-277: Italic textField cuts off by autoSize property (Gamua-78)
- AIR-278: AIR support for Android x86_64 targets
- AIR-284: Fixing crash in attachNetStream when the video plane is not on a view (Gamua-146)

3.3.24 AIR 33.0.2.288

- AIR-135: Fixing crash in bitmap rendering following corrupt bitmap handling
- AIR-250: Ensuring that ADT can still work with Java 7 runtime (as long as minSdkVersion < 26)
- AIR-262: Crash in ARMv7 when rendering a bitmap, background thread calls null function pointer

3.3.25 AIR 33.0.2.281

- AIR-173: Version/ABI information being output to the Android logcat upon start-up
- AIR-199: Adding support for Java 8 features for Android extensions (Gamua-84)
- AIR-205: Ensuring multidex support works for older Android devices (Gamua-102)
- AIR-206: Fixing nanojit bug that was causing a crash with illegal opcode
- AIR-211: New "-license" option within ADT so that users can check their license status
- AIR-221: Ensuring we use '/' notation for package/class to avoid crash-on-start-up problems on some devices (Gamua-1117)
- AIR-231: Fixing crash in ADT if the license file has expired and improving the license check process
- AIR-236: Improvements in stability within the JIT compiler for armv8
- AIR-242: Updating ilPA tool to ensure packages can be installed onto iOS 13 devices [didn't work]
- AIR-246: Fixing StringOutOfBounds exception in getHardwareInfo
- AIR-249: Fixing crash in Android audio loop creation due to race condition
- AIR-251: Fixing crash in sha1_block_data_order by updating openssl for armv8

3.3.26 AIR 33.0.2.246

- AIR-196: Generated license certificate files can be malformed

- AIR-198: Add ability to control whether ADT prepends "air." to the Android Application ID
- AIR-200: Analytics feature to provide information on platforms/tools used when packaging apps
- AIR-201: Licensing feature to periodically confirm validity and update the license file
- AIR-203: Drawing a video before Netstream starts to play causes a crash (Gamua-98)
- AIR-204: Read "position" property of the async opened FileStream causes hang (Gamua-97)

3.3.27 AIR 33.0.1.228

- AIR-190: AIR SDK scripts on MacOS don't cope with the SDK path containing a space
- AIR-192: Black screen when starting AIR (free tier) on older Android versions

3.3.28 AIR 33.0.1.220

- AIR-112, Gamua-58: Update ADT so that it doesn't compress certain file types (see 'UncompressedExtensions' config file setting in section 5)
- AIR-181: Android 'back' button cannot be handled in ActionScript (Gamua-73)
- AIR-184: Camera is not working with ARMv8 binary (Gamua-72)
- AIR-186: Camera hangs when video.attachCamera(null) is called in frame handler (Gamua-54)

3.3.29 AIR 33.0.0.212

- HARMAN Ref AIR-159: Soft keyboard not appearing when an input text field has focus
- HARMAN Ref AIR-160: Config file doesn't take effect unless "DebugOut" setting is present
- HARMAN Ref AIR-161: ADT packaging of ANEs doesn't handle the use of a config file to override the architecture

3.3.30 AIR 33.0.0.182

- ADOBE Ref AIR-4198749: AIR crashes on latest Android Q Preview
- HARMAN Ref AIR-144: Performance hit on 64-bit ARM Android runtime
- HARMAN Ref AIR-149: AIR SDK cannot package an app with google_play_services included in the manifest
- HARMAN Ref AIR-153: Swf-Version built from Adobe Animate is set to 44 and does not work with ADL
- HARMAN Ref AIR-156: ADT copyright output is affecting IDEA integration
- HARMAN Ref AIR-157: Cannot export release build from FB on second attempt
- HARMAN Ref AIR-158: AIR SDK package failures due to incorrect target SDK version
- GAMUA Ref #55: Including Support-v4 28.0.0.ANE results in compile error

3.3.31 AIR 33.0.0.175

- HARMAN Ref AIR-138: ADT shouldn't compress raw/binary files when creating APK
- HARMAN Ref AIR-139: ADT needs a mechanism to set the default target architecture
- HARMAN Ref AIR-140: Building with new airglobal.swc file fails



HARMAN Ref AIR-142: air-sdk-description.xml isn't updated

HARMAN Ref AIR-143: ADT -version should only print the version and not the copyright notice

HARMAN Ref AIR-145: Crash in AIR runtime on ARMv7 builds

HARMAN Ref AIR-146: ADT should use "armv8" for consistency

HARMAN Ref AIR-151: ADT doesn't work with Java 8: dx tool failed

3.3.32 AIR 33.0.0.168

Adobe Ref AIR-4198789: 64-bit ARM support for Android.

Adobe Ref AIR-4198749: Text relocations on Android Q

HARMAN Ref AIR-82: System.Capabilities.supports64BitProcesses incorrect with 64-bit AIR builds

HARMAN Ref AIR-96: Remove reliance on deprecated "MODE_WORLD_READABLE" flag

4 Updating tools/IDEs to support 64-bit ARM

4.1 AIR Developer Tool

To package an android application with the armv8 binary, the "-arch armv8" option must be used on the ADT command line. By default, the packager will use armv7 unless a configuration file is provided – see below.

4.2 ADT Architecture Configuration

The default architecture used by ADT can be adjusted via the configuration file as described in section 5.

For example, to ensure that the packages created by ADT will always embed the 64-bit runtime, the configuration file should contain:

```
DefaultArch=armv8  
OverrideArch=armv8
```

Using this configuration file, a developer can package their applications for ARMv8 targets using existing versions of Adobe Animate, FDT etc.

4.3 Flash Builder

The new AIR SDK should be updated using standard instructions found on Adobe's forums:

<https://helpx.adobe.com/uk/flash-builder/kb/overlay-air-sdk-flash-builder.html>

or for updating the Flex SDK: <https://helpx.adobe.com/uk/x-productkb/multi/how-overlay-air-sdk-flex-sdk.html>

If you find an issue with the AS3 not compiling, this can be addressed by <https://forums.adobe.com/thread/1483159>

Exporting a release build must be set to use the captive runtime.

To update the architecture, open the Project Properties and expand the ActionScript Build Packaging item to select "Google Android"

Click on "Customize Launch", "Add Parameter..." and give a name of "-arch" and value "armv8". Place this after the "-target" option.

Please note that AIR SDK now requires Java version 8, in line with Google's requirements for the latest Android build tools, and that Flash Builder's internal JRE needs to be updated accordingly: please see <http://blogs.adobe.com/flashplayer/2018/02/running-adobe-flash-builder-on-mac-with-java-78.html>

Also please note an issue which may cause problems when adding "-arch armv8" (or "-arch x86") to the launch parameters: <https://forums.adobe.com/thread/1505072>

4.4 Adobe Animate

To add support for the new AIR SDK, use the "Help | Manage Adobe AIR SDK..." option from Animate. Click on the "+" icon and select the folder into which you have extracted the SDK. This should show in the list of SDKs with the correct version number.

Animate 20.0 includes support for ARMv8 in the UI now; however, the configuration file mechanism can still be used to generate x86_64-based APKs or for users of older versions of Animate.

4.5 FlashDevelop

The packaging script asks the user which option to use for creating a mobile package (Android/iOS etc) but there is no way currently in this to specify an architecture (even for x86).

An extra section can be added to the "Packager.bat" script that will allow the user to be queried on the target ABI to be used in the package. The "Packager.bat" script can then be provided into FlashDevelop's project folder so that this is used for all new projects:

```
FlashDevelop\Projects\190 ActionScript 3 - AIR Mobile AS3 App\bat\Packager.bat
```

The extra choice needs to be added within the "android-config" section, prior to the "goto start" command:

```
:: which architecture?
echo.
echo Please select your target architecture for Android:
echo.
echo [1] armv7          ^(32-bit ARM devices^)
echo [2] x86           ^(Intel products^)
echo [3] armv8         ^(64-bit ARM devices^)
echo.
set /P ARCH=[Choice:]
echo.
if "%ARCH%"=="1" set OPTIONS=%OPTIONS% -arch armv7
if "%ARCH%"=="2" set OPTIONS=%OPTIONS% -arch x86
if "%ARCH%"=="3" set OPTIONS=%OPTIONS% -arch armv8
```

4.6 Moonshine

Moonshine has a build.xml file which is used to call the ADT packaging tool:

```
<target name="compileAPKProject" depends="compileSWF">
    <java jar="${ADT_PATH}" fork="true" failonerror="true">
        <arg line="-package" />
        <arg line="-target apk-captive-runtime"/>
        ..
        <arg line="${SWF_FILE_PATH}" />
        <!-- Add folders to be bundled in the AIR file here -->
    </java>
</target>
```

An additional 'arg' can be added in order to select the ABI:

```
<arg line="-arch armv8" />
```

4.7 IntelliJ IDEA

The new SDK should be incorporated into IntelliJ IDEA using the standard process documented at: <https://www.jetbrains.com/help/idea/preparing-for-actionscript-flex-or-air-application-development.html>

To build and package the application for the armv8 architecture, an option is being provided in the latest release of IDEA. This update to the "Package AIR Application Dialog" will now give the user the full set of target architecture options.

4.8 FDT

With FDT currently the same mechanism should be used as for Adobe Animate, with a configuration file being used to force a target architecture.

Please note that new applications created using FDT will pick up an incorrect namespace, and the application descriptor file needs to be manually changed back to 32.0.

4.9 Visual Studio Code

`asconfig.json` already supports android packaging options including the "arch" value. For targeting armv8, this needs to be updated:

```
"airOptions": {  
  "android": {  
    "arch": "armv8"  
  }  
}
```

See <https://github.com/BowlerHatLLC/vscode-as3mxl/wiki/asconfig.json#android-options>

5 Configuration File

ADT uses an optional configuration file to change some of its behaviour. To create a configuration file (there is not one by default within the SDK), create a new text file and save this with the name “adt.cfg” in the SDK’s “lib” folder (i.e. alongside the ‘adt.jar’ file). The configuration file is in the standard ‘ini file’ format with separate lines for each option, written as “setting=value”. Current options are listed below:

| Setting | Explanation |
|-------------------------|---|
| DefaultArch | Used as a default architecture if there is no “-arch” parameter provided to ADT. Values may be ‘armv8’, ‘armv8’, ‘x86’ or ‘x64’. |
| OverrideArch | Used where an architecture value is being provided to ADT using the ‘-arch’ parameter, this configuration setting will override such parameter with the value given here. Values may be ‘armv8’, ‘armv8’, ‘x86’ or ‘x64’. |
| DebugOut | If set to “true”, results in additional output being generated into a local file which can aid in debugging problems within ADT (including the use of third party tools from the Android SDK). Values may be ‘true’ or ‘false’, default is ‘false’. |
| UncompressedExtensions | A comma-separated list of file extensions that should not be compressed when such files are found in the list of assets to be packaged into the APK file. For example: “UncompressedExtensions=jpg,wav” |
| AddAirToAppID | Configures whether or not the “air.” prefix is added to an application’s ID when it is packaged into the APK. Values may be ‘true’ or ‘false’, default is ‘true’. |
| JavaXmx | Adjusts the maximum heap size available to the Java processes used when packaging Android apps (dx/d8, and javac). Default value is 1024m although this is automatically overridden by any environment variable or value passed to the originating application. If this config setting is present, e.g. ‘2048m’, then it takes priority over all other mechanisms. |
| CreateAndroidAppBundle | Overrides any usage of ADT with an APK target type, and instead generates an Android App Bundle. Note that the output filename is not adjusted so this may result in generation of a file with “.apk” extension even though it contains an App Bundle. Values may be ‘true’ or ‘false’, default is ‘false’. |
| KeepAndroidStudioOutput | When generating an Android App Bundle, rather than using a temporary folder structure and cleaning this up, this option will generate the Android Studio file structure under the current folder and will leave this in place). Values may be ‘true’ or ‘false’, default is ‘false’. |

| | |
|------------------------------------|--|
| AndroidPlatformSDK | A path to the Android SDK, that can be used instead of the “-platformsdk” command line parameter. Note that on Windows, the path should contain either double-backslashes (“c:\\folder”) or forwardslashes (“c:/folder”). |
| iOSPlatformSDK | A path to the iOS/iPhone/iPhoneSimulator SDK, that can be used instead of the “-platformsdk” command line parameter. |
| JAVA_HOME | This can be set as an override or alternative to the system environment variable that is read when ADT needs to use Java (e.g. when creating an Android App Bundle). Note that on Windows, the path should contain either double-backslashes (“c:\\folder”) or forwardslashes (“c:/folder”). |
| UseNativeCodesign | On macOS, this will mean that the IPA binary is signed using the “codesign” process rather than using internal Java sun security classes within ADT. This is “false” by default, unless ADT detects that the sun security Java classes are not available. |
| SignSwiftFiles | By default, any swift libraries that are included in an IPA payload are signed in the normal way. This can be turned off by setting this value to “false”. |
| OnlyIncludeSwiftUsedArchsInSupport | If this is set to “true” then for ipa-app-store builds that include a “SwiftSupport” folder, the swift libraries will be updated via lipo to only include architectures that are used by the application (e.g. armv7 and arm64, omitting armv7s and arm64e). |
| OnlyIncludeSwiftUsedArchsInPayload | This is similar to the above flag but applies to the versions of the swift libraries that are included in the “Payload” folder within the IPA package. This (and the above) are now defaulting to “false” so that the swift libraries are just copied into position, but to get the legacy behaviour this should be set to “true”. |

6 Android Applications – Play Store Uploads

New applications now need to have a 64-bit version of native code as well as a 32-bit version, as per the blog post from Google:

<https://android-developers.googleblog.com/2019/01/get-your-apps-ready-for-64-bit.html>

It will shortly be a requirement to use Android App Bundles to provide the necessary files for the Play Store to then generate an APK file specific to a user's device: please see section 7 for details. The below information is left in for reference but is less likely to be used now.

The guidelines and requirements for the use of multiple APK files can be found at:

<https://developer.android.com/google/play/publishing/multiple-apks>

Please note in particular the following requirement:

Each APK **must have a different version code**, specified by the `android:versionCode` attribute

Currently the ADT packaging tool will generate the `android:versionCode` attribute based on the version number provided in your AIR Application Descriptor File (which is generated by the likes of Adobe Animate from within the version given in the target settings, i.e. "AIR for Android Settings" dialog box). In the XML-based application descriptor, this is the "versionNumber" value.

The version is a dot-separated series of up to three numbers, for example "10.2" or "15.123.5". Internally this is translated into the `android:versionCode` value by splitting the numbers into millions, thousands, and units (if there are less than three parts to the version number, these are assumed to be zero, i.e. "10.2" is the equivalent of "10.2.0").

Hence "10.2" will become 10 million 2 thousand, 10002000; "15.123.5" will become 15 million 123 thousand and 5, 15123005.

To create a set of APKs that can be uploaded to the Play Store that will cover both 32-bit and 64-bit ARM devices, a developer would therefore need to create two APK files using two different version numbers. Due to the way in which the Play Store determines which APK to serve to which customer, the 64-bit version needs to be at the higher version level (because the 32-bit version could also run on a 64-bit OS, so if that had a higher version then it would completely overshadow the 64-bit APK).

The workflow should therefore be:

- 1) Create a first APK file for 32-bit ARM (armv7)
- 2) Update the version number by as small as increment as possible
- 3) Create a second APK file for 64-bit ARM (armv8)
- 4) Upload both APK files to the Play Store.

The same process can be applied to x86/x86_64 binaries, with the x86_64 version requiring a higher version code and both of these would need to be different from the versions used by the ARM-based APKs.

7 Android App Bundle

7.1 AAB Target

Google introduced a new format for packaging up the necessary files and resources for an application intended for uploading to the Play Store, called the Android App Bundle. Information on this can be found at <https://developer.android.com/guide/app-bundle>

AIR now supports the App Bundle by creating an Android Studio project folder structure and using Gradle to build this. It requires an Android SDK to be present and for the path to this to be passed in to ADT via the “-platformsdk” option. It also needs to have a JDK present and available via the JAVA_HOME environment variable.

To generate an Android App Bundle file, the ADT syntax is similar to the “apk” usage:

```
adt -package -target aab <signing options> output.aab <app descriptor and files> [-extdir <folder>]
-platformsdk <path_to_android_sdk>
```

No “-arch” option can be provided, as the tool will automatically include all of the architecture types. Signing options are optional for an App Bundle.

Note that the creation of an Android App Bundle involves a few steps and can take significantly longer than creating an APK file. We recommend that APK generation is still used during development and testing, and the AAB output can be used when packaging up an application for upload to the Play Store.

ADT allows an AAB file to be installed onto a handset using the “-installApp” command, which wraps up the necessary bundletool commands that generate an APKS file (that contains a set of APK files suitable for a particular device) and then installs it. If developers want to do this manually, instructions for this are available at https://developer.android.com/studio/command-line/bundletool#deploy_with_bundletool, essentially the below lines can be used:

```
java -jar bundletool.jar build-apks --bundle output.aab --output output.apks --connected-device
java -jar bundletool.jar install-apks --apks=output.apks
```

Note that the APK generation here will use a default/debug keystore; additional command-line parameters can be used if the output APK needs to be signed with a particular certificate.

7.2 Play Asset Delivery

As part of an App Bundle, developers can create “asset packs” that are delivered to devices separately from the main application, via the Play Store. For information on these, please refer to the below link:

<https://developer.android.com/guide/playcore/asset-delivery>

In order to create asset packs, the application XML file needs to be modified within the <android> section, to list the asset packs and their delivery mechanism, and to tell ADT which of the files/folders being packaged should be put into which asset pack.

For example:

```
<assetPacks>
    <assetPack id="ImageAssetPack" delivery="on-demand" folder="AP_Images"/>
</assetPacks>
```

This instruction would mean that any file found in the “AP_Images” folder would be redirected into an asset pack with a name “ImageAssetPack”. The delivery mechanisms can be “on-demand”, “fast-follow” or “install-time” per the Android specifications.

Note that assets should be placed directly into the asset pack folder as required, rather than adding an additional "src/main/assets" folder structure that the Android documentation requires. This folder structure is created automatically by ADT during the creation of the Android App Bundle.

The asset pack folder needs to be provided as a normal part of the command line for the files that should be included in a package. So for example if the asset pack folder was "AP_Images" and this was located in the root folder of your project, the command line would be:

```
adt -package -target aab MyBundle.aab application.xml MyApp.swf AP_Images [then  
other files, -platformsdk directive, etc]
```

If there were a number of asset packs and all of the relevant folders were found under an "AssetPacks" folder in the root of the project, the command line would be:

```
adt -package -target aab MyBundle.aab application.xml MyApp.swf -C AssetPacks .  
[then other files, -platformsdk directive, etc]
```

To access the asset packs via the Android Asset Pack Manager functionality, an ANE is being developed.

8 Windows builds

The SDK now includes support for Windows platforms, 32-bit and 64-bit. We recommend that developers use the “bundle” option to create an output folder that contains the target application. This needs to be packaged up using a third party installer mechanism, in order to provide something that can be easily distributed to and installed by end users. HARMAN are looking at adapting the previous AIR installer so that it would be possible for the AIR Developer Tool to perform this step, i.e. allowing developers to create installation MSI files for Windows apps in a single step.

Instructions for creating bundle packages are at:

https://help.adobe.com/en_US/air/build/WSfffb011ac560372f709e16db131e43659b9-8000.html

Note that 64-bit applications can be created using the “-arch x64” command-line option, to be added following the “-target bundle” option.

9 MacOS builds

MacOS builds are provided only as 64-bit versions. A limited shared runtime option is being prepared so that existing AIR applications can be used on Catalina, but the expectation for new/updated applications is to also use the “bundle” option to distribute the runtime along with the application, as per the above Windows section.

Note that Adobe’s AIR 32 SDK can be used on Catalina if the SDK is taken out of ‘quarantine’ status. For instructions please see an online guide such as:

<https://www.soccertutor.com/tacticsmanager/Resolve-Adobe-AIR-Error-on-MacOS-Catalina.pdf>

AIR SDK now supports MacOS Big Sur including on the new ARM-based M1 hardware: applications will be generated with ‘universal binaries’ and most of the SDK tools are now likewise built as universal apps.

10 iOS support

For deployment of AIR apps on iOS devices, the AIR Developer Tool will use the provided tools to extract the ActionScript Byte Code from the SWF files, and compile this into machine code that is then linked with the AIR runtime and embedded into the IPA file. The process of ahead-of-time compilation depends upon a utility that has to run with the same processor address size as the target architecture: hence to generate a 32-bit output file, it needs to run a 32-bit compilation process. This causes a problem on MacOS Catalina where 32-bit binaries will not run.

Additionally, due to the generation of stub files from the iPhone SDK that are used in the linking process – which are created in a similar, platform-specific way – it is not possible to create armv7-based stub files when using Catalina or later. From release 33.1.1.620, the stub files are based on iOS15 and are purely 64-bit. This means that no 32-bit IPAs can be generated, even when running on older macOS versions or on Windows.

11 Splash Screens

For our 'free tier' users, a splash screen is injected into the start-up of the AIR process, displaying the HARMAN and AIR logos for around 2 seconds whilst the start-up continues in the background. There are different mechanisms used for this on different platforms, the current systems are described below.

11.1 Desktop (Windows/macOS)

Splash screens are displayed in a separate window centred on the main display, while the start-up continues behind these. The processing of ActionScript is delayed until after the splash screen has been removed.

11.2 Android

The splash screen is displayed during start-up and happens immediately the runtime library has been loaded. After a slight delay the initial SWF file is loaded in and when processing for this starts, the splash screen is removed.

11.3 iOS

The splash screen is implemented as a launch storyboard with the binary storyboard and related assets included in the SDK. This has implications for those who are providing their own storyboards or images in an Assets.car file:

- If you are on the 'free tier' then the AIR developer tool will ignore any launch storyboard you have specified within your application descriptor file, or provided within the file set for packaging into the IPA file.
- If you are creating an Assets.car file, then you need to add in the AIR splash images from the SDK which are in the "lib/aot/res" folder. These should be copied and pasted into your ".xcassets" folder in the Xcode project that you are using for creation of your assets.

Troubleshooting:

Message from ADT: "warning: free tier version of AIR SDK will use the HARMAN launch storyboard" – this will be displayed if a <UILaunchStoryboardName> tag has been added via the AIR application descriptor file. The tag will be ignored and the Storyboard from the SDK will be used instead.

Message from ADT: "warning: removing user-included storyboard "[name]" will be displayed if there was a Storyboardc file that had been included in the list of files to package: this will be removed.

Message from ADT: "warning: free tier version of AIR SDK must use the HARMAN launch storyboard" – this will be displayed if the Storyboardc file in the SDK has been replaced by a user-generated one.

If a white screen is shown during start-up: check that the HARMAN splash images are included in your assets.car file. Note that the runtime may shut down if it doesn't detect the appropriate splash images.

The runtime may also shut down for customers with a commercial license if a storyboard has been specified within the AIR descriptor file but not added via the list of files to package into the IPA file.

12 ActionScript API Updates

Changes have been made to the AS3 APIs so the documentation hosted by Adobe is now out of date in the below cases. HARMAN will be taking over the hosting of the AS3 documentation at some point during 2021 at which point we will update the online documentation and remove this section.

12.1 Geometry Object Pooling

New APIs have been added to some of the geometry classes, following requests to support object pooling and reduce the memory wastage and overheads due to creation of new objects. To access these APIs, SWF version 44 is required. The parameter “output” can be used to pass in an object that should be operated on, rather than the runtime generating a new object for this. To keep some similarities with the previous equivalent functions, these then return the ‘output’ object from the function.

| Class | API Updates |
|----------------------------------|--|
| flash.geom.Matrix | <code>public function deltaTransformPointToOutput(point:Point, output:Point):Point</code> |
| | <code>public function transformPointToOutput(point:Point, output:Point):Point</code> |
| flash.geom.Matrix3D | <code>public function decomposeToOutput(orientationStyle:String = "eulerAngles", output:Vector.<Vector3D> = null):Vector.<Vector3D></code> |
| | <code>public function transformVectorToOutput(v:Vector3D, output:Vector3D):Vector3D;</code> |
| | <code>public function deltaTransformVectorToOutput(v:Vector3D, output:Vector3D):Vector3D;</code> |
| | <code>public static function interpolateToOutput(thisMat:Matrix3D, toMat:Matrix3D, percent:Number, output:Matrix3D):Matrix3D;</code> |
| flash.geom.PerspectiveProjection | <code>public function toMatrix3DToOutput(output:Matrix3D):Matrix3D;</code> |
| flash.geom.Point | <code>public static function interpolateToOutput(pt1:Point, pt2:Point, f:Number, output:Point):Point</code> |
| | <code>public function subtractToOutput(v:Point, output:Point):Point</code> |
| | <code>public function addToOutput(v:Point, output:Point):Point</code> |
| | <code>public static function polarToOutput(len:Number, angle:Number, output:Point):Point</code> |
| flash.geom.Rectangle | <code>public function intersectionToOutput(toIntersect:Rectangle, output:Rectangle):Rectangle</code> |
| | <code>public function unionToOutput(toUnion:Rectangle, output:Rectangle):Rectangle</code> |

| | |
|----------------------|--|
| flash.geom.Transform | <code>public function copyConcatenatedMatrixToOutput(output:Matrix):void;</code> |
| | <code>public function copyConcatenatedColorTransformToOutput(output:ColorTransform):void;</code> |
| | <code>public function copyPixelBoundsToOutput(output:Rectangle):void;</code> |
| | <code>public function getRelativeMatrix3DToOutput(relativeTo:DisplayObject, output:Matrix3D):Matrix3D;</code> |
| | <code>public function copyPerspectiveProjectionToOutput(output:PerspectiveProjection):void;</code> |
| flash.geom.Utils3D | <code>public static function projectVectorToOutput(m:Matrix3D, v:Vector3D, output:Vector3D):Vector3D;</code> |
| | <code>public static function pointTowardsToOutput(percent:Number, mat:Matrix3D, pos:Vector3D, at:Vector3D=null, up:Vector3D=null, output:Matrix3D=null):Matrix3D;</code> |
| flash.geom.Vector3D | <code>public function crossProductToOutput(a:Vector3D, output:Vector3D):Vector3D</code> |
| | <code>public function addToOutput(a:Vector3D, output:Vector3D):Vector3D</code> |
| | <code>public function subtractToOutput(a:Vector3D, output:Vector3D):Vector3D</code> |

12.2 System class

In order to support the use of AIR on a command line, without using the Stage or display objects, additional functions have been added to the System class:

A further update is to add a 'poisonStrings' setting: any String object created whilst this setting is 'true' will then be overwritten by 0xDD bytes when the string is later garbage collected (even if the setting has since been switched back off). There is a minor memory/performance impact when using this, in that AIR will create new string objects even if you use "substring()" methods etc, while this value is set to 'true'.

| Class | API Updates |
|---------------------|--|
| flash.system.System | <code>public static function output(outString:String):void</code> writes the 'outString' value to the console, via stdout. |
| | <code>public static function input(format:String):String</code> Accepts up to 256 characters of input from stdin and returns a new string containing these characters. The 'format' parameter is currently ignored. |
| | <code>Public static function set poisonStrings(value:Boolean):void</code> Sets AIR into a mode where the memory used for new String objects will be poisoned upon clean-up. |

12.3 PermissionManager class

In order to support MacOS privacy requirements, developers now have to request permissions on the Camera and Microphone classes, rather than retrieving a Camera or Microphone object and then calling “requestPermission” on that object. To support this, a new class is defined called “PermissionManager” within the flash.permissions package, and an object of this type is created on-demand when the Camera or Microphone class has its new “permissionManager” property inspected. With the PermissionManager, the application can then check for the status and request this via a standard pattern with an event listener being called once the permission status has been confirmed.

| Class | API Updates |
|-------------------------------------|---|
| flash.media.Camera | <code>public static function get permissionManager():flash.permissions.PermissionManager</code> |
| flash.media.Microphone | <code>public static function get permissionManager():flash.permissions.PermissionManager</code> |
| flash.permissions.PermissionManager | <p>Inherits from: <code>flash.events.EventDispatcher</code></p> <p>Properties:</p> <ul style="list-style-type: none"> <code>resourceType : String</code>. Which resource this PermissionManager instance is responsible for. <code>permissionStatus : String</code>. Determine whether the application has been granted the permission to use resource. See <code>flash.permissions.PermissionStatus</code>. <p>Methods:</p> <ul style="list-style-type: none"> <code>requestPermission() : void</code>. Requests permission for the application to use the resource. See <code>PermissionEvent</code>. An event of type “<code>PermissionEvent.PERMISSION_STATUS</code>” will be dispatched when the permission has been granted or denied. |



12.4 File class

A new property has been added to the File class, currently with an implementation just on Android devices. This provides the path to the application's external storage folder i.e. the folder that should be used for application storage if this must be on an external/removable drive, rather than Android's mapping of internal storage. This is provided as a static property that will be null if there is currently no removable storage device mounted.

For desktop builds, another new property is the "workingDirectory" value that provides the current working folder for the AIR/ADL executable.

| Class | API Updates |
|-----------------------|---|
| flash.filesystem.File | <code>public static function get applicationRemovableStorageDirectory ():flash.filesystem.File</code> |
| | <code>Public static function get workingDirectory():flash.filesystem.File</code> |