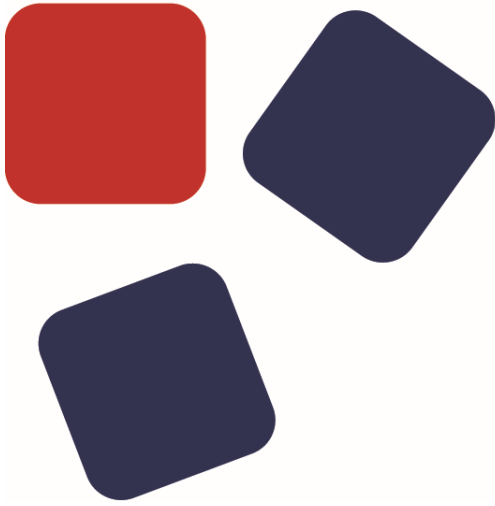


# 8.10 Mobile Platform Release Notes





# RELEASE NOTES

## WEBRATIO PLATFORM 8.10.14

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## INTRODUCTION 8.10

### INTRODUCTION

WebRatio Mobile Platform is a powerful development environment that supports business users and IT developers in building mobile applications that can be installed on mobile phones and tablets. These mobile applications can work both offline, without the use of an Internet connection, or online, synchronizing the information with an external system, which can also be developed with WebRatio Mobile Platform.

Let's review the main functionalities of this product release.

## IMPORTANT NOTICE

WebRatio upgraded the online cloud builder that lets you build your iOS Mobile apps so that they meet the new Apple Store requirements valid from April 2023.

*Starting April 2023, all iOS and iPadOS apps submitted to the App Store will need to be built with Xcode 14.1 and the iOS 14 SDK. Starting April 2023, all watchOS apps submitted to the App Store will need to be built with Xcode 14 and the watchOS 9 SDK.*

*Starting from August 2023, new apps must target Android 13, which means that they must be built with API level 33 as target.*

You can find more information here:

<https://support.google.com/googleplay/android-developer/answer/11926878>

Please update WebRatio Mobile Platform to the latest available release and check the release notes.

Dropped support for Android devices with Android version lower than 7.



## APACHE CORDOVA ANDROID 11 8.10

### APACHE CORDOVA ANDROID 11

Mobile applications generated with WebRatio Mobile Platform 8.10.9 are now based on Apache Cordova/PhoneGap 7 and **Apache Cordova 11**. This change may require you to update your projects. See the Migration Guide section for further information.

Apache Cordova 11 also changes the System Requirements needed for generated mobile applications. See the related section for further information.

### APACHE CORDOVA/PHONEGAP 7

Mobile applications generated with WebRatio Mobile Platform 8.10 are now based on Apache Cordova/PhoneGap 7. This change may require you to update your projects. See the Migration Guide section for further information. Apache Cordova/PhoneGap 7 also changes the System Requirements needed for generated mobile applications. See the related section for further information.

The upgrade to Apache Cordova/Phonegap 7 is mainly due to Google Play Store announcement (see [this link](#)) that will require a recent API version to publish new apps or update existing ones.

The timeline is the following:

- **August 2018:** New apps required to target API level 26 (Android 8.0) or higher.
- **November 2018:** Updates to existing apps required to target API level 26 or higher.

In addition, from mid-2019, the Store will also require new/updated apps to compile their native code for 64-bit.

- **August 2019,** Google Play Store will require that new apps and app updates with native libraries provide 64-bit versions in addition to their 32-bit versions.

Apache Cordova/PhoneGap 7 meets all these new requirements.

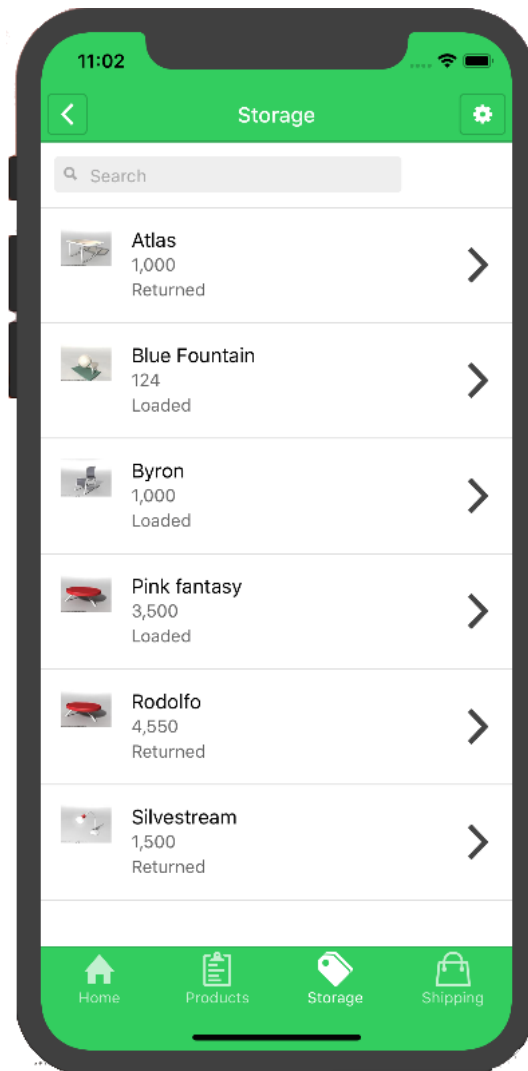


## IONIC FRAMEWORK 1.3.5

The Ionic Framework has been upgraded to 1.3.5. This upgrade allows mobile applications generated with WebRatio Mobile Platform 8.10 to fit properly also on iPhone X. Refer to [this link](#) to see all Ionic changes.

## IPHONE X SUPPORT

iOS generated WebRatio apps now support the iPhone X and its special screen. You do not have to change anything in your project but just re-build the app after looking at the Moving from 8.9 version section.





## IOS ENTERPRISE APPS DEPLOYMENT 8.10

### IOS ENTERPRISE APPS DEPLOYMENT

Apple allows to build and distribute proprietary, in-house mobile applications. This lets companies to securely host and deploy apps to their employees' devices. WebRatio Mobile Platform introduced a new option in the Build Configuration dialog so that you can now build this kind of iOS apps. Please notice that you need to use a dedicated certificate for In House (Enterprise) Apps.

Build Mode:	<input type="radio"/> Debug	<input checked="" type="radio"/> Release
Distribution:	<input checked="" type="radio"/> Apple Store	<input type="radio"/> In House (Enterprise)

## MAPS INTEGRATION IMPROVEMENTS

### Customize the Info Window layout

You can now change the layout of the window content shown in the Info Window by passing to the Map View Component an HTML fragment.



### Group a set of locations

You can group a set of locations so that they are shown in the map using a single marker when the zoom level makes difficult to distinguish each location. You just have to specify if a location should be part of a group or not. The Map View Component calculates which are the locations that compose a group, since they are close one to the other. Then, depending on another couple of settings, the map shows a single marker for grouped location with the indication about their count.

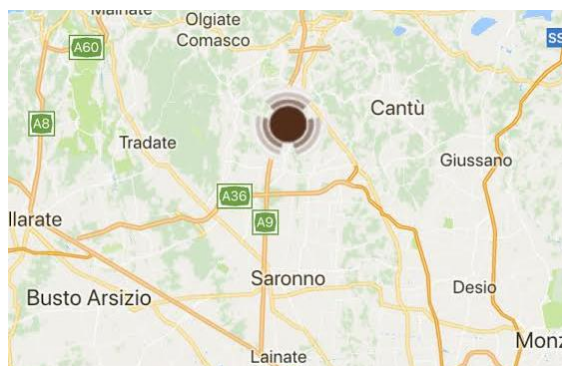




## MAPS INTEGRATION IMPROVEMENTS 8.10

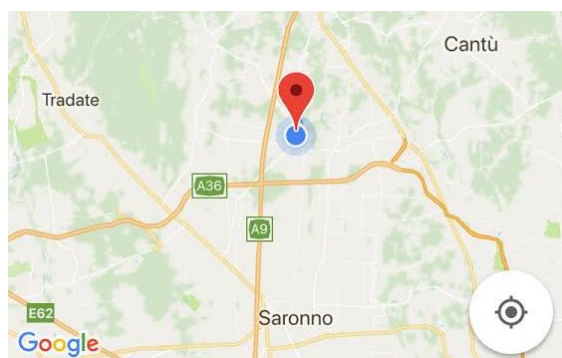
### Customize the icon marker

You can change the location marker icon. You just have to pass to the Map View Component the path to the icon you want to use. Remember that the icon must be 32x32px size.



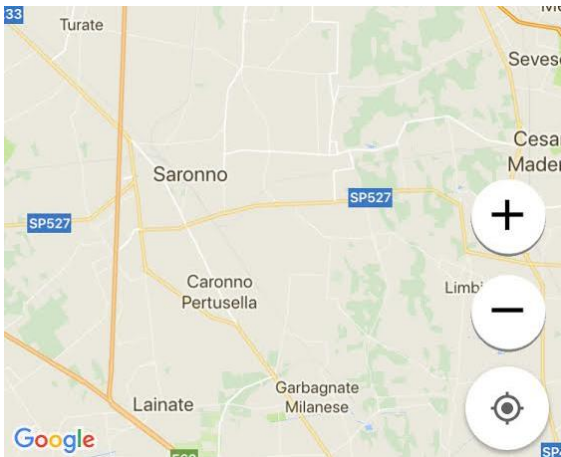
### Show my location

You can configure the Map View Component so that the current user location is calculated and shown on the map with the relative button that moves the map on the user location.



## Show Zoom Control

You can specify on the Map View Component if the zoom controls are visible or not using the dedicated Layout Parameter.





## MOVING FROM 8.10.8 8.10

### MOVING FROM 8.10.8

This section aims to help you to migrate your projects from version 8.10.8 to version 8.10.9.

You must read the “Log Configuration” section to adapt your application to Log4j2.

You must read the “Android Splash Screen” section if your project targets Android. You must read the “Map Operation” section if you use the Google Maps component in your mobile project. You must read the other sections if your apps use the **Push Notifications** or have a **custom mobile style** project or **custom mobile components** project using one or more of Native Plugins.

#### Android Splash Screen

The personalization of the Android Splash Screen has been changed. It's not possible to use custom images as splash screens but only an icon placed at the center of the screen along with a background color. You have to adapt your custom splash screen doing the following:

1. create a file named “splash.png” having dimension 240x240 pixel. Place the icon in a rounded area having 160px of diameter. You can find more information [here](#).
2. place the “splash.png” file in the **MobileContent/Icons/android** folder of the
3. add a custom property to the Project node of the Mobile Project. Use “android.SplashScreenBackgroundColor” as name and the rgb color you want for the background as the value (eg. #000000).
4. Remove all images from the Screens/android folder since they are not necessary anymore.

## Android Push Notifications

The Android Push Notifications are now managed by the Google Firebase Cloud Messaging service. You need to get a private key and a configuration file to have push notifications in the mobile app using the Firebase Console (<https://console.firebase.google.com/>).

The private key must be set in the **FCM Private Key** property of the Android Notifications Provider in the Data Service project.



The configuration file is a JSON file that must be downloaded and used to set the **Firestore Configuration** property in the Build Configuration dialog of the Mobile Project.

Account Manager App Id:	
Firestore Configuration:	

## iOS Push Notifications

The configuration of an iOS Notification Provider in the Data Service project has changed to meet the changes applied on the Apple Push Services certificate. Now the new **APNS Topic** property is available. This property is **mandatory** and it must be configured to be the "App Id" of the mobile project that must receive the notification.





## MOVING FROM 8.10.8 8.10

### Custom Style and Components

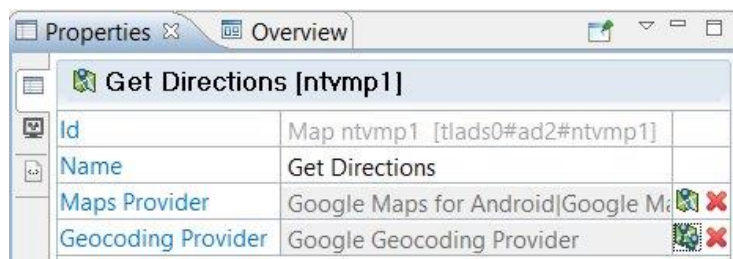
Styles and Components must be checked to ensure that if you are using a Native Plugin included in WebRatio Platform the reference is still valid. If not, please update it, selecting the plugin again from the provided list.

If you are using a Native Plugin which is not included in WebRatio Platform, if the app targets Android, please download a new version of this plugin, checking that it is compliant with Apache Cordova 7.1.1 and Apache Cordova Android 11.

If you are using a Native Plugin included in WebRatio Platform which has been upgraded please check if your custom code is compatible with the current version. The list of upgraded plugins is reported in the FIXED IN 8.10.9 section.

### Map Operation

The Map Operation now requires a new provider, which is the Geocoding Provider. This provider must be configured on the Mobile Project providing the corresponding API Key. Please be aware that you must also enable the service on the Google Developer Console.





## Log configuration

You must read this section if you have the `RTXLogConfig.properties` and/or the `StrutsLogConfig.properties` in the `WebContent/WEB-INF/conf` folder of your web project or the `AppLogConfig.properties` in the `WebContent/WEB-INF/conf` folder of your enterprise project

The upgrade to log4j2 requires to verify and change, if necessary, the log configuration contained in your projects. You must check the content of the `RTXLogConfig.properties`, `StrutsLogConfig.properties` and `AppLogConfig.properties` files so that they match the new required structure. You can migrate your own custom configuration starting from the default one reported below. If the examples are not enough to migrate your configuration please refer to the official log4j2 documentation at these links:

- <https://logging.apache.org/log4j/2.x/manual/configuration.html>
- <https://logging.apache.org/log4j/2.x/manual/appenders.html>

### RTXLogConfig.properties

```
status=WARN
```

```
packages=com.webratio.rtx.log
```

```
# RTX debug appender
```

```
appender.RTXLogFile.name=RTXLogFile
```

```
appender.RTXLogFile.type=RollingFile
```

```
appender.RTXLogFile.fileName=${logDirectory}/RTX.log
```

```
appender.RTXLogFile.filePattern=${logDirectory}/RTX.log.%i
```

```
appender.RTXLogFile.layout.type=PatternLayout
```

```
appender.RTXLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p [%t] (%c:%L) - %m%n
```

```
appender.RTXLogFile.policy.type=SizeBasedTriggeringPolicy
```

```
appender.RTXLogFile.policy.size=1 MB
```

```
appender.RTXLogFile.filter.threshold.type=ThresholdFilter
```

```
appender.RTXLogFile.filter.threshold.level=TRACE
```

```
# RTX error appender
```

```
appender.RTXErrorLogFile.name=RTXErrorLogFile
```

```
appender.RTXErrorLogFile.type=RollingFile
```

```
appender.RTXErrorLogFile.fileName=${logDirectory}/RTXError.log
```

```
appender.RTXErrorLogFile.filePattern=${logDirectory}/RTXError.log.%i
```

```
appender.RTXErrorLogFile.layout.type=PatternLayout
```



## MOVING FROM 8.10.8 8.10

```
appender.RTXErrorLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.RTXErrorLogFile.policy.type=SizeBasedTriggeringPolicy
appender.RTXErrorLogFile.policy.size=1 MB
appender.RTXErrorLogFile.filter.threshold.type=ThresholdFilter
appender.RTXErrorLogFile.filter.threshold.level=ERROR
```

```
# BPM appender
appender.BPMLogFile.name=BPMLogFile
appender.BPMLogFile.type=RollingFile
appender.BPMLogFile.fileName=${logDirectory}/BPM.log
appender.BPMLogFile.filePattern=${logDirectory}/BPM.log.%i
appender.BPMLogFile.layout.type=PatternLayout
appender.BPMLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.BPMLogFile.policy.type=SizeBasedTriggeringPolicy
appender.BPMLogFile.policy.size=1 MB
appender.BPMLogFile.filter.threshold.type=ThresholdFilter
appender.BPMLogFile.filter.threshold.level=TRACE
```

# Use one of the following log levels: ERROR, WARN, INFO, DEBUG, TRACE

# Root logger (always used, unless additivity=false)

```
rootLogger.level=ERROR
rootLogger.appenderRef.0.ref=RTXLogFile
rootLogger.appenderRef.1.ref=RTXErrorLogFile
```

# Specific loggers

```
logger.0.name=org.hibernate.SQL
logger.0.level=ERROR
```

```
logger.1.name=org.quartz
logger.1.level=ERROR
```

```
logger.2.name=com.webratio.rtx
logger.2.level=ERROR
```

```
logger.3.name=com.webratio.units
logger.3.level=ERROR
```

```
logger.4.name=com.webratio.units.bpm
logger.4.level=ERROR
logger.4.appenderRef.0.ref=BPMLogFile
logger.4.additivity=false
```

StrutsLogConfig.properties

```
status=WARN
packages=com.webratio.rtx.log
```

```
# Struts debug appender
appender.StrutsLogFile.name=StrutsLogFile
appender.StrutsLogFile.type=RollingFile
appender.StrutsLogFile.fileName=${logDirectory}/WRStruts.log
appender.StrutsLogFile.filePattern=${logDirectory}/WRStruts.log.%i
appender.StrutsLogFile.layout.type=PatternLayout
appender.StrutsLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.StrutsLogFile.policy.type=SizeBasedTriggeringPolicy
appender.StrutsLogFile.policy.size=1 MB
appender.StrutsLogFile.filter.threshold.type=ThresholdFilter
appender.StrutsLogFile.filter.threshold.level=TRACE
```

```
# Struts error appender
appender.StrutsErrorLogFile.name=StrutsErrorLogFile
appender.StrutsErrorLogFile.type=RollingFile
appender.StrutsErrorLogFile.fileName=${logDirectory}/WRStrutsError.log
appender.StrutsErrorLogFile.filePattern=${logDirectory}/WRStrutsError.log.%i
appender.StrutsErrorLogFile.layout.type=PatternLayout
appender.StrutsErrorLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.StrutsErrorLogFile.policy.type=SizeBasedTriggeringPolicy
appender.StrutsErrorLogFile.policy.size=1 MB
appender.StrutsErrorLogFile.filter.threshold.type=ThresholdFilter
appender.StrutsErrorLogFile.filter.threshold.level=ERROR
```

```
#####
#####
# Use one of the following log levels: ERROR, WARN, INFO, DEBUG, TRACE
```

```
# Specific loggers
```

```
logger.struts0.name=com.webratio.struts
logger.struts0.level=INFO
logger.struts0.appenderRef.0.ref=StrutsLogFile
logger.struts0.appenderRef.1.ref=StrutsErrorLogFile
logger.struts0.additivity=false
```

## AppLogConfig.properties

```
status=WARN
packages=com.webratio.rtx.log
```

```
# RTX debug appender
appender.RTXLogFile.name=FullLogFile
appender.RTXLogFile.type=RollingFile
appender.RTXLogFile.fileName=${logDirectory}/RTX.log
```



## MOVING FROM 8.10.8 8.10

```
appender.RTXLogFile.filePattern=${logDirectory}/RTX.log.%i
appender.RTXLogFile.layout.type=PatternLayout
appender.RTXLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.RTXLogFile.policy.type=SizeBasedTriggeringPolicy
appender.RTXLogFile.policy.size=1 MB
appender.RTXLogFile.filter.threshold.type=ThresholdFilter
appender.RTXLogFile.filter.threshold.level=TRACE

# RTX error appender
appender.RTXErrorLogFile.name=RTXErrorLogFile
appender.RTXErrorLogFile.type=RollingFile
appender.RTXErrorLogFile.fileName=${logDirectory}/RTXError.log
appender.RTXErrorLogFile.filePattern=${logDirectory}/RTXError.log.%i
appender.RTXErrorLogFile.layout.type=PatternLayout
appender.RTXErrorLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.RTXErrorLogFile.policy.type=SizeBasedTriggeringPolicy
appender.RTXErrorLogFile.policy.size=1 MB
appender.RTXErrorLogFile.filter.threshold.type=ThresholdFilter
appender.RTXErrorLogFile.filter.threshold.level=ERROR

# BPM appender
appender.BPMLogFile.name=BPMLogFile
appender.BPMLogFile.type=RollingFile
appender.BPMLogFile.fileName=${logDirectory}/BPM.log
appender.BPMLogFile.filePattern=${logDirectory}/BPM.log.%i
appender.BPMLogFile.layout.type=PatternLayout
appender.BPMLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.BPMLogFile.policy.type=SizeBasedTriggeringPolicy
appender.BPMLogFile.policy.size=1 MB
appender.BPMLogFile.filter.threshold.type=ThresholdFilter
appender.BPMLogFile.filter.threshold.level=TRACE

# Struts debug appender
appender.StrutsLogFile.name=StrutsLogFile
appender.StrutsLogFile.type=RollingFile
appender.StrutsLogFile.fileName=${logDirectory}/WRStruts.log
appender.StrutsLogFile.filePattern=${logDirectory}/WRStruts.log.%i
appender.StrutsLogFile.layout.type=PatternLayout
appender.StrutsLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-5p
[%t] (%c:%L) - %m%n
appender.StrutsLogFile.policy.type=SizeBasedTriggeringPolicy
appender.StrutsLogFile.policy.size=1 MB
appender.StrutsLogFile.filter.threshold.type=ThresholdFilter
appender.StrutsLogFile.filter.threshold.level=TRACE

# Struts error appender
appender.StrutsErrorLogFile.name=StrutsErrorLogFile
appender.StrutsErrorLogFile.type=RollingFile
```

```

appender.StrutsErrorLogFile.fileName=${logDirectory}/WRStrutsError.log
appender.StrutsErrorLogFile.filePattern=${logDirectory}/WRStrutsError.log.%i
appender.StrutsErrorLogFile.layout.type=PatternLayout
appender.StrutsErrorLogFile.layout.pattern=%d{dd MMM yyyy HH:mm:ss,SSS} %-
5p [%t] (%c:%L) - %m%n
appender.StrutsErrorLogFile.policy.type=SizeBasedTriggeringPolicy
appender.StrutsErrorLogFile.policy.size=1 MB
appender.StrutsErrorLogFile.filter.threshold.type=ThresholdFilter
appender.StrutsErrorLogFile.filter.threshold.level=ERROR

```

```

#####
#####
# Use one of the following log levels: ERROR, WARN, INFO, DEBUG, TRACE

```

```

# Root logger (always used, unless additivity=false)

```

```

rootLogger.level=ERROR
rootLogger.appenderRef.0.ref=RTXLogFile
rootLogger.appenderRef.1.ref=RTXErrorLogFile

```

```

# Specific loggers

```

```

logger.0.name=com.webratio.struts
logger.0.level=INFO
logger.0.appenderRef.0.ref=StrutsLogFile
logger.0.appenderRef.1.ref=StrutsErrorLogFile
logger.0.additivity=false

```

```

logger.1.name=org.hibernate.SQL
logger.1.level=ERROR

```

```

logger.2.name=org.quartz
logger.2.level=ERROR

```

```

logger.3.name=com.webratio.rtx
logger.3.level=ERROR

```

```

logger.4.name=com.webratio.units
logger.4.level=ERROR

```

```

logger.5.name=com.webratio.units.bpm
logger.5.level=ERROR
logger.5.appenderRef.0.ref=BPMLogFile
logger.5.additivity=false

```

## Custom Components

You must read this section if you have custom components using the log4j2 library directly.



## MOVING FROM 8.10.1 8.10

The code of you custom components must be migrated according to the official documentation of log4j2 available at this link:

<https://logging.apache.org/log4j/2.x/manual/migration>

## MOVING FROM 8.10.1

### Back-end application deployment

You must check the configuration of the deployment environment to ensure that the new security checks against the “cache poisoning” and “arbitrary URL redirect” do not cause Web application errors.

You can verify that the Web application does not work due to these new security checks by looking at the StrutsError.log file. This log will contain a warning like the following:

Validation failed for target host

You must add some configurations to the deploy environment to solve this issue.

- In case of reverse proxy you have two options: either you configure the list of valid virtual hosts in the RTXConfig.properties file setting the “hostWhitelist” property or you set the “hostAlwaysAllowed” property in the same file and check that the reverse proxy is configured with a white list of valid domains.
- In all other cases you have to check that the application server is able to execute a reverse lookup DNS of their address. Otherwise you can set the “hostWhitelist” property in the RTXConfig.properties file.

You must check the deployment plans contained in your Web project to ensure that all changes done to fix the security warnings are also reported in each deployment plan.

## MOVING FROM VERSION 8.9

This section aims to help you to migrate your project from version 8.9 to version 8.10. You must read this section if you have a **custom mobile style project** or a **custom mobile components project** using one or more of Native Plugins.

You should review the Native Plugin list included in your projects, due to the update of Apache Cordova to version 7. If you are using a Native Plugin included in WebRatio Platform, please check that the reference is still valid. If not, please update it, selecting the plugin again from the provided list. If you are using a Native Plugin which is not included in WebRatio Platform, please download a new version of this plugin, checking that it is compliant with Apache Cordova 7.1.1.

You should review your application once installed on iPhone X. It may happen that your custom style does not handle properly the iPhone X screen. This results in screens that are partially cut from the irregular areas of the iPhone X screen. You have to change some CSS rules using the set of variables provided by the devices.

These variables are:

- safe-area-inset-top
- safe-area-inset-bottom
- safe-area-inset-left
- safe-area-inset-right

This is an example of a CSS rule adapted for iPhone X.

```
.topBar {  
    /* any Android and iOS less then 11.0 */  
    padding-top: 20px;  
    /* iOS 11.0 */  
    padding-top: constant(safe-area-inset-top);  
    /* iOS 11.2 */  
    padding-top: env(safe-area-inset-top);  
}
```

### NOTE

Please use the syntax belonging to the proper target operating system.



## MOVING FROM VERSION 8.9 8.10

iOS 11.0 recognizes the `constant()` function , while on iOS 11.2 or higher the `env()` function should be used. Please refer to the following links for further information:

- [iPhone X guidelines](#)
- [Designing websites for iPhone X](#)
- [iOS 11 Checklist](#)



## FIXED IN 8.10.14

- Mobile applications generated with WebRatio 8.10.14 now meet the new Google photo and video permission policy which became mandatory starting from October 2024. You can find details and more information at this link:  
<https://support.google.com/googleplay/android-developer/answer/14993590?sjid=4625524945323352259-EU>
- Fixed an issue that caused the Input Image widget to return an error when the capture or load from the gallery step is cancel going back to the app.
- Fixed an issue of the Find Model Problems that caused to report as warning the duplicated final ids situation. Now this situation is reported as an error.
- Fixed an issue that caused the camera to not work properly when the mobile app also contains the barcode operation.
- Fixed an issue of the Delete operation that caused the Find Model Problems to report a false positive error when the Delete operation has the data binding set on App User.
- Fixed an issue that caused the Find Model Problems to report a warning when an operation does not have an incoming flow. Now this situation is reported as an error.
- Fixed an issue of the Response Operation that caused the Find Model Problem to report a false positive error about an invalid XML tag name.
- Fixed an issue of the Find Model problem command that prevented properly report errors about having many parameters with the same name on action definition Input, Success and Error Ports.
- Fixed an issue of the Find Model Problem command that prevented properly report errors about invalid data binding in some situations.



## FIXED IN 8.10.13 8.10

### FIXED IN 8.10.13

- Mobile applications generated with WebRatio 8.10.13 now meet the new Google Play Store requirements: Starting from August 2024, the Google Play Store requires new apps and apps' updates to target Android 14 (API level 34). You can find details and more information at this link:  
<https://support.google.com/googleplay/android-developer/answer/11926878>
- Fixed an issue that prevented properly debugging an iOS app built in debug mode installed on a device running iOS 16.4 or higher.

### FIXED IN 8.10.12

- Fixed an issue that prevented the Mobile Emulator to work properly after Google Chrome removed the WebSQL support. Now a SQL Lite database is used.
- Fixed an issue that prevented a mobile app to work properly when used on an iOS device with iOS17 installed and configured on a language not specifying the country.
- Fixed an issue that prevent mobile apps to work properly when they contain a chinese locale.

### FIXED IN 8.10.11

- Fixed a regression that prevented seeing a progress dialog over the splash screen for an Android app.
- Replaced the usage of WebSQL database integrated in the browser with a dedicated native plugin on Mobile applications built for Android.

### FIXED IN 8.10.10

- WebRatio generated mobile apps for iOS now are built using the SDK 16 to meet the new requirements of Apple Store.
- You just need to rebuild your mobile app to meet this requirement.

- Mobile applications generated with WebRatio 8.10.10 now meet the new Google Play Store requirements: Starting from August 2023, the Google Play Store requires new apps and apps' updates to target Android 13 (API level 33). You can find details and more information at this link:  
<https://support.google.com/googleplay/android-developer/answer/11926878>
- WebRatio upgraded the online cloud builder that lets you build your Android Mobile apps so that they meet the latest Google Play Store requirements.
- Dropped support for Android devices with Android version lower than 7.
- Fixed an issue that caused the iOS app to block when attempting to show a dialog.
- Fixed an issue that caused a missing opening of the camera action sheet when a blob (image) field is preloaded from another screen.
- Fixed an issue that caused the dialog about permissions for the camera and media to not be shown in Android 13.
- Fixed a problem that avoids receiving the sent push notification when the app is in background or closed in Android 13.

## FIXED IN 8.10.9

- WebRatio generated mobile apps for iOS now are built using the SDK 14 to meet the new requirements of Apple Store.



## FIXED IN 8.10.9 8.10

- You just need to rebuild your mobile app to meet this requirement.  
Read the migration guide in the Moving from 8.10.8 section.
- Mobile applications generated with WebRatio 8.10.9 now meet the new Google Play Store requirements: Starting from August 2022, the Google Play Store requires new apps and apps' updates to target Android 12 (API level 31).  
You can find details and more information at this link:  
<https://support.google.com/googleplay/android-developer/answer/11926878>  
Read the migration guide in the Moving from 8.10.8 section.
- Dropped support for Android devices with Android version lower than 5.1.
- Removed cordova-plugin-whitelist plugin because with the "Allow List" functionality now integrated into the core of Cordova Android (10.x and greater), this plugin is no longer required.
- Removed cordova-plugin-legacy-whitelist plugin because with the "Allow List" functionality now integrated into the core of Cordova Android (10.x and greater), this plugin is no longer required.
- Removed cordova-plugin-console plugin because it is now included in cordova-ios 4.5.0 or greater.
- Removed the cordova-plugin-test-framework because it is not used by mobile applications.
- Upgraded the PhoneGap Plugin BarcodeScanner to version 8.1.1-wr.1.
- Upgraded the Cordova Plugin Camera to version 4.1.1-wr.4.
- Upgraded the Certificate Plugin to version 0.6.5-wr.1.
- Upgraded the Cordova Plugin Contact to version 3.0.1.4wr.
- Upgraded the Cordova Plugin File to version 7.0.1-wr.1.
- Upgraded the File Opener Plugin to version 2.2.2-wr.1.
- Upgraded the Cordova Plugin Geolocation to version 4.1.1-wr.1.
- Upgraded the Cordova Plugin Inappbrowser to version 3.2.0.
- Upgraded the Cordova Plugin SplashScreen to version 5.0.3.
- Upgraded the Cordova GoogleMaps Plugin to version 2.7.2-wr.3.

- Upgraded the Cordova Plugin Ionic Keyboard to version 1.1.20-wr.1.
- Upgraded the Launch Navigator Cordova/Phonegap Plugin 5.0.7-wr.2.
- Upgraded the Phonegap Plugin Push to version 2.3.1-wr.1.
- Fixed an issue that caused the "Find References" function to wrongly return too many and unnecessary results.
- Fixed an issue that caused the hardware back button to ignore the modeled Back event, in some situations. Now the app behaves as expected.
- Fixed an issue that caused the camera function to return an error about missing default camera on Android 12 devices.
- Fixed an issue that caused the application to be uninstalled when the update fails due to a database upgrade error.



FIXED IN 8.10.8 8.10

## FIXED IN 8.10.8

- Back-end applications generated with WebRatio 8.10.8 now meet the latest Apple Push Notification service (APNs) requirement. In particular, the component sending notification now uses the suggested HTTP/2-based APNs provider API .

You can find details and more information at this link:

<https://developer.apple.com/news/?id=11042019a>

- Fixed a problem that prevented you from building an Android mobile app having a whitespace in its name.
- Fixed a problem that may cause a crash of a mobile application on devices running Android 9 or higher when the app contains the map view component or the map operation.
- Fixed the WebRatio installer so that the selected JDK is reported also in the WebRatio.ini file.  
This helps you work with WebRatio Platforms running with the selected JDK version even if several java versions are installed and available.

## FIXED IN 8.10.7

- Mobile applications generated with WebRatio 8.10.7 do not contain anymore the error about *ITMS-90809: Deprecated API Usage - Apple will stop accepting submissions of apps that use UIWebView APIs*.  
You can find details and more information at this link:  
<https://developer.apple.com/forums/thread/122114>
- Mobile applications generated with WebRatio 8.10.7 now meet the new Google Play Store requirements: *Starting from August 2020, the Google Play Store requires new apps and apps's update to target Android Q (API level 29)*.  
You can find details and more information at this link:  
<https://developer.android.com/distribute/play-policies>
- The Cordova InAppBrowser plugin has been updated to version 3.2.0. If you overrode this plugin in your custom component's projects please verify the plugin version.



FIXED IN 8.10.6 8.10

FIXED IN 8.10.6

## Security Fixes

- The Angular library has been upgraded to version 1.8.0 to fix the vulnerabilities "ANGULAR-572020" and "ANGULAR-570058".

## Other Fixes

- Mobile applications generated with WebRatio 8.10.6 are built using a dedicated online cloud builder using XCode11 to meet the Apple Store Requirements valid from July 1st, 20. More information about these requirements are available at this link <https://developer.apple.com/news/?id=03262020b>.
- Fixed the push notification plugin so that now it properly retrieves the device notification id from iOS13.4+ devices.
- Fixed a problem that may cause an error installing a mobile application update in some situations.
- Fixed the export of an excel file using the XLSX format that generated a corrupted file.
- Fixed a problem that caused a crash of a mobile application on Android 8 devices when it contains the contact operation and the user tries to save a contact in the device address book.
- Fixed a problem that prevented to properly see the send notification parameters modeled on a Send Notification operation in the Outline View of a mobile project.
- Fixed the map operation so that now it's possible to set a map provider containing the API Key.
- Fixed a problem of the map view component that results in always clustering the markers event though the correspondent property is set to false.
- Fixed the camera plugin to properly handle images having an alpha channel.



## FIXED IN 8.10.5

- Fixed the import of an excel file which failed when it contains an empty row in the middle of the document.
- Fixed a problem that caused a mobile application crash on iOS13 devices.
- Fixed a problem that caused a mobile application crash on iOS9 devices.



FIXED IN 8.10.4 8.10

## FIXED IN 8.10.4

- Fixed the Geolocation Native Plugin so that the Apple Store now accept its usage without giving warnings. These are the Apple Store requirements:

*Starting Spring 2019, all apps submitted to the App Store that access user data are required to include a purpose string. If you're using external libraries or SDKs, they may reference APIs that require a purpose string. While your app might not use these APIs, a purpose string is still required.*

- WebRatio generated mobile apps for **Android** now are built using the Cordova Android Platform 8.0.0 to meet the new requirements of Google Play Store summarized here:

*Starting from August 2019, the Google Play Store requires new and updated apps to target Android Pie (**API level 28**).*

You just need to re-build your mobile app to meet this requirement.

- The "Generate Branding Assets" command now generates the required "icon.png" file with size 192x192 for Android. This file was missing in the previous release.
- Fixed the status code returned from the REST API when a Data Service request contains an unexpected character in the "filter" query string parameter. Now the "400 Bad Request" status code is returned.

## FIXED IN 8.10.3

- WebRatio generated mobile apps for **iOS** now are build using the SDK 12 to meet the new requirements of Apple Store summarized here:

*Starting March 2019, all new apps and app updates for iPhone, including universal apps, will need to be built with the iOS 12 SDK and support iPhone XS Max. All new apps and app updates for Apple Watch will need to be built with the watchOS 5 SDK and support Apple Watch Series 4*

You just need to re-build your mobile app to meet this requirement.

- WebRatio generated mobile apps for **Android** now use the Firebase Cloud Messaging service to send push notifications. This change is due to the news that Google will shut down the Google Cloud Messaging (GCM) service on 11 April 2019. You just need to re-build your data service app to make it use the new service.
- Fixed the behavior of push notification on Android so that each notification received by the device does not replace the previous one.
- Fixed the PC emulator of mobile apps to be compliant with Google Chrome browser update 71 or higher.
- Improved the perspective layout organization by making the Properties View independent from the Outline. Now it's possible to freely resize the Properties View width. Reset the perspective using Window -> Reset perspective command to apply the new layout.
- Improved the validation associated to the App Version field in the Build Configuration of mobile projects. Now the expected pattern 00.00.00 is compared with the provided value. Please check your App Version in the Build Configuration dialog.
- Fixed the "Sandbox" flag in the Build Configuration dialog of DataService project. Now the flag properly saves its value overriding the project settings.



FIXED IN 8.10.2 8.10

FIXED IN 8.10.2

## Security Fixes

- Fixed an issue related to the publishing of REST web services in a Data Service Project. Now when the web service fails no exception trace is included in the response, preventing an "Information Disclosure" vulnerability.
- Fixed an issue that allowed to manipulate the "Host" header parameter in the Data Service Project. This issue could be exploited to carry out a "Cache Poisoning" attack. Now the "Host" header parameter is always validated using a whitelist coming from the web application or from the reverse proxy/application server.
- The Apache Commons File Upload library has been upgraded to version 1.3.3 to fix the vulnerabilities "[CVE-2016-3092](#)" and "[CVE-2016-100031](#)".
- Added the Password Strength validation rule that ensure that the provided password is a secure one. This validation rule can be used in a Data Service Project. It's mandatory on password attributes.

## Other Fixes

- Changed the WebRatio Addon login mechanism to meet the new privacy requirements. Since this change involve external web services, previous WebRatio versions cannot access anymore the WebRatio Addon.
- Now it is possible to Generate and Run the back-end applications on a local test environment also in the Community Edition.
- Removed the CumuLogic Cloud Account and Deploy Configuration since the third party service is not available anymore.
- Fixed an issue that prevented the Restful Request Response Operation of the Data Service Project to properly call a Rest service in which the Content-Type response header is missing. Now the response is treated as a Text response.

- Fixed an issue related to XSD synchronization in the Domain Model of the Data Service Project. In particular the presence of both `xsd:element` and `xsd:complex-type` in the XSD produced duplicated elements in the domain model.
- Fixed an issue that prevented a REST web service request in the Data Service Project to be accepted when the endpoint contains the ".do" string.
- Fixed an error of the Data Service Project Create operation that prevented to properly save an incoming date having the ISO format.
- Fixed an issue of the Restful Request Response operation of the Data Service Project that prevent to call successfully some web services. In particular, some web servers may reject the user-agent used by the operation. Now a "safe" user-agent is sent for the request.
- Fixed the PBKDF2WithHmacSHA1 algorithm so that now the white space character can be used inside passwords.
- Added the Password Strength validation rule that ensure that the provided password is a secure one. This validation rule works both on client side and on server side. It's mandatory on password attributes. Check the "Moving from 7.2.16" section to see the migration guide.
- Fixed a problem in the PC emulator that prevented to emulate IOS devices.
- Added the "ExtraAllowedSources" custom property on the mobile project to let the developer specify a whitelist of external URLs used by the project that must be trusted by the Content Security Policy used by mobile applications.
- Fixed the Update operation of the Mobile project so that the "bulk" mode treats properly input parameters passed as scalar values or arrays having length equals to one.
- Fixed the Create operation of the Mobile project so that the "bulk" mode treats properly input parameters passed as scalar values or arrays having length equals to one.
- Fixed an issue that prevented to see the error details when the generation of a mobile project fails. Now the generation process returns the expected error and details about it now.



## FIXED IN 8.10.2 8.10

- Fixed the Android build process of the mobile project so that no generation error is returned when you set "Free" in the Orientation property in the Mobile project.
- Fixed an error about the update of the user password when it is encrypted with the PBKDF2WithHmacSHA1 algorithm.
- Fixed the Data Services so that now when a validation error occurs, the response contains a meaningful message and not the error code.
- Fixed the Update operation of the Mobile project so that the "bulk" mode now fails when the input parameters do not contain enough values to update all retrieved objects.
- Fixed an issue related to the app versioning. In some case the converted version value of a new updated app results wrongly older than the previous version causing a block of the app deployment process on the Google Play Store.
- Fixed a problem in BarCode and Calendar components that prevented the IOS application to be approved by the Apple Store when containing these components.
- Fixed an issue related to the Empty Case of the Switch operation of the Mobile project. Now when the operation does not follow the EMPTY code when it receives in input an array with a null as first element.
- The Branding assets command of the Mobile project now creates all icons and splash screens for IOS applications.
- Fixed an issue related to wrong identification (content-type) of PDF files converted from Base64 to Blob on IOS mobile applications.
- Fixed an issue related to missing outbound synchronization of deleted items. Now the synchronization algorithm removes data from the central repository as expected.
- Fixed the Geolocation Native Plugin so that the Apple Store now accept its usage without giving warnings.

## FIXED IN 8.10.1

- You need to provide additional icons for iOS mobile apps to full support the iPhone X device. You can generate all of them using the “Generate Branding Assets” command.
- Improved the mobile application performances. Now the object deletion is 360 times faster than the previous implementation.
- Fixed a security issue of the Mobile Default style. Now an external library is used to escape special characters instead of a custom code.
- Fixed a security issue on the published data service. Now the user private information (password, token, and so on) are not exposed when you publish data services for the “User” class. This happens also if you select these attributes by mistake.
- Fixed an error of the synchronization algorithm that prevented the update of the app to ends successfully in some cases.
- Fixed a problem of the Calendar View Component that prevented the emulation to work properly when the current locale is not one of the supported by the application.
- Fixed a problem of the Calendar View Component emulation. Now when the user saves an event on the calendar the location information is correctly shown.



## THIRD PARTY LIBRARIES 8.10

### THIRD PARTY LIBRARIES

#### Java libraries

Library	Link
<b>ANTLR 2.7.7</b> ANTLR is a language tool that provides a framework for constructing recognizers, compilers, and translators from grammatical descriptions containing Java, C#, C++, or Python actions.	<a href="#">ANTLR 2</a>
<b>Apache Commons BeanUtils Core 1.8.3</b> BeanUtils component provides easy-to-use wrappers around the Java language Reflection and Introspection APIs.	<a href="#">BeanUtils</a>
<b>Apache Commons Codec 1.10</b> Apache Commons Codec (TM) software provides implementations of common encoders and decoders such as Base64, Hex, Phonetic and URLs.	<a href="#">Codec</a>
<b>Apache Commons Collections 3.2.1</b> Commons-Collections builds upon the JDK data structures classes by providing new interfaces, implementations and utilities that accelerate development of most significant Java applications.	<a href="#">Collections</a>
<b>Apache Commons DBCP 1.4</b> This Commons package provides Database Connection Pools facilities.	<a href="#">DBCP</a>
<b>Apache Commons Digester 1.8.1</b> The Digester package lets configure an XML -> Java object mapping module, which triggers certain actions called rules whenever a particular pattern of nested XML elements is recognized.	<a href="#">Digester</a>
<b>Apache Commons Exec 1.2</b> Allow to execute the external processes from Java.	<a href="#">Exec</a>
<b>Apache Commons HttpClient 4</b> HttpClient provides an efficient, up-to-date, and feature-rich package implementing the client side of the most recent HTTP standards and recommendations.	<a href="#">HttpClient</a>



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**Apache Commons IO 2.4**[IO](#)

Commons IO is a library of utilities to assist with developing IO functionality.

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**Apache Commons Lang 2.6**[Lang](#)

Lang provides a host of helper utilities for the java.lang API, notably String manipulation methods, basic numerical methods, object reflection, concurrency, creation and serialization and System properties.

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**Apache Commons Logging 1.1.3**[Logging](#)

The Logging package is an ultra-thin bridge between different logging implementations. A library that uses the commons-logging API can be used with any logging implementation at runtime.

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**Apache Commons Net 3.3**[Net](#)

Apache Commons Net library implements the client side of many basic Internet protocols. The purpose of the library is to provide fundamental protocol access, not higher-level abstractions.

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**Apache Commons Pool 1.6**[Pool](#)

Pool provides an Object-pooling API, with three major aspects: a generic object pool interface that clients and implementers can use to provide easily interchangeable pooling implementations, a toolkit for creating modular object pools, several general purpose pool implementations.

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**Apache Cordova 6.1.1**[Cordova](#)

Apache Cordova is an open-source mobile development framework.

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**Apache Derby 10.5.3.0**[Derby](#)

Apache Derby is an open source relational database implemented entirely in Java.

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**Apache FontBox 1.5.0**[FontBox](#)

Apache FontBox library is an open source Java tool to obtain low level information from font files.

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**Apache HttpComponents 4.3.6**[HttpComponents](#)

Apache HttpComponents project is responsible for creating and maintaining a toolset of low level Java components

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## THIRD PARTY LIBRARIES 8.10

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focused on HTTP and associated protocols.

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### **Apache JempBox 1.5.0**

[JempBox](#)

JempBox is an open source Java library that implements Adobe's XMP(TM) specification.

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### **Apache POI 3.11**

[POI](#)

Apache POI is a facility to create and maintain Java APIs for manipulating various file formats based upon the Office Open XML standards (OOXML) and Microsoft's OLE 2 Compound Document format (OLE2).

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### **ASM 3.3.1**

[ASM](#)

ASM is an all purpose Java bytecode manipulation and analysis framework.

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### **AWS SDK for Java 1.9.33**

[AWS SDK](#)

The SDK helps take the complexity out of coding by providing Java APIs for many AWS services.

---

### **Aho-Corasick**

[Aho-Corasick](#)

Aho-Corasick algorithm is used for finding occurrences of words in text and it is faster than other common algorithms.

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### **c3p0 0.9.5**

[c3p0](#)

c3p0 is an easy-to-use library for augmenting traditional JDBC drivers with JNDI-bindable DataSources, including DataSources that implement Connection and Statement Pooling.

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### **Dom4j 1.6.1**

[Dom4j](#)

dom4j is an open source library for working with XML, XPath and XSLT on the Java platform using the Java Collections Framework and with full support for DOM, SAX and JAXP.

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### **Ehcache 2.10.0**

[Ehcache](#)

Ehcache is an open source, standards-based cache that boosts performance, offloads your database, and simplifies scalability.

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### **FontBox 1.5.0**

[PDFBox](#)

FontBox is a Java library used to obtain low level information from font files.

FontBox is a subproject of PDFBox.

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**Groovy 2.4.0**[Groovy](#)

Groovy is an agile and dynamic language for the Java Virtual Machine that builds upon Java but has additional power features inspired by languages like Python, Ruby and Smalltalk and compiles straight to Java bytecode.

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**Guava 18.0**[Guava](#)

The Guava project contains several of Google's core libraries: collections, caching, primitives support, concurrency libraries, common annotations, string processing, I/O, and so forth.

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**H2 1.3.176**[H2](#)

H2 is a Java SQL in-memory databases database, very fast, open source, with JDBC API.

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**HK2 2.2.0**[HK2](#)

HK2 is an implementation of JSR-330 in a JavaSE environment.

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**Hibernate 4.2.17**[Hibernate](#)

Hibernate is an object relational database persistence API that is the "de facto" standard for persistence in Java.

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**iText 2.1.7**[iText](#)

iText is an open source library that allows to create and manipulate PDF documents.

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**Jackson 1.9.13**[Jackson](#)

Jackson is a multi-purpose Java library for processing JSON data format.

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**Jackson 2.4.5**[Jackson](#)

Jackson is a multi-purpose Java library for processing JSON data format.

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**Jakarta Oro 2.0.8**[Oro](#)

The Jakarta-ORO Java classes are a set of text-processing Java classes that provide Perl5 compatible regular expressions, AWK-like regular expressions, glob expressions, and utility classes for performing substitutions, splits, filtering filenames, etc.

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**Java Annotation API 1.2**[Annotation](#)

This JSR will develop annotations for common semantic concepts in the J2SE and J2EE platforms that apply across

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## THIRD PARTY LIBRARIES 8.10

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a variety of individual technologies.

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### **Java Persistence 2.0 API 1.0.1**

[Persistence](#)

The Java Persistence API provides a POJO persistence model for object-relational mapping.

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### **Java Transaction API 1.1**

[Transaction](#)

Java Transaction API specifies standard Java interfaces between a transaction manager and the parties involved in a distributed transaction system: the resource manager, the application server, and the transactional applications.

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### **Java Validation API 1.1.0**

[Validation](#)

Validation is a Java specification which lets you express constraints on object models via annotations, provides the APIs to validate and reports the set of violations.

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### **JavaMail API 1.5.2**

[Mail](#)

The JavaMail API is a set of abstract APIs that model a mail system. The API provides a platform independent and protocol independent framework to build Java technology based email client applications. The JavaMail API provides facilities for reading and sending email. Service providers implement particular protocols.

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### **Javassist 3.18.2**

[Javaassist](#)

Javassist (Java programming assistant) is a load-time reflective system for Java. It is a class library for editing bytecodes in Java.

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### **JAX-RS 2.0**

[JAX-RS](#)

JAX-RS is a Java programming language API that provides support in creating web services according to the REST architectural pattern.

---

### **JBoss Logging 3.1.4**

[Logging](#)

JBoss Logging is a "logging bridge" providing integration with numerous logging frameworks.

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### **Jaxen 1.1.6**

[Jaxen](#)

Jaxen is an open source XPath library written in Java. It is adaptable to many different object models, including DOM, XOM, dom4j, and JDOM.

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### **JCaptcha 1.0**

[Captcha](#)

JCAPTCHA stands for Java Completely Automated Public

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Test to tell Computers and Humans Apart. It is the open source java framework for captcha definition and integration.

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**JCommon 1.0.15**

[JCommon](#)

JCommon is a Java class library that contains miscellaneous classes for chart displaying.

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**JempBox 1.5.0**

[PDFBox](#)

The Apache JempBox library is an open source Java tool that implements Adobe's XMP(TM) specification. JempBox is a subproject of Apache PDFBox.

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**Jersey 2.6**

[Jersey](#)

Jersey provides it's own API that extend the JAX-RS toolkit with additional features and utilities to further simplify RESTful service and client development.

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**Jericho HTML Parser 3.3**

[Jericho](#)

Jericho HTML Parser is a java library allowing analysis and manipulation of parts of an HTML document, including server-side tags, while reproducing verbatim any unrecognised or invalid HTML

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**JFreeChart 1.0.12**

[FreeChart](#)

JFreeChart is a Java chart library that makes it easy for developers to display professional quality charts in their applications.

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**Joda-Time 2.4**

[Joda-Time](#)

Joda-Time provides a quality replacement for the Java date and time classes.

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**Json-smart 1.3**

[Json-smart](#)

Json-smart is a performance focused, JSON processor lib.

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**JSP API 2.2.1**

[JSP](#)

JSP provides a container independent implementation of JSP 2.1.

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**JSR-330 2.2.0.b25**

[JSR-330](#)

JSR-330 standardizes annotations like @Inject and the Provider interfaces for Java platforms.

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**JSR 305 1.3.9**

[JSR305](#)

JSR 305 works to develop standard annotations (such as @NonNull) that can be applied to Java programs to assist

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## THIRD PARTY LIBRARIES 8.10

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tools that detect software defects.

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### **JSTL API 1.2.1**

[JSRL](#)

JSTL is a standard tag library for JSP pages.

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### **Log4j 1.2.17**

[Log4j](#)

Apache log4j is a logging library for Java.

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### **Logstash log4j extensions 1.6.0**

[Logstash](#)

Logstash is an open source data collection engine with real-time pipelining capabilities.

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### **Lucene 2.3.2**

[Lucene](#)

The Apache Lucene™ project develops open-source search software.

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### **Metrics 3.0.2**

[Metrics](#)

Metrics is a Java library which gives you unparalleled insight into what your code does in production.

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### **MIMEpull 1.5**

[MIMEPull](#)

Mimepull project provides a streaming API to access attachments parts in a MIME message.

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### **PDFBox 1.5.0**

[PDFBox](#)

Apache PDFBox is an open source Java tool for working with PDF documents. This project allows creation of new PDF documents, manipulation of existing documents and the ability to extract content from documents.

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### **Quartz 2.1.7**

[Quartz](#)

Quartz is a richly featured, open source job scheduling library that can be integrated within virtually any Java application - from the smallest stand-alone application to the largest e-commerce system.

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### **Slf4j 1.7.10**

[Slf4j](#)

The Simple Logging Facade for Java is a simple facade or abstraction for various logging frameworks (e.g. java.util.logging, logback, log4j) allowing the end user to plug in the desired logging framework at deployment time.

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### **Spring Framework 4**

[Spring](#)

- Spring AOP 4.1.4
- Spring Beans 4.1.4
- Spring Context 4.1.4
- Spring Context Support 4.1.4

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- Spring Core 4.1.4
  - Spring Expression Language 4.1.4
  - Spring Web 4.1.4
  - Spring Web MVC 4.1.4

The Spring Framework provides a comprehensive programming and configuration model for modern Java-based enterprise applications - on any kind of deployment platform.

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**Standard Taglib 1.2.1**[Taglib](#)

Apache Standard Taglib is an implementation of the JSP Standard Tag Library specification.

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**Textmining Extractors 1.0**[Textmining](#)

Java API to extract Microsoft Word documents.

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**Vert.x 2.0.2**[Vert.x](#)

Vert.x lets your app scale with minimal hardware.

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**WSDL4j 1.6.3**[WSDL4j](#)

The Web Services Description Language for Java (WSDL4J) allows the creation, representation, and manipulation of WSDL documents. Is the reference implementation for JSR110 'JWSDL' (jcp.org).

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**XMLBeans 2.6.0**[XMLBeans](#)

XMLBeans is a technology for accessing XML by binding it to Java types.

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**XMLSchema 1.4.7**[XMLSchema](#)

XMLSchema is a lightweight Java object model that can be used to manipulate and generate XML schema representations.

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**ZXing 3.1.0**[ZXing](#)

ZXing is an open-source, multi-format 1D/2D barcode image processing library implemented in Java, with ports to other languages.

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## JavaScript libraries

Library	Link
<b>Angular 1.8.0</b> AngularJS is a toolset for building the framework most suited to your application development.	<a href="#">Angular</a>
<b>Angular UI Router 0.2.13</b> UI Router is the de-facto solution to flexible routing with nested views in AngularJS.	<a href="#">UI Router</a>
<b>Babel Loader 5.0.0</b> Babel Loader allows transpiling JavaScript files using Babel and webpack.	<a href="#">Babel</a>
<b>Big Js 2.5.2</b> Big Js is a small, fast JavaScript library for arbitrary-precision decimal arithmetic.	<a href="#">BigJs</a>
<b>Cldr Js 0.4.1</b> CLDR provides key building blocks for software to support the world's languages, with the largest and most extensive standard repository of locale data available.	<a href="#">Cldr</a>
<b>CKeditor 4.3</b> CKEditor is a ready-for-use HTML text editor designed to simplify web content creation. It's a WYSIWYG editor that brings common word processor features directly into web pages.	<a href="#">CKeditor</a>
<b>ES6 Promises 2.2.0</b> Promises are a pattern that helps with one particular kind of asynchronous programming.	<a href="#">Promises</a>
<b>ExplorerCanvas 3</b> ExplorerCanvas bring HTML5 canvas tag functionalities to Internet Explorer.	<a href="#">Canvas</a>
<b>Flotr2 2.0</b> Flotr2 is a plotting library to draw HTML5 charts and graph.	<a href="#">Flotr2</a>
<b>Ionic 1.3.5</b> Ionic is a powerful HTML5 SDK that helps you build native-feeling mobile apps using web	<a href="#">Ionic</a>



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technologies like HTML, CSS, and Javascript.

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**JayData 1.3.6**

[JayData](#)

JayData is a standards-based, cross-platform Javascript library and a set of practices to access and manipulate data from various online and offline sources.

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**jQuery Timepicker Addon 1.4.5**

[Timepicker](#)

Timepicker extends jQuery UI Datepicker for entering times and timestamps.

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**jQuery 1.7.2**

[jQuery](#)

jQuery is a fast, small, and feature-rich JavaScript library with an easy-to-use API that works across a multitude of browsers.

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**jQuery BBQ 1.2.1**

[BBQ](#)

BBQ is a jQuery plug-in that allows simple, yet powerful bookmarkable #hash history.

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**jQuery Cookie 1.3.1**

[Cookie](#)

A simple, lightweight jQuery plugin for reading, writing and deleting cookies.

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**jQuery DialogExtend 1.0**

[Dialog](#)

A simple, lightweight jQuery plugin for Maximizing and Minimizing Buttons for UI Dialog.

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**jQuery UI 1.9.2**

[UI](#)

jQuery UI is a curated set of user interface interactions, effects, widgets, and themes built on top of the jQuery JavaScript Library.

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**JsDump 1.0.0**

[JSDump](#)

This script library can dump any type of Javascript data (or most), thus, generating a string out of the received information.

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**JsHashtable 2.1**

[JSHashtable](#)

JsHashtable is a standalone implementation of hash table in JavaScript.

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**ParseURI 1.2.2**

[ParseURI](#)

Split URLs in JavaScript.

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**Respond.js 1.4.0**

[Respond](#)

Respond is a fast & lightweight polyfill for

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min/max-width CSS3 Media Queries (for IE 6-8, and more).

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### **Underscore 1.3.3**

[Underscore](#)

Underscore is a utility-belt library for JavaScript that provides a lot of the functional programming support like both the usual functional suspects: map, select, invoke - as well as more specialized helpers: function binding, javascript templating, deep equality testing, and so on.

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### **Underscore String 2.2.0rc**

[Underscore](#)

Underscore String is a String manipulation extensions for Underscore.

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### **XRegExp 2.0.0**

[XRegExp](#)

XRegExp is an open source JavaScript library that provides augmented and extensible regular expressions.

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### **Webpack 1.8.5**

[Webpack](#)

Webpack allows to split your codebase into multiple bundles, which can be loaded on demand.

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## Native Plugins

Library	Link
<b>ActionSheet Cordova / PhoneGap Plugin 2.3.3-1wr</b>	<a href="#"><u>ActionSheet Cordova / PhoneGap Plugin</u></a>
A Cordova Plugin Show that shows a sheet of options the user can choose from.	
<b>Cordova Plugin Android X Adapter 1.1.3</b>	<a href="#"><u>Cordova Plugin Android X Adapter</u></a>
A Cordova plugin that provides a shim to migrate references to the legacy <a href="#"><u>Android Support Library</u></a> to the new <a href="#"><u>AndroidX</u></a> mappings in a Cordova Android platform project.	
<b>File Opener Plugin 2.2.2-wr.1</b>	<a href="#"><u>File Opener Plugin</u></a>
A Cordova Plugin that opens a file on the device file system with its default application.	

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<b>Certificate Plugin 0.6.5-wr.1</b>	<a href="#">Certificate Plugin</a>
A Cordova Plugin to configure SSL Certificates, currently used to enable usage of untrusted aka self-signed SSL certificates.	
<b>Cordova Localization String Plugin 1.1.1</b>	<a href="#">Cordova Localization String Plugin</a>
A Cordova that helps you to manage string files that you need natively, namely on Localizable.strings and InfoPlist.strings on iOS, and strings.xml on Android.	
<b>Phonegap Plugin Push 2.3.1-wr.1</b>	<a href="#">Phonegap Plugin Push</a>
A Cordova that offers support to receive and handle native push notifications with a single unified API.	
<b>WebSQL Plugin 0.0.10.6wr</b>	<a href="#">WebSQL Plugin</a>
A Cordova Plugin that adds WebSQL functionality as Apache Cordova Plugin implemented on top of Csharp-Sqlite library.	
<b>Cross-platform SQLite Storage Plugin 3.3.0</b>	<a href="#">Cross-platform SQLite Storage Plugin</a>
A Cordova Plugin containing native SQLite component with API based on HTML5/Web SQL (DRAFT) API	
<b>Cordova Plugin Battery Status 2.0.1</b>	<a href="#">Cordova Plugin Battery Status</a>
A Cordova Plugin that provides an implementation of an old version of the Battery Status Events API.	
<b>Cordova Plugin Camera 4.1.1-wr.4</b>	<a href="#">Cordova Plugin Camera</a>
A Cordova Plugin that defines a global navigator.camera object, which provides an API for taking pictures and for choosing images from the system's image library.	
<b>Cordova Plugin Contact 3.0.1.4wr</b>	<a href="#">Cordova Plugin Contact</a>
A Cordova Plugin that defines a global navigator.contacts object, which provides access to the device contacts database.	
<b>PhoneGap DatePicker Plugin 0.9.2.1wr</b>	<a href="#">PhoneGap DatePicker Plugin</a>
A Cordova Plugin that provides a combined version of DatePicker iOS and Android and	




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Windows plugin

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**Cordova Plugin Device 2.0.1**[Cordova Plugin Device](#)

A Cordova Plugin that allows you to retrieve some information about the device on which the application is running.

**Cordova Plugin Device Motion 1.2.5**[Cordova Plugin Device Motion](#)

A Cordova Plugin that provides access to the device's accelerometer.

**Cordova Plugin Device Orientation 1.0.7**[Cordova Plugin Device Orientation](#)

A Cordova Plugin that provides access to the device's compass.

**Cordova Plugin Dialogs 2.0.2.1wr**[Cordova Plugin Dialogs](#)

A Cordova Plugin that provides access to some native dialog UI elements.

**Cordova Plugin File Transfer 1.7.0**[Cordova Plugin File Transfer](#)

A Cordova Plugin that allows to upload and download files.

**Cordova Plugin File 7.0.1-wr.1**[Cordova Plugin File](#)

A Cordova Plugin that implements a File API allowing read/write access to files residing on the device.

**Cordova Plugin Geolocation 4.1.1-wr.1**[Cordova Plugin Geolocation](#)

A Cordova Plugin that provides information about the device's location, such as latitude and longitude.

**Cordova Plugin Globalization 1.0.9**[Cordova Plugin Globalization](#)

A Cordova Plugin that obtains information and performs operations specific to the user's locale, language, and timezone.

**Cordova Plugin Inappbrowser 3.2.0**[Cordova Plugin Inappbrowser](#)

A Cordova Plugin that show helpful articles, videos, and web resources inside the app. Users can view web pages without leaving your app.

**Cordova Plugin Media Capture 4.0.0**[Cordova Plugin Media Capture](#)

A Cordova Plugin that provides access to the device's audio, image, and video capture capabilities.

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<b>Cordova Plugin Media 2.0.0</b>	<a href="#">Cordova Plugin Media</a>
A Cordova Plugin that provides the ability to record and play back audio files on a device.	
<b>Cordova Plugin Network Information 6.0.3-wr.1</b>	<a href="#">Cordova Plugin Network Information</a>
A Cordova Plugin that provides an implementation of an old version of the Network Information API. It provides information about the device's cellular and wifi connection, and whether the device has an internet connection.	
<b>Cordova Plugin SplashScreen 5.0.3</b>	<a href="#">Cordova Plugin SplashScreen</a>
A Cordova Plugin that displays and hides a splash screen while your web application is launching. Using its methods you can also show and hide the splash screen manually.	
<b>Cordova Plugin Statusbar 2.4.1</b>	<a href="#">Cordova Plugin Statusbar</a>
A Cordova Plugin that provides some functions to customize the iOS and Android StatusBar.	
<b>Cordova Plugin Test Framework 1.1.6</b>	<a href="#">Cordova Plugin Test Framework</a>
A Cordova Plugin that allows plugin authors to add tests (manual and automated) to their plugins.	
<b>Cordova Plugin Vibration 3.0.1</b>	<a href="#">Cordova Plugin Vibration</a>
A Cordova Plugin that provides a way to vibrate the device.	
<b>Cordova WKWebView Engine 1.1.4</b>	<a href="#">Cordova WKWebView Engine</a>
A Cordova Plugin that makes Cordova use the WKWebView component instead of the default UIWebView component.	
<b>Ionic Web View for Cordova 2.5.3-1wr</b>	<a href="#">Ionic Web View for Cordova</a>
A Cordova Plugin that A Web View plugin for Cordova, focused on providing the highest performance experience for Ionic apps.	
<b>Cordova Plugin Ionic Keyboard 1.1.20-wr.1</b>	<a href="#">Cordova Plugin Ionic Keyboard</a>
A Cordova Plugin that interacts with the native keyboard.	



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<b>PhoneGap Plugin BarcodeScanner 8.1.1-wr.1</b>	<a href="#"><u>PhoneGap Plugin BarcodeScanner</u></a>
A Cordova Plugin that is BarcodeScanner for Cordova / PhoneGap.	
<b>PhoneGap Calendar Plugin 4.6.0.3wr</b>	<a href="#"><u>PhoneGap Calendar Plugin</u></a>
A Cordova Plugin that allows you to add events to the Calendar of the mobile device.	
<b>Cordova GoogleMaps Plugin 2.7.2-wr.3</b>	<a href="#"><u>Cordova GoogleMaps Plugin</u></a>
A Cordova Plugin that displays Google Maps in your application.	
<b>Launch Navigator Cordova/Phonegap Plugin 5.0.7-wr.2</b>	<a href="#"><u>Launch Navigator Cordova/Phonegap Plugin</u></a>
A Cordova Plugin for launching today's most popular navigation/ride apps to navigate to a destination.	

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## OLDER RELEASES

Here you can find the release notes of previous WebRatio Mobile Platform releases:

- [WebRatio Mobile Platform 8.9 Release Notes](#)
- [WebRatio Mobile Platform 8.8 Release Notes](#)
- WebRatio
- [WebRatio Mobile Platform 8.6 Release Notes](#)
- [WebRatio Mobile Platform 8.5 Release Notes](#)
- [WebRatio Mobile Platform 8.4 Release Notes](#)
- WebRatio
- [WebRatio Mobile Platform 8.2 Release Notes](#)
- [WebRatio Mobile Platform 8.1 Release Notes](#)
- [WebRatio Mobile Platform 8.0 Release Notes](#)



## SYSTEM REQUIREMENTS 8.10

### SYSTEM REQUIREMENTS

#### WebRatio Development Platform

##### Operating System

- Microsoft Windows Vista or higher, 64 bit
- Linux, 64 bit
- Mac OSX 10.7 (Lion) or higher, 64 bit

Installing WebRatio Development Platform also requires:

- Disk Space: 600 MB
- RAM: 4 GB minimum, suggested is 8 GB

##### Java

When running WebRatio Development Platform on a computer you will need the Java Runtime Environment (JRE) 1.8. The other versions are not supported.

You can download JDKs here:

<http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>

#### WebRatio Generated Server Applications

##### Application Server

When running WebRatio Generated Server Applications on a server you will need a Java Application Server compatible with Servlet 3.0 and JSP 2.2.

##### Java

When running WebRatio Generated Server Applications on a server you will need the Java Runtime Environment (JRE) 1.8 or higher.

You can download JDKs here:

<http://www.oracle.com/technetwork/java/javase/downloads/index.html>

#### WebRatio Generated Mobile Applications

The Mobile Apps generated with WebRatio Mobile Platform are compatible with:

- Android 5.1 or higher



- iOS 9.0 or higher

## LIMITATIONS

### WebRatio Generated Mobile Applications

Mobile Apps data synchronization performance has been verified and it can be guaranteed up to certain limits on modern devices.

The average time needed to complete the synchronization of fewer than 500 objects is about 5 seconds.

The average synchronization time increases to 30 seconds when the synchronized data goes up to 3000 objects.

WebRatio does not guarantee the synchronization performance when the synchronized data are above 3000 objects.

# learn.webratio.com

