

Java Change Log

Version 3.2.2 - 24 Jan 2019

- Bug fix: Fixed HTTP errors which caused connections to remain open.
- Added "getDynamicSessionSignatureUserSigned" function to SigUtils.class to enable generation of [Dynamic Session Expiration](#) cookies using an application key and secret pair, instead of the partner secret.

Version 3.2.1 - 22 Mar 2016

- Fixed bug related to resending requests

Version 3.2.0 - 01 Nov 2015

- NULL values are now allowed in GSObject, GSArray and GSRequest parameters.

Version 3.1.3 - 08 Jun 2015

- Minor bug fixes

Version 3.1.2 - 28 Apr 2015

- Fixed bug regarding URL encoding

Version 3.1.1 - 25 Nov 2014

- Minor bug fixes

Version 2.15.5 - 10 Nov 2013

- Minor bug fixes

Version 2.15.4 - 09 Sep 2013

- **userKey** - A new optional parameter in [GSRequest](#) constructor. A key of an admin user with extra permissions.
- Bug fixes.

Version 2.15.3 - 22 Apr 2013

- [GSRequest.setProxy](#) - a new method for setting a proxy.
- [GSRequest.getLogger](#) - a new method for retrieving the logger object.
- [GSResponse.hasData](#) - a new method for checking whether this response includes data.

Version 2.15.2 - 06 Nov 2012

- [GSRequest.setAPIDomain](#) - new method that provides the option to specify a **data center** to be used for making API calls. For example: "eu1.gigya.com" for Europe data center.

Version 2.15.1 - 28 Aug 2012

- Resolved a runtime error, when calling [socialize.exportUsers](#) using the SDK. Bug fix for handling non GZIP compressed input streams.

- `GSRequest`'s `setMethod` is removed, since it doesn't make sense to change the method after initialization.

Version 2.15 - 17 Apr 2012

- `SigUtils.getDynamicSessionSignature` - a new method for implementing dynamic control over login session expiration. Learn more in the [Control Session Expiration](#) guide.
- `GSRequest.send(int timeoutMS)` - a new method (overriding `GSRequest.send()`) that receives a ***timeout*** parameter. This parameter gives the option to set a response timeout.
- `GSRequest.send(GSResponseListener listener)` , `GSRequest.send(GSResponseListener listener, java.lang.Object context)` - new methods (overriding `GSRequest.send()`) for sending a request asynchronously.

Version 2.14.1 - 17 Oct 2011

Enabled GZIP compression.

Version 2.13.4.1 - 28 Aug 2011

- Fixed Facebook Single Sign-on permission bug.
- Improved nonce generator to handle rare case of subsequent calls generating same nonce.

Version 2.13.4 - 9 Aug 2011

Note: this version is **not** backwards compatible. You may need to make minor changes in your code, if you are upgrading from a former version. Please follow the [migration instruction](#) below. Upgrading to this version is required, if you wish to integrate Gigya's Game Mechanics or the Gigya Cloud Storage platform.

- `GSDictionary` class is **deprecated**, and is replaced by the following new classes:
- `GSOject` - New class, used for passing parameters, for example when issuing requests or receiving response data.
- `GSArray` - New class, used for passing Arrays, for example when issuing requests or receiving response data.

Migration Instruction

Search for all instances of `GSDictionary` class in your code. Replace each `GSDictionary` instance with `GSOject`, and each `GSDictionary[]` (array) with `GSArray`. For example:

Old Code (using GSDictionary):

```

// Publish User Action

// Defining the userAction parameter

GSDictionary userAction = new GSDictionary();

userAction.put("title", "This is my title");

userAction.put("userMessage", "This is my user message");

userAction.put("description", "This is my description");

userAction.put("linkBack", "http://google.com");

GSDictionary[] mediaItems = new GSDictionary[1];

mediaItems[0] = new
GSDictionary("{\"src\": \"http://www.f2h.co.il/logo.jpg\",
\"href\": \"http://www.f2h.co.il\", \"type\": \"image\"}");

userAction.put("mediaItems", mediaItems);

// Sending 'socialize.publishUserAction' request

GSRequest request = new GSRequest("PUT-YOUR-APIKEY-HERE",
"PUT-YOUR-SECRET-KEY-HERE", "socialize.publishUserAction");

request.setParam("userAction", userAction); // set the "userAction"
parameter

request.setParam("uid", "PUT-UID-HERE"); // set the "uid" parameter to
user's ID

// Sending 'socialize.publishUserAction' request

GSResponse response = request.send();

```

New Code (using GSObject and GSArray):

```

// Publish User Action

// Defining the userAction parameter
GSOBJECT userAction = new GSOBJECT();

userAction.put("title", "This is my title");
userAction.put("userMessage", "This is my user message");
userAction.put("description", "This is my description");
userAction.put("linkBack", "http://google.com");

GSARRAY mediaItems = new GSARRAY();

mediaItems.add(new GSOBJECT("{\"src\": \"http://www.f2h.co.il/logo.jpg\",
\"href\": \"http://www.f2h.co.il\", \"type\": \"image\"}"));

userAction.put("mediaItems", mediaItems);

// Sending 'socialize.publishUserAction' request

GSREQUEST request = new GSREQUEST("PUT-YOUR-APIKEY-HERE",
"PUT-YOUR-SECRET-KEY-HERE", "socialize.publishUserAction");

request.setParam("userAction", userAction); // set the "userAction"
parameter

request.setParam("uid", "PUT-UID-HERE"); // set the "uid" parameter to
user's ID

// Sending 'socialize.publishUserAction' request

GSRESPONSE response = request.send();

```

Version 2.13.1 - 29 June 2011

- Fix for timestamp correction when device's local is not English
- Automatic logging of response if errorCode != 0
- To request permission for logged-in user, call addConnection, pass the required permission and set getPerms to 1

Version 2.13 - 26 June 2011

- Added a new parameter canceled in the onClose event of showLoginUI and showAddConnectionUI. When the parameter is 'true' it indicates the UI was closed due to user canceling the operation.
- Login and addConnection will return GSResponse with errorCode 200001, when users cancels the operation.
- The SDKs can now automatically compensate for when the mobile device's clock is not synchronized.
- When sending a request, if **useHTTPS** is set to 'true', the request is not signed and the secret key is passed instead - this saves CPU of calculating signature, since it's secured by HTTPS.
- The SDK parameter sent to the server includes the SDK version: e.g. "iphone_2.13", "android_2.13", etc.