

RhoMobile Suite v6.0

Description

Thank you for selecting Tau Technologies (tau-technologies.com) as your mobility solution tool provider. User friendly mobile applications are key to leveraging the power, value and return on investment of your mobile solutions and with RhoMobile Suite you can significantly reduce the time and cost associated with mobile application development.

RhoMobile Suite allows you to create flexible, OS-independent, hardware-agnostic applications that look, feel and act the same on every supported device. You can rapidly create robust mobile applications that can include a wide range of advanced data capture capabilities. Whether you want to streamline your warehouse, delivery or service operations or enable more robust asset tracking & visibility, RhoMobile Suite will help you get your enterprise mobility solution up and running.

Release Notes

New Features Added

Node.JS

Rhodes applications can now be created with Node.JS with local Node HTTP server started on device with WebView for UI - use Javascript for programming of application's logic, work with DB etc. with full Node environment available right on mobile device. Supported for iOS and Android. Now Rhodes brings two widespread server technologies into mobile device - Ruby on Rails and Node.JS. You can make native standalone application reusing your RoR or Node.JS code and technologies and having local backend right on mobile device.

Ruby version upgraded

Ruby interpreter version upgraded from deprecated 1.9.1 to recent 2.3.4. It contains lots of security, performance and syntax features.

WebKit for Windows CE

Tau introduces completely upgraded a WebKit-based browser engine. Full HTML5 compliance - High performance - Compatible with WinCE 5/6, Compact 7 and Windows Mobile - Utilizes Cairo Graphics with FreeType support for superb rendering - Can be built in third-party products on the licensing basis

UWP support

Rhodes can be used for creation of UWP-based mobile and desktop applications.

FCM for Android

Firebase cloud messaging is supported for Android. It can be enabled by adding 'push' capability and 'fcm-push' extension. By default old GCM is enabled for Android push.

iOS, Android: Clipboard extension - access to device's clipboard

New 'clipboard' extension provides API to access contents of device clipboard on iOS and Android.

iOS, Android: Digest HTTP authentication support

Digest app can be enabled for network requests with Rho::Network::AUTH_DIGEST constant.

iOS: WkWebView support

Support for new webview element for iOS. Selected by ios_use_WKWebView = 1 in rhoconfig.txt.

Proguard

Proguard protection of platform Java code can be enabled by 'useproguard' setting in android section of build.yml. Use 'proguardrules' setting to add custom rules for native extensions.

Security features

'Security' extension adds various security check APIs and settings for iOS and Android:

- Device rooting and jailbreak detection;
- Check for allowed application package signatures;
- Check for allowed installer package
- Application bundle encryption

QT version updated for RhoSimulator and Win32 apps

QT version is updated from 5.5 to 5.8, and Chrome debug tools can now be used instead old embedded web inspector

JS-related

- JQuery Mobile framework is no longer used
- JQuery version is updated from 1.9.1 to 3.1.1 for newly created applications.
- Bootstrap v.3.3.7 is used for newly created applications.

New Icons and Splash screens scheme in Application

Now developer has full control for Icons and splash screen images for iOS and Android platforms separately.

iOS 11 support info

Latest XCode and iOS SDK is supported. Rhodes applications should build and run normally on iOS 11.

Android O support info

Rhodes applications should run normally on Android O. No app or config changes required.

Bugfixes and minor improvements

Common:

- fix wait time calculation in PosixThread;
- Fix Rho.Application.expandDatabaseBlobFilePath. Was: the method returns null if the arg is an absolute path and it does not match with the path to the app root. Now: it returns the arg;
- DB: new method: set file.blob attrib_type for updated blob attribs in changed_values;
- iOS,Android: new functionality for define icon,splash etc. resources for application
- remove 10-attempts in CURL net request;
- iOS, Android: Add the config enable_media_playback_without_gesture to enable the playing of medias (sound,video) programmatically;

iOS:

- Fix bug ppi ipad mini retina;
- Implement Rho::WebView.save for iOS devices;
- fix double query encoding during redirect when ios_direct_local_requests = 1;
- add http_connection_domains array into build.yml iphone section;
- fix issue with incorrect accept of data: URL request in our URLProtocol adapter;
- fix redirect issue with URL contain id;
- fix skipped header for redirect request when ios_direct_local_requests = 1;
- improve default icons and iTunesArtwork;
- add info_plist_data to iphone section of build.yml;
- make NSURLProtocol.startLoading() async;
- add special universal "latest" values for iOS SDK in build.yml;
- support name instead of UUID for provisionprofile in build.yml;
- remove enable unsecure connections by default - developers should enable it byself;
- remove enabling of NSAllowsArbitraryLoads and NSAllowsArbitraryLoadsInWebContent when setup http_connection_domains;
- add new build.yml key - info_plist_data_remove. Now developer have full control of Info.plist from build.yml;
- support 'rho_app_id' (Rhoconnect related) in build.yml;
- fix Barcode scannerType property issue;
- add new icons to resources of generated XCode project;
- add new invisibleTabControl property for native TabBar;
- add new option to extension's ext.yml : link_libraries - array with additional binary libraries for linking;
- set iPhone 7 as default simulator;
- fix invalid body size in direct local request;
- fix full screen mode;
- support latest XCode(from 8.3.x) provisioning - full control (automatic or manual provisioning) from build.yml;
- add WebView.keyboardDisplayRequiresUserAction property;
- fix iOS 11 SDK compilation issue;

Android:

- make all dirs for correct save Camera captured image;
- fix Notification.vibrate() when application in background and activity killed by OS;
- fix run on emulator;
- fix loading image issue;
- fix camera datauri output and refactor a bit;
- make has*Network API more safe, allow to call from background;

- Ruby threading is fixed;

Windows:

- FingerScroll feature for WinXP/Win7/Win8/Win10;
- Win32: mediacapture and barcode extensions added;
- added IE bridge support into build scripts;

Documentation

Please find documentation at <http://docs.tau-technologies.com>

Additional info and support

You can find additional information and RhoMobile support plans on TAU Technologies website:
<http://tau-technologies.com>

Last revised: 19th September 2017
Copyright © 2015-2017
Tau technologies, Inc.