

Mobile: iOS SDK Release Notes

Version 2.12.0

Release date: 9/13/2021

- Support for [Swift Package Manager](#)
- Various enhancements and improvements

Version 2.11.2

Release date: 8/31/2021

- CPQ support for Salesforce
- CSP header domain on hybrid apps changed to https://*.walkme.com
- Various enhancements and improvements

Version 2.11.1

Release date: 6/24/2021

- Various enhancements and improvements

Version 2.11.0

Release date: 6/10/2021

- SDK Roles Permissions – [more info](#)
- Survey submissions now supported in campaign callbacks
- Various enhancements and improvements

Version 2.10.3

Release date: 5/24/2021

- Various enhancements and improvements

Version 2.10.2

Release date: 5/10/2021

- Various enhancements and improvements

Version 2.10.1

Release date: 4/27/2021

- Various enhancements and improvements

Version 2.10.0

Release date: 4/4/2021

- Various enhancements and improvements

Version 2.9.18

Release date: 3/20/2021

- Adjusted SWT Campaign impression count to after first visual (non-logic) step plays
- Various enhancements and improvements

Version 2.9.17

Release date: 3/18/2021

- Improved “Action Step” functionality
- Various enhancements and improvements

Version 2.9.16

Release date: 3/17/2021

- Various enhancements and improvements

Version 2.9.15

Release date: 3/15/2021

- Various enhancements and improvements

Version 2.9.14

Release date: 3/4/2021

- Resolves issue with autoplay once in Simulate mode
- Various enhancements and improvements

Version 2.9.13

Release date: 3/1/2021

- Various enhancements and improvements

Version 2.9.12

Release date: 2/22/2021

- Various enhancements and improvements

Update Coming Soon

In the next release we will be limiting support for old Walk-Thrus and campaigns using the old WYSIWYG editor. When attempting to update a campaign (WT or old WYSIWYG) in the console you will be prompted to update to Smart Walk-Thru or the new WYSIWYG editor. Note - these campaigns will still be supported by the SDK so end users will still receive them

Version 2.9.11

Release date: 2/17/2021

- New proxy gateway mode options:
 - Proxy all traffic
 - Proxy analytics only

Version 2.9.10

Release date: 2/7/2021

- Various enhancements and improvements

Version 2.9.9

Release date: 2/6/2021

- Various enhancements and improvements

Version 2.9.8

Release date: 2/3/2021

- Added segmentation option for “Language”
- Multi-language support for self-hosted apps

Version 2.9.7

Release date: 2/2/2021

- New “Action Step” type added for “Scroll” action ([more info](#))
- Minimum SDK version tooltip for Group segment
- Search capability added to Report functions in Console Dashboard
- Improved SDK Version Distribution list in Console > Settings > General

Version 2.9.6

Release date: 1/20/2021

- Various enhancements and improvements

Version 2.9.5

Release date: 1/11/2021

- Various enhancements and improvements

- Improved “match text” precision feature to capture up to 300 characters from all text labels in any single element

Version 2.9.4

Release date: 1/7/2021

- Various enhancements and improvements

Version 2.9.3

Release date: 1/3/2021

- Various enhancements and improvements

Version 2.9.2

Release date: 12/22/2020

- Various enhancements and improvements

Version 2.9.1

Release date: 12/14/2020

- Various enhancements and improvements

Version 2.9.0

Release date: 12/8/2020

- Added specific SDK Distribution Toggle (On/Off)
- Adjusted campaign capping to be based on impressions instead of clicks
- Session count evaluated by the SDK (instead of Server)
- Group segmentation evaluation moved to SDK (instead of server)

Version 2.8.3

Release date: 11/19/2020

- Various enhancements and improvements

Version 2.8.2

Release date: 11/2/2020

- Various enhancements and improvements

Version 2.8.1

Release date: 10/14/2020

- Various enhancements and improvements

Version 2.8.0

Release date: 9/24/2020

- Allows for set User ID after calling ABBI.stop
- Resolves auto-tap issue with certain elements in OS14
- Various enhancements and improvements

Version 2.7.3

Release date: 8/28/2020

- Various enhancements and improvements

Version 2.7.2

Release date: 8/23/2020

- Various enhancements and improvements

Version 2.7.1

Release date: 8/17/2020

- Precision cursor tool is now the default capture mechanism (removed tap to record)

functionality)

- Session definition revision
- Added a new campaign callback: willShow (useful for letting other SDKs know when a WalkMe campaign is about to play)
- Inactive session timeout in console can now be configured in backoffice (reach out to your WalkMe rep to adjust the timeout duration)
- Resolves bug where multiple goals tracking the same element “is currently interacted with” would override each other
- Various enhancements and improvements

Version 2.6.0

Release date: 7/14/2020

- Mobile Console SSO Support for OKTA
- New Rich Text Editor for Advanced Text
- New Power Mode UI
- Corner radius can now be defined per corner
- Security enhancements
- Various enhancements and improvements

Version 2.5.6

Release date: 6/24/2020

- Fixes user attribute “is in list” segment not being recognized in first app session
- Various enhancements and improvements

Version 2.5.5

Release date: 6/24/2020

- Various enhancements and improvements

Version 2.5.4

Release date: 6/11/2020

- Various enhancements and improvements

Version 2.5.3

Release date: 5/20/2020

- Various enhancements and improvements

Version 2.5.2

Release date: 5/17/2020

- New “dismiss with any interaction” step trigger to dismiss SWTs
- Precision option to display step only if element is truly visible (some elements remain visible in the background)
- Precision option to find element by type/hierarchy
- Automation API to disable automated steps in WalkThrus
- Security enhancements
- Various enhancements and improvements

Version 2.4.2

Release date: 4/30/2020

- Resolves bug when setting user attributes prior to SDK initialization
- Various enhancements and improvements

Version 2.4.1

Release date: 4/6/2020

- Resolves bug with recapturing steps in a duplicate of a campaign
- Various enhancements and improvements

Version 2.4.0

Release date: 4/1/2020

- NEW Corona templates available!
- Added “screenshots” for increased visibility and ease of maintenance of captured elements

- Default WT/SWT design is now “balloons” instead of “spotlights”
- Precision options for captured elements now available by default
- Various enhancements and improvements

IMPORTANT

Starting from SDK 2.4.0, **UIWebView** will no longer be supported as per Apple’s policies. If the app is hybrid, you may be using this component.

- ITMS-90809: Deprecated API Usage – Apple will stop accepting submissions of apps that use UIWebView APIs starting from April 2020.
- See <https://developer.apple.com/documentation/uikit/uiwebview> for more information.

Version 2.3.0

Release date: 2/24/2020

- Added “Screenshots” for increased visibility and ease of maintenance for captured items and Smart Walk-Thrus
- Added ability to create campaigns prior to SDK integration
- Various enhancements and improvements

Version 2.2.2

Release date: 2/4/2020

- Power Mode screens supported in iOS “Dark Mode”
- Resolved issue with filtering Captured Items

Version 2.2.1

Release date: 1/30/2020

- Various improvements for iOS React Native

Version 2.2.0

Release date: 1/21/2020

- New! Templates Gallery - design content by the most popular use cases.
- New! Color gradients & shadows for creating beautiful user experiences using the visual campaign editor
- Added system font-weights support
- Added "element exists" rule as a segmentation option
- Various enhancements and improvements

Version 2.1.0

Release date: 12/1/2019

- Added Start-Points for Smart Walk-Thrus
- Added "navigate" toggle in Power Mode for easier Walk-Thru capture
- Performance improvements and bug fixes

Version 2.0.4

Release date: 11/14/2019

- Performance improvements and bug fixes.

Version 2.0.3

Release date: 11/7/2019

- Performance improvements and bug fixes.

Version 2.0.2

Release date: 10/6/2019

- Added support for connected campaigns in Smart Walk-Thrus

Version 2.0.1

Release date: 9/27/2019

- Fixed a minor issue with automatic scrolling to a captured element

Version 2.0.0

Release date: 9/16/2019

- Smart Walk-Thrus (beta)
- “Rich” Design for Walk-Thru Steps
- Performance improvements and bug fixes.

Version 1.18.1

Release notes for iOS SDK v1.18.1:

- Performance improvements and bug fixes.

Version 1.18.0

Release notes for iOS SDK v1.18.0:

- Support for multiple users using a shared device (using End User Identifier API).
- Multi-language support.
- Segment by Survey response.
- Segment by Onboarding List progress.
- Usability improvements in Preview Mode.
- Codeless User Attributes.
- Support for Reversed Proxy server setup.
- Screen ID API.
- Element ID API.
- Performance improvements and bug fixes.

Version 1.17.1

Release notes for iOS SDK v1.17.1:

- Performance improvements and bug fixes.

Version 1.17.0

Release notes for iOS SDK v1.17.0:

- Onboarding list support.
- Support for “Always” and “Once per session, wait...” auto-play frequency.
- Edit published Walk-Thrus.
- Segment by device biometrics (face ID / touch ID) support.
- Support for determining the “Maybe” action delay.
- Performance improvements and bug fixes.

Version 1.16.4

Release notes for iOS SDK v1.16.4:

- Performance improvements and bug fixes.

Version 1.16.3

Release notes for iOS SDK v1.16.3:

- Performance improvements and bug fixes.

Version 1.16.2

Release notes for iOS SDK v1.16.2:

- Performance improvements and bug fixes.

Version 1.16.1

Release notes for iOS SDK v1.16.1:

- Performance improvements and bug fixes.

Version 1.16.0

- Goals segmentation enhancements (by session, by Goal Attributes).
- Advanced Text Formatting support.
- Labels filtering in Power Mode.
- ABBI.stop and Events Filtering APIs.
- Major improvements in campaigns caching mechanism.
- “Ignore screen” support for popup steps.
- Performance improvements and bug fixes.

Version 1.15.2

Release notes for iOS SDK v1.15.2:

- Performance improvements and bug fixes.

Version 1.15.1

Release notes for iOS SDK v1.15.1:

- Performance improvements and bug fixes.

Version 1.15.0

Release notes for iOS SDK v1.15.0:

- Support for draggable launchers.
- WalkMe Events filtering.
- Previous step action for Walk-Thru steps.
- Performance improvements and bug fixes.

Version 1.14.5

Release notes for iOS SDK v1.14.5:

- Performance improvements and bug fixes.

Version 1.14.4

Release notes for iOS SDK v1.14.4:

- Performance improvements and bug fixes.

Version 1.14.3

Release notes for iOS SDK v1.14.3:

- Performance improvements and bug fixes.

Version 1.14.2

Release notes for iOS SDK v1.14.2:

- Full support for the new WYSIWYG editor.
- Native Survey Campaigns.
- Carousel widget.
- List widget.
- Support for SDK permalinks.
- Performance improvements and bug fixes.

Version 1.14.1

Release notes for iOS SDK v1.14.1:

- Full support for the new WYSIWYG editor.
- Native Survey Campaigns.
- Carousel widget.
- List widget.
- Support for SDK permalinks.
- Performance improvements and bug fixes.

Version 1.14.0

Release notes for iOS SDK v1.14.0:

- Full support for the new WYSIWYG editor.

- Native Survey Campaigns.
- Carousel widget.
- List widget.
- Support for SDK permalinks.
- Performance improvements and bug fixes.

Version 1.13.3

Release notes for iOS SDK v1.13.3:

- Performance improvements and bug fixes.

Version 1.13.2

Release notes for iOS SDK v1.13.2:

- Performance improvements and bug fixes.

Version 1.13.1

Release notes for iOS SDK v1.13.1:

- WYSIWYG 2.0 Support;
- Performance improvements and bug fixes.

Version 1.13.0

Release notes for iOS SDK v1.13.0:

- AutoSteps in Walk-Thrus;
- Swipe trigger for Walk-Thru steps;
- Input step exit configuration;
- Start connected and linked Walk-Thru from specific step;
- Accessibility features support;
- Campaign animation support;
- Performance improvements and bug fixes.

Version 1.12.0

Release notes for iOS SDK v1.12.0:

- Pop-Up steps in Walk-Thrus;
- “Wait for” steps in Walk-Thrus;
- View User Attributes in App Info;
- SDK logs tracking;
- Performance improvements and bug fixes.

Version 1.11.1

Release notes for iOS SDK v1.11.1:

- Performance improvements and bug fixes.

Version 1.11.0

Release notes for iOS SDK v1.11.0:

- In-app rating campaign;
- Multi Value support for User Attributes;
- Support for redirect deeplink parameter on campaign trigger API;
- iOS 12 validation;
- Performance improvements and bug fixes.

Version 1.10.1

Release notes for iOS SDK v1.10.1:

- Performance improvements and bug fixes.

Version 1.10.0

Release notes for iOS SDK v1.10.0:

- Segment by user interaction with WalkMe campaigns;
- Segment by Goal and User Attributes value changes throughout session;
- Updates to the way app icon and fonts are synced with WalkMe;

- Performance improvements and bug fixes.

Version 1.9.0

Release notes for iOS SDK v1.9.0:

- UX improvements to Capture Region (now called “Precise Capture”);
- Simulate as new user;
- Monitoring for captured items (elements and screens);
- Performance improvements and bug fixes.

Version 1.8.0

Release notes for iOS SDK v1.8.0:

Note: *This is the last iOS SDK version supporting Xcode 7.*

- Advanced Walk-Thru step customization support;
- “Captured Items” category added to Power Mode to review and recapture Screens and Elements in app;
- “Test My Campaigns” category (both Simulate and Preview now available through the main menu);
- Simulate changes:
 - Goals added to Simulate;
 - Button to close app on Simulate;
 - If app has permission to use Push Notifications – notification to start app to Simulate will be shown when starting Simulate.
- Button to “Report Logs to WalkMe Support” added in App Info screen in Power Mode;
- Power Mode login now lasts for 24hrs or until you explicitly exit Power Mode or log out from Mobile Console;
- Skippable steps support;
- Support for list segments with values that include a “+” character;
- Performance improvements and bug fixes.

Version 1.7.0

Release notes for iOS SDK v1.7.0:

- Improvements to find element;
- Elements precision support;

- Support for new segments:
 - Location Access approval status;
 - Contacts Access approval status;
 - Camera Access approval status;
 - Device orientation (Portrait / Landscape).
- Back cover customization;
- Spotlight step interaction;
- Back-door added to Power Mode simulate: use the Power Mode gesture to restart Power Mode from Simulate;
- Walk-Thru step retry span reduced to 20 seconds (previously 30 seconds);
- Performance improvements and bug fixes.

Version 1.6.4

IMPORTANT: To install this version, please refer to [How To Install and Update the iOS WalkMe Mobile SDK Using CocoaPods](#).

Release notes for iOS SDK v1.6.4:

- Performance improvements and bug fixes.

Version 1.6.3

IMPORTANT: To install this version, please refer to [How To Install and Update the iOS WalkMe Mobile SDK Using CocoaPods](#).

Release notes for iOS SDK v1.6.3:

- Performance improvements and bug fixes.

Version 1.6.2

Release notes for iOS SDK v1.6.2:

- Bug fixes.

Version 1.6.1

Release notes for iOS SDK v1.6.1:

- Bug fixes.

Version 1.6.0

Release notes for iOS SDK v1.6.0:

- Support for sending events on offline activity;
- Walk-Thru edits improvements;
- Walk-Thru progress tracker for Edit and Preview in Power Mode;
- End User ID API;
- Campaign Callbacks;
- Bug fixes and stability improvements.

Version 1.5.7

Release notes for iOS SDK v1.5.7:

- Bug fixes.

Version 1.5.6

Release notes for iOS SDK v1.5.6:

- Bug fixes.

Version 1.5.5

Release notes for iOS SDK v1.5.5:

- Bug fixes.

Version 1.5.4

Release notes for iOS SDK v1.5.4:

- Bug fixes.

Version 1.5.3

Release notes for iOS SDK v1.5.3:

- Bug fixes.

Version 1.5.2

Release notes for iOS SDK v1.5.2:

- Bug fixes.

Version 1.5.1

Release notes for iOS SDK v1.5.1:

- Bug fixes.

Version 1.5.0

Release notes for iOS SDK v1.5.0:

- Support for displaying Campaigns offline (including “Network is/is not Offline” segment);
- App custom fonts and text formatting support;
- Improvements to Walk-Thru edits;
- “Walk-Thru Step Info” added to preview and edit;
- Xcode 7 support;
- Bug fixes and stability improvements.

Version 1.4.2

IMPORTANT: If you are updating to iOS SDK v1.4.x from any version prior to v1.3.0, make sure to consult [How To Update the iOS WalkMe Mobile SDK From v1.x to v1.3.x and Above](#) to learn some one-time actions you must perform for the upgrade.

Release notes for iOS SDK v1.4.2:

- Bug fixes.

Version 1.4.1

IMPORTANT: If you are updating to iOS SDK v1.4.x from any version prior to v1.3.0, make sure to consult [How To Update the iOS WalkMe Mobile SDK From v1.x to v1.3.x and Above](#) to learn some one-time actions you must perform for the upgrade.

Release notes for iOS SDK v1.4.1:

- Bug fixes.

Version 1.4.0

IMPORTANT: If you are updating to iOS SDK v1.4.x from any version prior to v1.3.0, make sure to consult [How To Update the iOS WalkMe Mobile SDK From v1.x to v1.3.x and Above](#) to learn some one-time actions you must perform for the upgrade.

Release notes for iOS SDK V1.4.0:

- Walk-Thrus edit from Power Mode Preview;
- Impressions Capping;
- Connect to Campaign;
- App Info;
- Bug fixes and stability improvements.

Version 1.3.1

Release notes for iOS SDK v1.3.1:

IMPORTANT: If you are updating to iOS SDK v1.3.1, make sure to consult [How To Update the iOS WalkMe Mobile SDK From v1.x to v1.3.x and Above](#) to learn some one-time actions you must perform for the upgrade.

- Enabled bitcode support.

Version 1.3.0

IMPORTANT: If you are updating to iOS SDK v1.3.0, make sure to consult [How To Update the iOS WalkMe Mobile SDK From v1.x to v1.3.x and Above](#) to learn some one-time actions you must perform for the upgrade.

Release notes for iOS SDK v1.3.0:

- Rules Based Goals support;
- Improved hybrid apps support;
- Bug fixes and stability improvements.

Version 1.2.2

Release notes for iOS SDK v1.2.2:

- Bug fixes and stability.

Version 1.2.1

Release notes for iOS SDK v1.2.1:

- Bug fixes and stability.

Version 1.2.0

Release notes for iOS SDK v1.2.0:

- SDK Power Mode;
- Private User Attributes support;
- Bug fixes and stability.

Version 1.1.27

Release notes for iOS SDK v1.1.27:

- Bug fixes and stability.

Version 1.1.26

Release notes for iOS SDK v1.1.26:

- Bug fixes and stability.

Version 1.1.25

Release notes for iOS SDK v1.1.25:

- Launchers campaigns;
- Web view component in campaigns through WYSIWYG;
- Segment by time on current screen;
- Segment by campaigns the user was exposed to;
- Bug fixes and stability.

Version 1.1.17

Release notes for iOS SDK v1.1.17:

- Walk-Thrus enhancement: validation on input fields;
- Capture region (complex elements);
- Campaigns per session capping setting updated to three static campaigns and one *Happy Moment* Campaigns (customizable setting – contact your CSM);
- Campaign trigger API support – not affected by capping and does not affect capped campaigns;
- Improved hybrid apps support;
- Bug fixes and stability improvements.

Version 1.1.07

Release notes for iOS SDK v1.1.07:

- Walk-Thru enhancements:
 - Screens breakdown support;
 - Form Steps groups.
- Element capture for Segmentation;
- Bug fixes.

Version 1.0.95

Release notes for iOS SDK v1.0.95:

- Tooltips support for Walk-Thrus;
- Safe start campaign from CTA;

- Simulate Mode support;
- Bug fixes.

Version 1.0.72

Release Notes for WalkMe Mobile iOS SDK v1.0.72:

- Bug fixes;
- Landscape / portrait support;
- Walk-Thrus.

Version 1.0.71

Release Notes for WalkMe Mobile iOS SDK v1.0.71:

- Bug fixes;
- Hybrid Mode initial webview fix;
- Static campaign support;
- New Capture Mode;
- Performance improvements.