

MC dll/dylib - 11.0.3 - HCL Nomad 1.0.6

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 This component release is part of [MarvelClient 11.0](#)

NEW	<p>Geolocation</p> <p>MarvelClient can now determine the current geographic location.</p> <p>This data consists of coordinates (<code><os:geo_location_*></code>) and address (<code><os:geo_address_*></code>). Which data is available, and how accurate it is, can vary significantly. Mostly it depends on settings in the operating system and available hardware features. If you intend to collect and use this data, make sure to turn on related features on the operating system level ("Allow programs to use location data" etc). You might also want to consider that some platforms will display a prompt to the user to allow the access to this data.</p> <p>This functionality is still experimental, and has some privacy considerations connected to it, so it is turned off by default. Set <code><mc:geo_data_enabled></code> (bool, defaults to 0) to 1 to enable it.</p> <p>Furthermore, since this functionality is depending on operating system calls that differ in reliability between platforms, it can be en-/disabled on each platform separately.</p> <ul style="list-style-type: none">• <code><mc:geo_data_enabled_ios></code> (bool, defaults to 1)• <code><mc:geo_data_enabled_macos></code> (bool, defaults to 0)• <code><mc:geo_data_enabled_win></code> (bool, defaults to 1) <p>These variables will only be considered if the global flag is set to 1.</p> <p>Generally, this data will be available immediately. But in some cases it can take a few seconds, or rarely even longer. For that reason, there is a 10-second timeout on retrieving this data. Set <code><mc:geo_data_timeout_ms></code> (number in milliseconds, defaults to 10000) to change it</p> <p>Due to the potential delay, geolocation data will only be collected in background (first server access, and other background run times). If you want to make sure that you have this data collected for analytics purposes, you can set <code><mc:geo_data_scan_in_shutdown></code> (bool, defaults to 0) to 1. This will force a read of the data during shutdown.</p> <p>Note: Geolocation conditions will force a read of the data at the time they run.</p>
NEW	<p>Added a new Geolocation condition to only execute Actions based on geolocation data.</p> <p>It allows checking for location based on address, distance to a coordinate-pair, or position within a coordinate rectangle. Since reading the location can take a few seconds in some cases, it will re-use location data that has been recently read, with a 120-second limit (can be set in the action).</p> <p>The condition will fail, if location sharing is turned off. This means that any Action or reference using the condition will not run.</p> <p>Make sure to consider the points mentioned in the Geolocation section above.</p>
CHANGE / ENHANCEMENT	<p>The DLL Update action will now clean up duplicate entries in the Extmgr_Addins notes.ini variable. Duplicate entries can happen through third-party tools, and cleaning them up is just nice.</p>
ENHANCEMENT	<p>Nomad: during initial setup, MarvelClient will now also look for a Config DB on the server that is provided via <code><ini:ExtConfigServer></code> (in addition to the mail server from <code>namelookup</code> and <code><ini:MailServer></code>). This is a new variable that Nomad sets to indicate the server that is being used for setting up Nomad.</p>
FIX	<p>Fixed an issue where the Filesystem Operation action did not use the proper temp directory for zip operations. It now uses <code><notes:temp_directory></code>.</p>