

## PowerSNMP for .NET 4.8.0.3 Detailed Release Notes

### Added Features:

1. **MibName.GetFullName(MibNodes mib)** was added which returns a human-readable string representation of the MibName's OID, substituting each subidentifier integer with the respective name.
2. **Variable.FormatValue()** was added which returns the Variable's value formatted per the definition's display hint if available. If the value type does not support display hint or if a display hint is not defined, it will return the value.
3. Thread safety has been improved for the VariableList and MibNodes classes.
4. A constructor overload which accepts an IDictionary collection has been added to the VariableList collection to improve performance when instantiating the collection.
5. ToString(DisplayHint) has been added to UInteger32, Gauge, and TimeTicks.
6. MibNodes has been re-factored to provide direct indexing of nodes by OID or name, its type has changed from a dictionary collection to a list collection and MibNodes.MibNodesByOid has been deprecated.
7. Stricter enforcement of sub-OID length rules and other OID and sub-OID limits has been implemented along with improved error reporting when violations are encountered.
8. Improved error reporting and operation of SNMPv3 authentication.
9. Improved reporting when an instance of a variable does not exist in the Agent.Variables collection but the Agent contains a definition for the requested variable.
10. Table construction and maintenance has been improved:
  - Added additional Variable constructor overloads that accept a table index as a parameter in order to facilitate table creation.
  - MibName.GetIid(string indexer) method was added and will return the correct IID for table column variables. The MibName.Iid property (used for scalar values) is now deprecated; use MibName.GetIid() instead.

- The `GetTableColumns(MibNode tableNode)` and `GetTableColumns(string tableNameOrOid)` methods were added which return an array of `MibNodes` representing the columns of the specified table.

### Interface Changes:

`Security.EngineBoots` and `Security.EngineTime` are now read-only. To set these values for a remote engine use `Agent.Security.EngineCache` or `Manager.Security.EngineCache`.

### Obsolete Members

The following members were labeled as obsolete in version 4.7.0.1 and have now been removed. Developers should use replacement members as indicated:

Removed	Replacement
<code>Agent.Send(MessageBase, String)</code>	<code>Agent.Send(MessageBase, IPEndPoint)</code>
<code>Agent.Send(MessageBase, String, Int32)</code>	<code>Agent.Send(MessageBase, IPEndPoint)</code>
<code>Manager.AgentEngines</code>	<code>Manager.Security.EngineCache</code>
<code>Agent.AuthoritativeEngine</code>	<code>Agent.Security.AuthoritativeEngine</code>
<code>Manager.AuthoritativeEngine</code>	<code>Manager.Security.AuthoritativeEngine</code>
<code>SnmpSocket.GetTable(String, SnmpVersion, User, IPEndPoint, Int32)</code>	<code>SnmpSocket.GetTable(String, SnmpVersion, Security, IPEndPoint, Int32)</code>
<code>SnmpSocket.GetTable(String, SnmpVersion, String, User, IPEndPoint, Int32)</code>	<code>SnmpSocket.GetTable(String, SnmpVersion, String, Security, IPEndPoint, Int32)</code>
<code>SnmpSocket.Walk(String, SnmpVersion, String, User, IPEndPoint, Int32)</code>	<code>SnmpSocket.Walk(String, SnmpVersion, String, Security, IPEndPoint, Int32)</code>
<code>SnmpSocket.Walk(String, SnmpVersion, String, User, IPEndPoint, Int32, Int32)</code>	<code>SnmpSocket.Walk(String, SnmpVersion, String, Security, IPEndPoint, Int32, Int32)</code>

