Upgrade guide SignSDK version 1.x.x to version 2.0.1

.Net SignSDK:

The signSDK in version 2.0.1 contains substantial changes compared to previously released versions. Some of the changes could potentially cause breaking changes to existing code/applications – depending on the implementation and usage scenarios.

As stated in the release notes the following major changes in this release include:

- Net version has been updated to 8.0.

- PDF rendering, manipulation and conversion has been changed fundamentally so that this is now done using the external tools PDFSharp and PuppeteerSharp.

- Security patches applied to included software

- The project naming conventions in the example code have been changed.

Preconditions for installing the updated SignSDK:

- The existing (old version of) SignSDK should be fully uninstalled/removed from the target application before integrating the new SignSDK.

Net version 8.0.

- Developers should note that the new version of the SignSDK will not run in older versions of .Net.

PDF rendering, manipulation and conversion

The underlying libraries used for these actions have been replaced in version 2.0.1. This change does not change the signSDK API, but minor differences can occur in the way things work, especially in the visual rendering of PDF documents.

- Existing document types, which are signed as PDF should be retested in order to ensure that they still display correctly.
- If special fonts are used, please note that these fonts now need to be installed in the platform on which the application is running. Otherwise standard fonts will be used instead.
- As the library Puppeteersharp has been introduced for pdf conversion tasks, please note that this library comes with a broad set of functionality, of which only a smaller part is used by the SDK. Special consideration should be paid to the ability in certain methods of this library to make outgoing http(s) calls. Though this functionality is not used actively in the SignSDK it is recommended to limit the possibility of this functionality e.g. by blocking outgoing connections from the applications using the .Net SignSDK or by similar means.
- Licensewise both Puppeteersharp and PdfSharp come with an MIT license. This license accommodates a broad list of usage scenarios but also with a limitation of liability. If any shortcomings of the functionality are experienced due to these license-related limitations, please raise such questions via the normal system support channels.

Updated security patches

- This change should not affect the upgrade process directly, but will ensure that potential vulnerabilities in earlier versions of the SignSDK have now been remedied.

Project naming conventions in the example code

- If using the example code directly, please make sure to update the naming conventions used accordingly.

Java signSDK:

The biggest changes in version 2.0.1 of the Java version of the SignSDK are related to the Java version used. Apart from that also Spring Boot has upgraded and various security patches included. The full list of changes include:

- Java updated to version 17

- Spring Boot version updated to 3.2 in example webapps

- Security fixes

Preconditions for installing the updated SignSDK:

- The existing (old version of) SignSDK should be fully uninstalled/removed from the target application before integrating the new SignSDK.

Java version 17

Compared to the previous java version (version 11) version 17 contain a number of potentially breaking changes to applications, if they are upgraded. Please make sure your application uses Java version 17 and ensure to follow more generic upgrade guides for this proces if an update of the application Java version is required.

Spring Boot version 3.2

Please check out the generic Spring Boot upgrade documentation available at [Appendix D. Migrating to Spring Framework 3.2](#) if issues are experienced in relation to the Spring Boot upgrade of the SignSDK.

Security fixes

- This change should not affect the upgrade process directly, but will ensure that potential vulnerabilities in earlier versions of the SignSDK have now been remedied.