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Punch uses [semantic versioning](#).

We encourage you to upgrade Punch to the latest version.

If you have any questions or comments, please please let us know in the [Punch forums](#).

2.6.0

Version 2.6.0 is a minor maintenance release adding support for DevForce v7.3.0.

New and improved product features

- Updated to DevForce v7.3.0.
- Updated samples to the latest version of Punch.

Breaking changes

- Support for Windows 8.0 has been discontinued in this release, in favor of Windows 8.1. Any Windows Store applications using Punch must be retargeted to Windows 8.1.

2.5.3

Version 2.5.3 is a minor maintenance release adding support for Caliburn.Micro v2.0.2.

New and improved product features

- Updated to Caliburn.Micro v2.0.2.
- Updated samples to the latest version of Punch.

2.5.2

Version 2.5.2 is a minor maintenance release adding support for DevForce v7.2.6.

New and improved product features

- Updated to DevForce 2012 v7.2.6.
- Updated samples to the latest version of Punch.

2.5.1

Version 2.5.1 renames Cocktail to Punch due to trademark issues. No functionality has changed and internal names such as namespaces, class names, NuGet package identifiers etc. remain unchanged.

2.5.0

Version 2.5.0 is a minor maintenance release adding support for DevForce v7.2.5 and Caliburn.Micro v2.0.1.

New and improved product features

- Updated to DevForce 2012 v7.2.5.
- Updated samples to the latest version of Punch.

Breaking changes

- Updated to Caliburn.Micro v2.0.1. For migration instructions see <http://caliburnmicro.com/documentation/migrating-to-2.0.0>.

2.4.5

Version 2.4.5 is a minor maintenance release adding support for DevForce v7.2.4.

New and improved product features

- Updated to DevForce 2012 v7.2.4.
- Updated samples to the latest version of Punch.

2.4.4

Version 2.4.4 is a minor maintenance release adding support for DevForce v7.2.3 and includes bugfixes.

New and improved product features

- Updated to DevForce 2012 v7.2.3.
- Updated samples to the latest version of Punch.

Defect repairs

- Fixes an issue with unintentionally discovering the DefaultEntityManagerSyncInterceptor.
- Fixes an issue with change syncing not working between different EntityManager types.
- Fixes an issue with change syncing where not all entities are being synced under certain circumstances when saving a complex entity graph.

2.4.3

Version 2.4.3 is a minor maintenance release adding support for DevForce v7.2.2.

New and improved product features

- Updated to DevForce 2012 v7.2.2.
- Updated samples to the latest version of Punch.

2.4.2

Version 2.4.2 is a minor maintenance release adding support for DevForce v7.2.1.

New and improved product features

- Updated to DevForce 2012 v7.2.1.
- Updated samples to the latest version of Punch.

2.4.1

Version 2.4.1 is a hotfix release.

Defect repairs

- Fixes issue with bootstrapping application if attempting to instantiate AuthenticationService in AppBootstrapper.PrepareCompositionContainer.

2.4.0

Version 2.4.0 adds support for DevForce v7.2.0, Caliburn.Micro v1.5.2 and includes several enhancements.

New and improved product features

- Updated to DevForce 2012 v7.2.0.
- Updated to Caliburn.Micro v1.5.2
- Updated samples to the latest version of Punch.
- Enhancements to DialogHostBase and DialogButton for easier customization.
- Enhancements to Repository for easier query customization.
- Enhancements to Navigator to allow a view model to handle navigation events asynchronously. See [See documentation for more details](#).
- Adds suspend and resume support for Windows 8 store apps. See [See documentation for more details](#).

2.3.0

Version 2.3.0 includes breaking changes, enhancements and adds support for DevForce 2012 v7.1.2.

New and improved product features

- Updated to DevForce 2012 v7.1.2.
- Updated samples to the latest version of Punch.
- Enhancements to Navigator.
 - New interface [INavigationTarget](#) allows for a view model to respond to navigation events.
 - New overloads for Navigator.NavigateToAsync allow the passing of an arbitrary parameter to the target view model. In Windows 8 Store apps, the new signatures enable the serialization of the app's navigation state during suspend/resume operations.

Breaking changes

- CocktailWindowsStoreApplication.RestoreApplicationStateAsync signature changed to provide access to the app's root frame for the purpose of restoring the app's navigation state.

2.2.2

Version 2.2.2 adds support for DevForce 2012 v7.1.1 and Caliburn.Micro v1.5.1.

New and improved product features

- Updated to DevForce 2012 v7.1.1.
- Updated to Caliburn.Micro v1.5.1.
- Updated samples to the latest version of Punch.

2.2.1

Version 2.2.1 adds support for DevForce 2012 v7.1.0 as well as Caliburn.Micro v1.4.1 and includes enhancements and fixes.

Defect repairs

- Fixes an issue where recomposition exceptions were silently caught during dynamic loading of a XAP file with missing dependencies.
- Fixes issue [#1604](#): Ensure required assemblies are always part of the Catalog regardless of the current CompositionHost.SearchPatterns and CompositionHost.IgnorePatterns.

New and improved product features

- Updated to DevForce 2012 v7.1.0.
- Updated to Caliburn.Micro v1.4.1. In addition for WPF, Caliburn.Micro can now be updated independently from Punch via NuGet.
- Updated samples to the latest version of Punch.

TempHire reference application

- Eliminated the use of the InterceptingCatalog and MefContrib in general. It's a source of issues in some applications that use TempHire as a template. The MefContrib project is no longer being updated.

2.2.0

Defect repairs

- Fix DialogUICommand<T>.Invoked not fired if dialog is closed via the window's close button in top right corner.
- Fix issue [#1517](#): Harness row height changed to avoid runoff.
- Remove fixed sizing of dialog buttons.
- Signed Cocktail.Compat assembly.

New and improved product features

- Support for DevForce 2012 v7.0.3.
- Streamlined access to dialog host via *DialogHost.GetCurrent()*. Previous extension method has been marked obsolete and will be removed in a later version.
- Repository methods have new fetchOptions parameter that supports configuring of eager fetching of related entities as well as Skip, Take and Distinct. Several of the previous method signatures have been marked obsolete and will be removed in a later version.

```
var unitOfWork = new UnitOfWork<Customer>(new EntityManagerProvider<EntityManager>());
// Eager fetch orders
await unitOfWork.Entities.AllAsync(fetchOptions: options => options.Include(x => x.Orders));
// Skip and Take
await unitOfWork.Entities.AllAsync(fetchOptions: options => options.Skip(10).Take(20));
// Distinct
await unitOfWork.Entities.FindAsync(q => q.Select(x => x.City), fetchOptions: options => options.Distinct());
```

- Updated samples with latest changes.

2.1.0

New and improved product features

- DialogManager adds support for custom UI commands. [See documentation for more details.](#)
- Factory<T> now creates new instances on asynchronous thread.

TempHire reference application

- Improvements, cleanup and demonstration of the DialogManager custom UI commands.

2.0.6

New and improved product features

- Updates the included Caliburn.Micro component to the recently released version 1.4.
- Caliburn.Micro is now installed as a NuGet dependency instead of included in the Punch package.

TempHire reference application

- Improved password encryption scheme.

2.0.5

Defect repairs

- MEF open-generic type exports can now be instantiated via the Punch composition API in .NET 4.5 and Windows Store apps as in the following example.
(Note: MEF for Silverlight does not support open-generic types)

```
[Export]
public class GenericExport<T>
{
}
[TestMethod]
public void ShouldGetGenericInstance()
{
    var instance = Composition.TryGetInstance<GenericExport<object>>();
    Assert.IsNotNull(instance);
}
```

}

2.0.4

Version 2.0.4 is the first non-beta release of Punch.

New and improved product features

- Update dependencies to DevForce 7.0.2.

2.0.3

Version 2.0.3 is the fourth beta release of Punch.

Defect repairs

- Fixes issue [#1430](#) - Repository.AllAsync methods ignore the includeProperties parameter.

2.0.2

Version 2.0.2 is the third beta release of Punch.

Defect repairs

- Fixes issue [#1413](#) - Navigator now has overloads to navigate to named ViewModels.
- Fixes issue [#1416](#) - Factory<T> now looks for internal factory methods and constructors in addition to public.

2.0.1

Version 2.0.1 is the second beta release of Punch.

New and improved product features

- Improvements to TaskFns class.

2.0.0

Version 2.0.0 is the first beta release of Punch.

This is the next major release of Punch adding support for .NET 4.5 and Windows Store apps and continues to support Silverlight 5.

As of NuGet 2.0, package restore consent is active. You must allow NuGet to download missing packages as described [here](#) in order to build and/or run Punch and the Samples.

Breaking changes from Cocktail 2010

- Requires DevForce 2012 and Visual Studio 2012.
- Dropped support for Silverlight 4.
- Dropped support for .NET 4.0.
- All new asynchronous APIs following the Task-based asynchronous pattern. For backwards-compatibility see the [Migration](#) topic.
- **FrameworkBootstrapper** was replaced by **CocktailMefBootstrapper**. For more info, visit the [Boostrapping](#) topic.
- Composition API was generalized and now architecturally supports alternative IoC implementations. For more info, visit the [API documentation](#).
- NavigationService class replaced with the new Navigator class. For more info, visit the [Navigation](#) topic.

New and improved product features

- Support for .NET 4.5 projects.
- Support for Windows 8 Store projects.
- Native support for Task-based asynchronous pattern.
- Design-time data on all platforms. See known issues below.
- Windows 8 Store samples
- Simplified installation. All dependencies, including DevForce 2012 are delivered through NuGet. See [Getting Started](#)

Known Issues

- Design-time data is currently not fully functional in particular with Code-First domain models.

Documentation - Punch release notes

- Screen harness is currently not available for Windows 8 Store projects.
- Solutions with more than one Code-First domain model, such as TempHire, may require multiple builds. If build errors occur, build again. If errors continue, build each domain model project individually before building the entire solution.