



# ICE Mobile 3.0.0

Release notes for prerelease

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## 1 New & Improved

These changes add new features or improve the functionality of existing ones:

- Location should work perfectly on ECOM when app is in background. (ICE-11307)
- Flutter: Play sound effect when sending or receiving text messages. (ICE-12511)
- Flutter: Messages > add links to messages from people. (ICE-9592)
- Flutter: Improve injection of MeProfile for signed in state. (ICE-10705)
- Make Bluetooth list reactive. (ICE-11487)
- Flutter: Bluetooth accessory support for iOS. (ICE-8127)
- Flutter: Disable restart location when cornea disconnect from server. (ICE-11229)
- Update flutter app to 1.216. (ICE-11155)
- Flutter: Add PttBaseChannelBloc. (ICE-10806)
- Mobile: Display “External System” instead of “Unknown” when PTT caller ID cannot be determined. (ICE-10534)
- Flutter: Replace launch icon with gold-standard version. (ICE-10697)
- Flutter: Redesign Settings, About and Splash. (ICE-10559)
- Flutter: Implement priority handling in client. (ICE-9886)
- Flutter: Merge 2.2.2 to develop. (ICE-10538)
- Flutter: Update Fonts and Icons across the app. (ICE-10251)
- Flutter: Upgrade develop/2.2.2 to Engage v1.213. (ICE-10468)

## 2 Fixes

These issues have been resolved in this version of the product:

- No tx/rx after instant replay enable/disable. Discovered in 3.0.0. (ICE-12681)
- Engage : Sometimes App shows extra replay talkbursts. Discovered in 2.2.0. (ICE-10288)
- ICE - M : app shows spinning wheel only on opening a message if user has added to the channel later. Discovered in 3.0.0. (ICE-12500)
- CallKit answer/decline not working consistently on iOS when app is in background. Discovered in 3.0.0. (ICE-12023)
- Flutter should not allow editing profile except password. Discovered in 3.0.0. (ICE-11481)
- iOS Bluetooth PTT does not work when app is not in foreground. Discovered in 3.0.0. (ICE-11294)
- Flutter: PTT latch on Big Button. Discovered in 2.2.2. (ICE-10492)
- ICE-M: Duplicate GlobalKey detected in widget tree (LabeledGlobalKey). Discovered in 3.0.0. (ICE-11287)

- Flutter: App logged out and came to login screen on its own in overnight test. Discovered in 2.2.0. (ICE-10403)
- Location: should match template version from Ecom. Discovered in 2.0.0. (ICE-11052)
- Flutter : App stayed on login screen even when user was logged in (user avatar & alerts icon seen). Discovered in 2.2.2. (ICE-10479)
- Flutter : App is having “unlimited” option for Max. History Age whereas DC doesn’t have that. Also names for Instant Replay settings differ from DC. Discovered in 2.2.0. (ICE-9782)
- Flutter: Invalid traceId in CDR metrics can cause irrecoverable failure. Discovered in 2.2.0. (ICE-10722)
- Flutter: People tab claims there are no active channels. It lies. Discovered in 2.2.0. (ICE-10377)
- Flutter : User can remove and save First Name & Last Name as well from Profile. On DC it works properly as it shows required field error when user tries to remove it. Discovered in 2.2.0. (ICE-10361)

### 3 Known Issues

These are issues known to exist in the product:

#### **3.0.1 ICE Mobile and Desktop clients display incorrect or inconsistent presence status after a geo-redundant site fails. (ICE-10355)**

**3.0.1.1 Conditions** Depending on the specific failure and network conditions present when a geo-redundant data center fails or is taken offline, the online/offline presence status and the displayed GPS location of some users may be incorrectly displayed to others.

This may result in some users being unable to make private calls to other users (for example, if one user appears offline, despite actually being connected).

**3.0.1.2 Workaround** A system administrator should execute the process described in the ICE Server Administration Guide to resync data.

**3.0.1.3 Additional information** This error occurs when the data center that a user is connected to fails suddenly and in a way that leaves it incapable of notifying the other data center that users connected to it have been disconnected.

Data that is left out of sync will automatically resync at approximately 00:30 UTC. However, an administrator can force the resync to occur at any time by following the instructions in the ICE Server Administration Guide. This is an optional, but recommended, practice any time a data center is lost.

### **3.0.2 Audio is delayed when placing a Sonim XP8 into the cradle of an AdvanceTec Hands-free Car Kit. (ICE-4383)**

**3.0.2.1 Conditions** A several-second delay in audio is observed when placing a Sonim XP8 phone into the AdvanceTec Hands-free Car Kit cradle. This delay is observed only initially as the phone syncs with the cradle. After which, audio is transmitted and received correctly.

**3.0.2.2 Workaround** Do not place the Sonim XP8 into the cradle while transmitting or receiving audio. Alternately, inform teammates that your device may temporarily lose audio while you transfer to the car.

**3.0.2.3 Additional information** This behavior is not specific to Instant Connect and is exhibited with all audio on the device (for example, while watching a YouTube video).

### **3.0.3 Poor audio quality is observed when an ICE user calls another ICE user through a PSTN “dial call”. (ICE-4027)**

**3.0.3.1 Conditions** When two users are assigned dial numbers and one user dials another user’s device through the soft-phone feature in the app, the established call will exhibit lower audio quality than expected.

This issue is not exhibited when a user makes a “private call” to another user. That is, only user-to-user calls placed by dialing a phone number are subject to this limitation.

**3.0.3.2 Workaround** Instant Connect users should call each other through the private calling mechanism by searching for the user’s name in the directory and clicking the adjacent telephone icon.

**3.0.3.3 Additional information** This issue is caused by double-encoding “loopback” audio traffic as it enters and leaves the ICE Telephony system.

This document describes changes introduced between build 3c66b06 to c042559.