



ICE Mobile 3.1.0

Release notes for prerelease

Copyright © 2024, Instant Connect Software, LLC. All rights reserved.

Document version 1841, produced on Friday, September 06, 2024.

main 90adc8bf40040649230176bbdd465f6261a2d8e0

ALL STATEMENTS, INFORMATION, AND RECOMMENDATIONS IN THIS MANUAL ARE BELIEVED TO BE ACCURATE BUT ARE PRESENTED WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED. USERS MUST TAKE FULL RESPONSIBILITY FOR THEIR APPLICATION OF ANY PRODUCTS.

NOTWITHSTANDING ANY OTHER WARRANTY HEREIN, ALL DOCUMENT FILES AND SOFTWARE OF THESE SUPPLIERS ARE PROVIDED “AS IS” WITH ALL FAULTS. STA GROUP DISCLAIMS ALL WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THOSE OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OR ARISING FROM A COURSE OF DEALING, USAGE, OR TRADE PRACTICE.

IN NO EVENT SHALL INSTANT CONNECT LLC OR ITS SUPPLIERS BE LIABLE FOR ANY INDIRECT, SPECIAL, CONSEQUENTIAL, OR INCIDENTAL DAMAGES, INCLUDING, WITHOUT LIMITATION, LOST PROFITS OR LOSS OR DAMAGE TO DATA ARISING OUT OF THE USE OR INABILITY TO USE THIS MANUAL, EVEN IF STA GROUP OR ITS SUPPLIERS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Trademarks mentioned in this document are the properties of their respective owners.

Contents

1	New & Improved	4
2	Fixes	4
3	Known Issues	6
3.0.1	ICE Mobile GPS location may not be immediately hidden from other users when changing location settings (ICE-13736)	6
3.0.2	The Savox BTR-155 Bluetooth Remote Speaker/Microphone is not supported in this release. (ICE-13697)	6
3.0.3	Audio is delayed when placing a Sonim XP8 into the cradle of an AdvanceTec Hands-free Car Kit. (ICE-4383)	7
3.0.4	Poor audio quality is observed when an ICE user calls another ICE user through a PSTN “dial call”. (ICE-4027)	7

1 New & Improved

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

- Proximity ui hide/disable for private calls. (ICE-12675)
- Allow a user to modify tactical group IDs. (ICE-14100)
- Update Android SDK to 31. (ICE-13582)
- Flutter: Engage license renewal. (ICE-4744)
- RxMute PTT channels when telephony channel is started and active. (ICE-13108)
- Implement ICE button intents. (ICE-13483)
- Android back button move the app into the frozen state. (ICE-13436)
- Add support for video messages. (ICE-13102)
- Mobile: Deleting a text message thread should only hide it. (ICE-13140)
- Flutter : Channel on Replay/People tab should be auto-expanded when radio mode enabled. (ICE-13191)
- Finish AppScope migration. (ICE-12915)
- Move 3.0 features into 3.1. (ICE-12861)
- Apply Sprint ShowCase follow-up items to the Preferences. (ICE-12918)
- Create telephony mode switcher and add Telephony-As-Channel mode. (ICE-12619)
- Enhance naming for settings preferences. (ICE-12877)
- Flutter: Handle Presence groups. (ICE-4793)
- Mobile: Implement OS-native notifications for chat and alert messages. (ICE-12872)
- Allow user selecting image file capture photo. (ICE-11264)
- Flutter: UserPreferences > Simplify usage. (ICE-9880)
- Refactor BaseChannelBloc: improve awareness of unexpected situations. (ICE-12840)
- Mobile: Read settings from file. (ICE-12617)
- Create radio mode switcher and modify Channels Selection Page. (ICE-12613)
- Add cross-launch schema handler to ICE Mobile and ICE Desktop (for proof of concept). (ICE-12687)
- Flutter: Improve injection of MeProfile for signed in state. (ICE-10705)
- Mobile: Passphrase generated mission should not be named after the passphrase. (ICE-11863)
- ICE-M: Change hint text from “Search Channels” to “Search Assigned Channels” (“Channel” tab of the “New Message” BottomSheetPage). (ICE-12528)

2 Fixes

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

- TxFailed tone played when PTTing via accessory. Discovered in 3.1.0. (ICE-14265)
- Flutter : [Tactical] Replay doesn't populate on Desktop app if a New Mission is created from Flutter and shared to Desktop. Discovered in 3.1.0. (ICE-14184)
- Add capability to toggle PTT via KEYCODE_HEADSETHOOK. Discovered in 3.0.0. (ICE-14252)
- No user info for tactical only users. Discovered in 3.1.0. (ICE-14165)
- Flutter : [Tactical] User details popup in Map shows call & Intercom channel creation icons even in Tactical. Discovered in 3.1.0. (ICE-14183)
- Tactical license w/o activation does not work. Discovered in 3.1.0. (ICE-14166)
- Flutter : Tactical channels do not show Participants correctly. Discovered in 3.1.0. (ICE-14135)
- Flutter : [Tactical] PTT doesn't work between Flutter & Desktop if Mission is created from Flutter with automatic channel identification ON. Discovered in 3.1.0. (ICE-13739)
- Export mission isn't working. Discovered in 3.1.0. (ICE-14150)
- Flutter : [Tactical] People tab shows only self user for default Sample Mission's channels. Discovered in 3.1.0. (ICE-14149)
- Mic not always captured by engage on iOS devices. Discovered in 3.0.0. (ICE-12901)
- Tactical users cannot grant microphone permissions. Discovered in 3.1.0. (ICE-14116)
- Flutter : [Tactical] Unable to create a new Mission with RP enabled due to RP field validation error; unable to add new channel with RP as well. Discovered in 3.1.0. (ICE-14107)
- Tactical identity does not get restored after signing out from Enterprise. Discovered in 3.1.0. (ICE-13737)
- ICE-M: User's priority is not updated until app reload if it was changed by another person. Discovered in 3.0.0. (ICE-11246)
- Speaker/Mic audio not working on 3.5mm headset for some phones. Discovered in 3.0.0. (ICE-13547)
- PTT chirp played when tx fails. Discovered in 3.0.0. (ICE-12682)
- ICE - M : Zipped log file size observed too big (more than 10 MB) in latest Flutter builds. Discovered in 3.0.0. (ICE-12714)
- [config] Config doesn't get applied if there's a human/spelling error. Discovered in 3.1.0. (ICE-13477)
- ICE-M: Android Flutter shows 1 notification in shortcut when app is in background; iOS flutter doesn't. Discovered in 3.0.0. (ICE-11240)
- Mobile: Import mission via QR code ignores Rallypoint and encryption. Discovered in 3.1.0. (ICE-13172)
- Mobile: iOS cannot open .ice files. Discovered in 3.1.0. (ICE-13173)
- Flutter : Few issues like PTT/People presence/Map doesn't work, unable to edit channel on existing Mission, Duplicate warning every time on import of Mission & unable to add RP to tactical channel/Mission observed for Tactical on 3.1.0 build. Discovered in 3.1.0. (ICE-12916)
- ICE - M : Flutter app doesn't show Replay entry when PTT happened on a channel with header

extension disabled whereas Desktop displays proper replays with “External System” name on it. Discovered in 3.0.0. (ICE-12783)

- 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)
- Flutter: [Messaging] App doesn't show online/offline status on user avatar/ initials blob for other users on Chat Details Screen. Discovered in 3.0.0. (ICE-12856)
- ICE-M : [Messaging] Notification UI issue (bigger/full screen noti.) when user receives a big message on a chat. Discovered in 3.0.0. (ICE-12652)
- Flutter : [Tactical] Unable to create New Mission From Passphrase. Discovered in 3.1.0. (ICE-12922)
- Flutter : [Tactical] App should show license error/warning on Dashboard when user has not applied it. Discovered in 3.1.0. (ICE-12927)
- ICE-M : User info in Map is not showing Messaging icon. Discovered in 3.0.0. (ICE-10731)
- ICE - M : Edit button on First name, Last name & Email fields should be removed as user cannot change those fields per requirement. Discovered in 3.0.0. (ICE-12615)

3 Known Issues

These are issues known to exist in the product:

3.0.1 ICE Mobile GPS location may not be immediately hidden from other users when changing location settings (ICE-13736)

3.0.2 The Savox BTR-155 Bluetooth Remote Speaker/Microphone is not supported in this release. (ICE-13697)

3.0.2.1 Conditions This only impacts users attempting to pair and use a Savox BTR-155 device. When utilized with ICE Mobile, audio will be heard through the speaker, but the microphone will not be used for transmit audio.

3.0.2.2 Workaround There is no workaround at this time. Instant Connect is working to correct this issue and again support this device in a future release.

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

3.0.3.1 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.

3.0.3.2 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.

3.0.3.3 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).

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

3.0.4.1 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. Only user-to-user calls placed by dialing a phone number are subject to this limitation.

3.0.4.2 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.

3.0.4.3 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 d99c47c to 50e6f01c.