



# ICE Server 2.1.2-Hotfix1

Release notes for prerelease

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## 1 New & Improved

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

- Allow client to customize the search filter for LDAP authentication (ICE-8883)

## 2 Fixes

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

- *No issues resolved by this release.*

## 3 Known Issues

These are issues known to exist in the product:

### **3.0.1 When creating a patch using the “Create and Activate” command in ICE Desktop, sometimes the patch will not function (ICE-8561)**

**3.0.1.1 Conditions** This issue may occur intermittently when sufficient latency exists in processing the patch creation command. Users may find this issue more common in geographically redundant systems or when the ICE Server is under heavy user load. This issue only occurs when using “Create and Activate;” manually creating, then activating a patch will not experience this issue.

**3.0.1.2 Workaround** Deactivate the patch in ICE Desktop, then re-activate it by clicking the “Activate” button.

**3.0.1.3 Additional information** This issue is caused by a patch that is created, but then not properly activated (despite the user interface indicating the patch was made active).

### **3.0.2 Deleting a static reflector from ICE Desktop does not cause the reflector to shut down or otherwise stop operating. (ICE-8405)**

**3.0.2.1 Workaround** System administrators should stop the reflector process (by killing its Docker container) prior to deleting the reflector in the ICE Desktop application if they intend for the reflections provided by the entity to stop.

**3.0.2.2 Additional information** When a static reflector has been deleted for ICE Server the reflector process associated with the deleted entry “coasts”—that is, the reflector will continue to operate in whatever state and configuration existed at the moment it was deleted. It will receive no further configuration updates from the server but will not automatically terminate, either.

### **3.0.3 The Cassandra Kubernetes pod restart count continuously increments after a fresh installation or upgrade of ICE Server, but there is no loss in service. (ICE-6576)**

**3.0.3.1 Conditions** This occurs only after performing an ICE Server installation onto a Kubernetes cluster or upgrading an existing system in a geographically-redundant configuration. This problem is not seen on single-site deployments (single-node or multi-node).

It affects systems whose link between data centers is slow enough that database schema updates take longer than the built in timeout allows for. A slow persistent storage system—or one under heavy load—may manifest this issue, too.

**3.0.3.2 Workaround** Run these commands in `cqlsh` (replacing `dc` and `replica` values as appropriate):

```
DROP KEYSPACE reaper_db;
CREATE KEYSPACE reaper_db
  WITH REPLICATION = {
    'class' : 'NetworkTopologyStrategy',
    'dc1' : 1
  };
```

Allow the reaper to finish its schema updates, then in `cqlsh`:

```
ALTER KEYSPACE reaper_db
  WITH REPLICATION = {
    'class' : 'NetworkTopologyStrategy',
    'dc1' : 1,
    'dc2' : 1
  }
```

Finally, on each node in `dc2`, run `nodetool rebuild - dc1`

### **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. That is, 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 1f79b5f to 75978bf.