



gloCOM GO 5.3 RELEASE NOTES

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SYSTEMS



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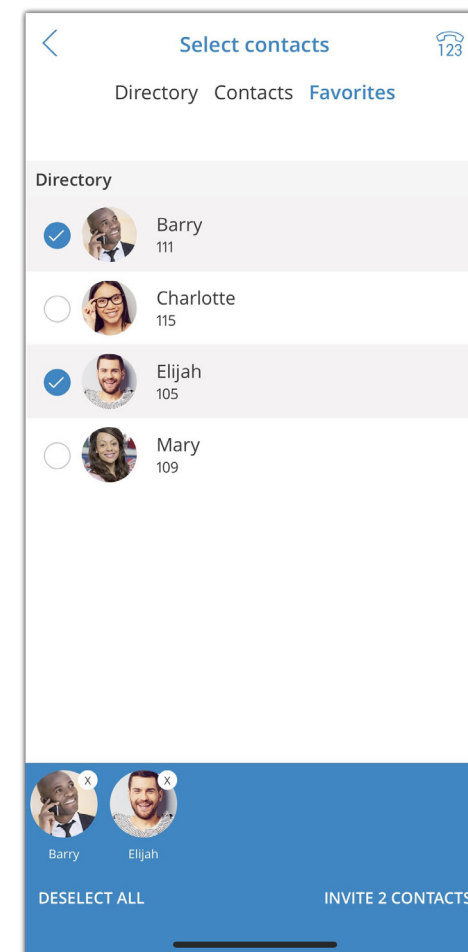
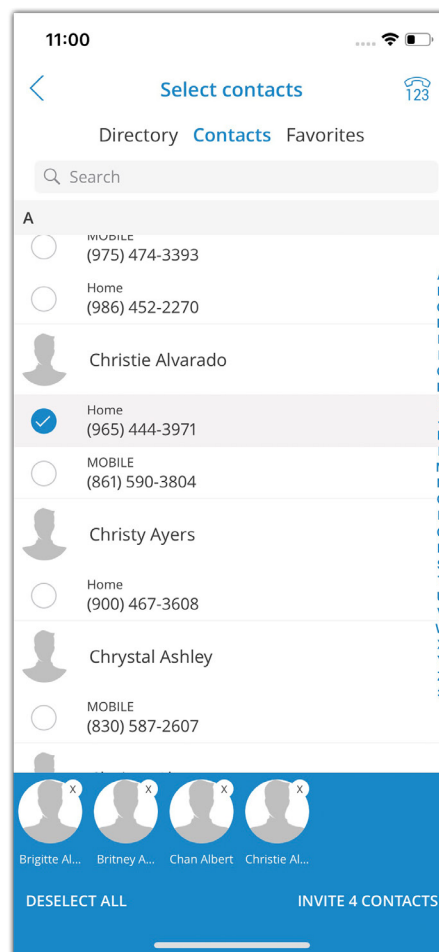
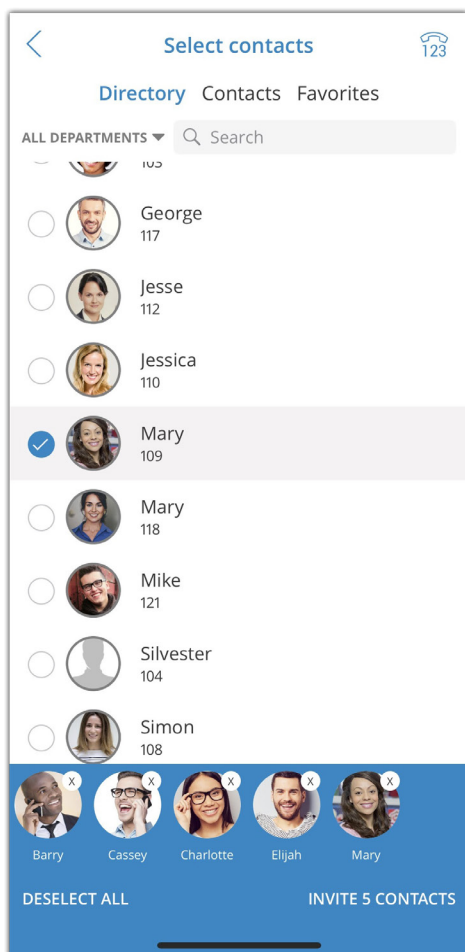
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FEATURES

A new and modern user picker

With refined UI and improved UX, you can start conferences or transfer calls with your favorite Extensions, Contacts or Favorites from both.

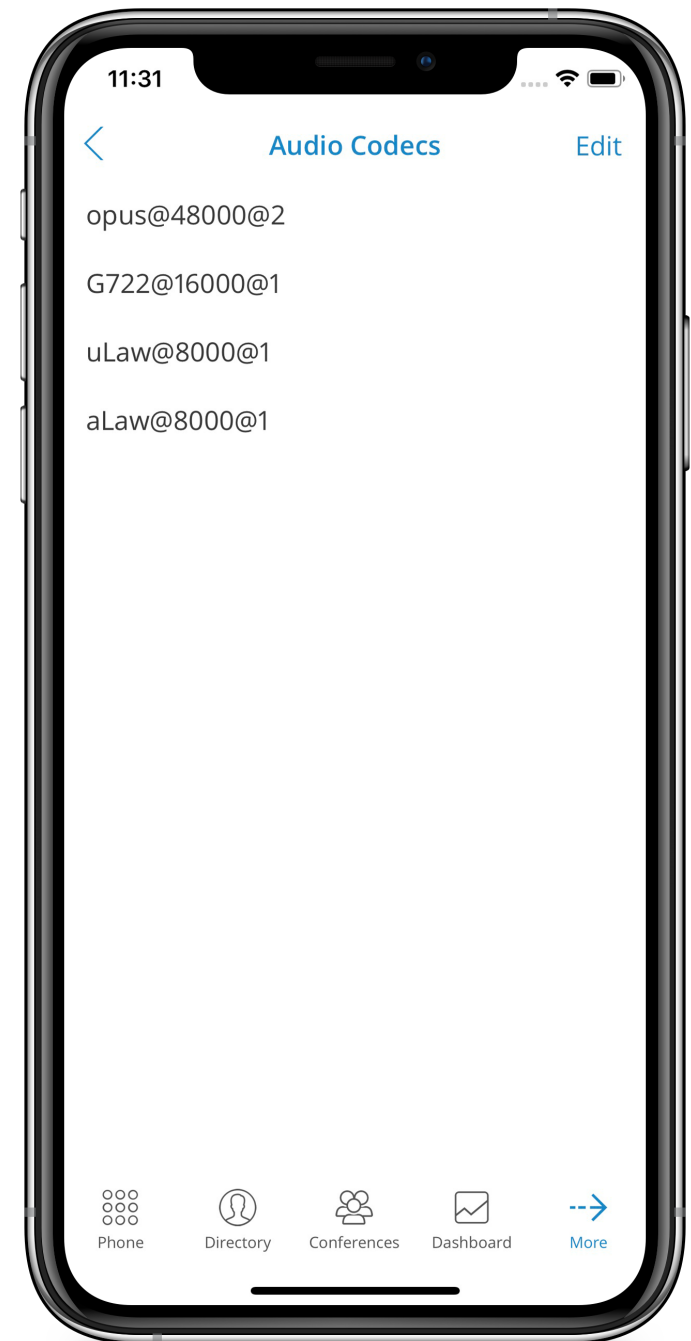


Opus codec now has highest priority for all mobile calls

Opus is an outstanding codec for lossy audio compression and that's why Opus codec has the highest priority when making calls by default from version 5.3. You can customize the order of codecs priority in gloCOM Settings.

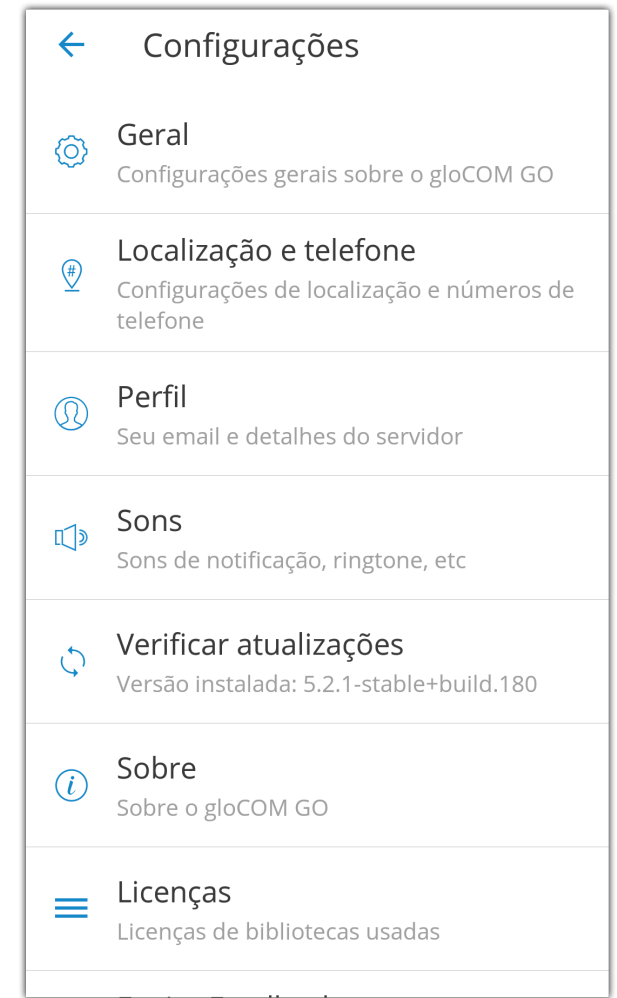
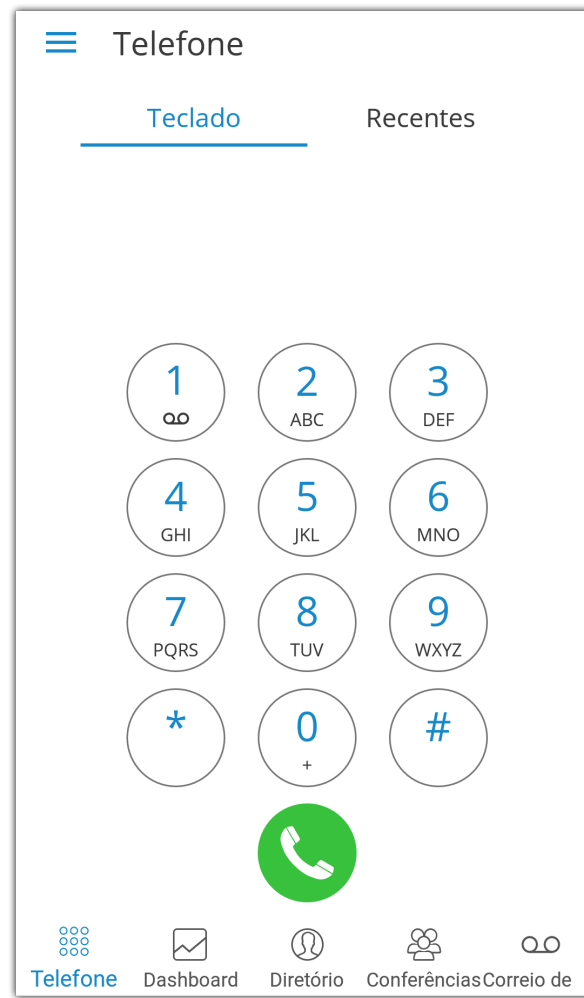
Improved network switching for active calls (iOS)

We improved stability of calls when there are network problems or network switch occurs. Even if you lose a connection to internet and then reconnect after a couple of seconds, your call will be reconnected.



Added Portuguese Language

The app GUI has been translated to Portuguese. Our users can now easily explore gloCOM GO iOS app in their own language.



GENERAL IMPROVEMENTS

- › Removed unnecessary events to speed up calls and conferencing
- › Allowed avatar images from URL with invalid HTTPS certificate
- › Attended call transfer number update
- › Disabled call options until call is connected

iOS IMPROVEMENTS

- › Added notifications for missed calls
- › Added “Invite” and “Transfer” buttons to Conference call view
- › Error message displayed when destination is not recognised in conference call, when adding a participant
- › Added to favorites from extension info screen, for constancy between android and iOS
- › When on Directory screen, clicking Directory again should scroll to top
- › Propagate changed caller ID to Recent calls view

ANDROID IMPROVEMENTS

- › UI Adjustments
- › Android Q optimization and adjustments

iOS BUG FIXES

- › Audio quality issues when using bluetooth devices in conference bridge
- › Replaced CallerID for DIDs
- › When push notifications are turned off in settings the push still awakes the app
- › Unabled to call extension SIM number with gloCOM or to send email in Directory
- › Optimised device contact phone number checking when starting call
- › “Call” button not displayed for first app call when user dismisses call view
- › Multiple departments per extension not displayed properly
- › Notification button badge icon misaligned when changing views
- › Initial avatar download in Directory causes displaying same image for multiple extensions
- › Call is muted after hanging up the previous call while it was muted
- › Changed voicemail default audio output location to earpiece instead of speaker

ANDROID BUG FIXES

- › Fixed voicemail transfer number bug
- › Replaced call duration time when the call was made
- › “Call with gloCOM GO” fix for multiple outgoing calls
- › Ongoing call fix for additional options during the call
- › Conference fixes
- › Fixed call duration bug

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