



Connex R v. 6.3.2-1433

Production

Changes since	6.3.2-1433
New release	6.4.0-1673
Communication SDK	2.3.1-6164

New Features

- Push to talk
This will allow you to send quickly send voice messages by tapping the microphone icon. The voice message is sent when the user stops touching the microphone button. Voice messages can be cancelled by swiping the icon away.
- Default message room
Each contact and team now has a default room which always will be selected when tapping the message icon. Other rooms can still be created by tapping the compose button in the message view, this will require the room to get a specific topic.
- App badge icon shows unread messages

Improvements

- Improve audio routing
- Update to Linphone SDK 5.2.19
- Add Team to existing call
- Improve attachment presentation in chat rooms
- Better font scaling
- Allow user to delete account after revoke
- Show 'user has not installed app' in org view
- One room per contact
- Option to delete multiple chat conversations
- Switch from Curl to Oat++

Bugfixes

- VoIP tunnel fails with client authentication
- Com-SDK: Tunnel crash if app starts from OFF state for incoming call
- Fix number of unread messages

- Fix for attachment size limit zero
- Fix enter background crash
- Fix call ended reason for multidevice
- Fix for large attachments of type unknown
- Missed call shown when call is answered on another device
- Mentions tag does not replace all text
- Compose message from recent opens compose ui
- Calling team with single member
- Text not decoded with expire timer
- Contact scrolling did not scale avatar
- Support rotation in QR reader
- Error handling if room creating failed
- Wrong read status of temporarily excluded chat-room member (iOS)
- Wrong call ended reason
- Who is typing is not always updated
- Screenshots cannot be sent
- Crash when receiving attachment
- Connex: Implement UI for participant list
- Max attachment size set from server
- Don't reload inbox if call is active
- Instant audio recording
- Merge button missing on rejected group call