

# Fuze Web New Features

November 2018

These release notes provide information about new features for Fuze Web introduced in November 2018.

*Note: Always remember to visit our [Fuze Community site](#) for the latest release notes and other information.*

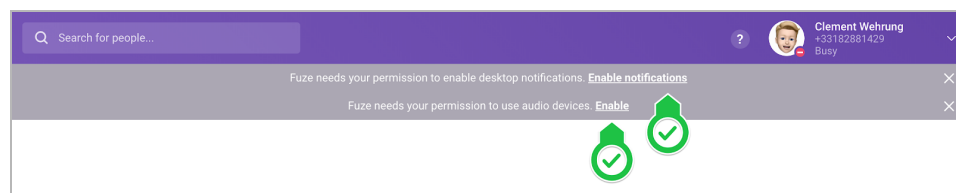
## What's New?

We are excited to introduce **VoIP-based telephony for Fuze Web**, in addition to our existing support for calls using a preferred device.

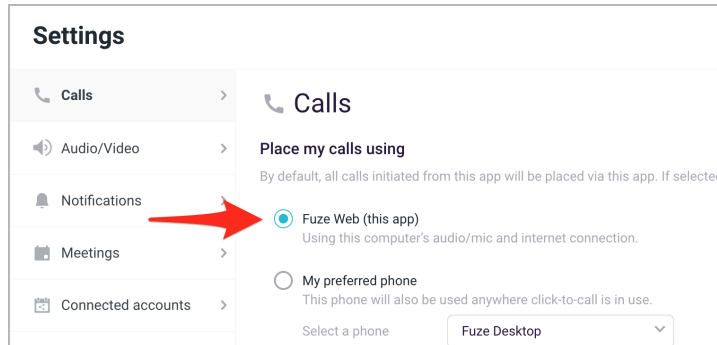
**IMPORTANT: Accounts with a peer setup for iLBC or G.729 only cannot make or receive calls in a browser.** Add at least one of the following: G722, PCMU, PCMA.

## Enable VoIP Calling

1. Using Chrome, navigate to <https://web-beta.fuze.com> (please note the specific URL)
2. Make sure to **enable notifications** and authorize Fuze to **access your audio devices**:



3. Open the Profile menu and select *Settings > Calls*. Select **"Fuze Web (this app)"**



## Limitations

Our initial release will **not include** the following capabilities (expected later next year):

- Ad-hoc conference
- Advanced headset controls
- Active call floating controller

## Known Issues

Note that the following limitations and issue are already identified and do not need to be reported. The following are known issues in this release.

Description	ETA	Workaround
Calls fail silently while appears as "calling..." or remains blocked for a long time on that screen before call starts.	November	Reload page, check A&V settings and try again.
Attended transfer not functioning properly.	November	No work around.
Custom incoming ringtone.	Q4	No work around.
Screen pop option not available in settings.	Q4	No work around.
Register as tel: protocol handler.	TBD	No work around.
Peer setup with iLBC or G.729 only cannot make or receive calls.	H2 '19	Add browser compatible codec via Fuze Portal.
Select different audio speaker for ringtone.	TBD	No work around.

## System Requirements

Fuze Web works with the current version and one (1) previous major release of Google Chrome: [Download](#)

**Operating System:** Windows, macOS, Chrome OS, or Ubuntu and other Debian-based Linux distributions

**Processor:** Any quad core processor

**Bandwidth mbps (outbound/inbound):** Minimum: 1.0/1.0; two-person video calls: 3.2/2.6; groups (up to five people) 3.2/2.6, groups (10+ people) 3.2/4.0

**Camera:** USB web camera or computer camera. Other devices, like virtual cameras, may not function correctly.

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