

Fuze Mobile 4.8.1

These release notes provide information about Fuze Mobile for iOS® and Android™.

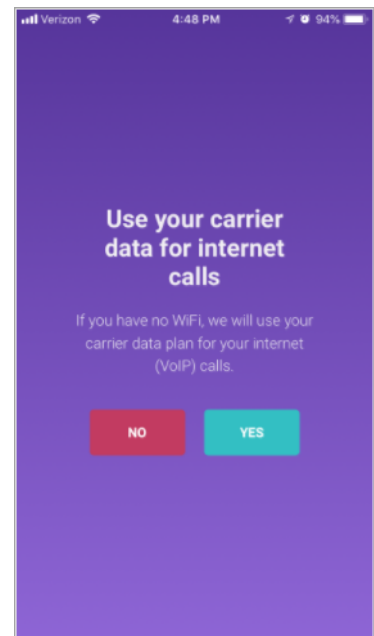
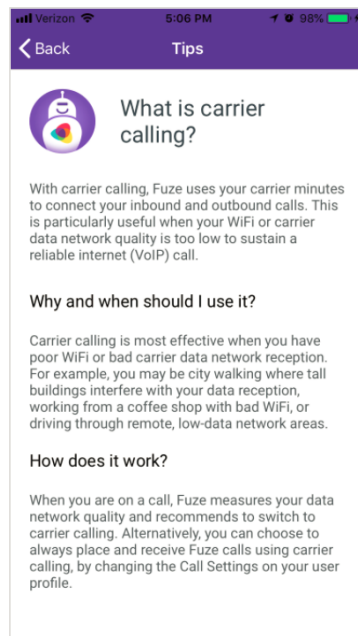
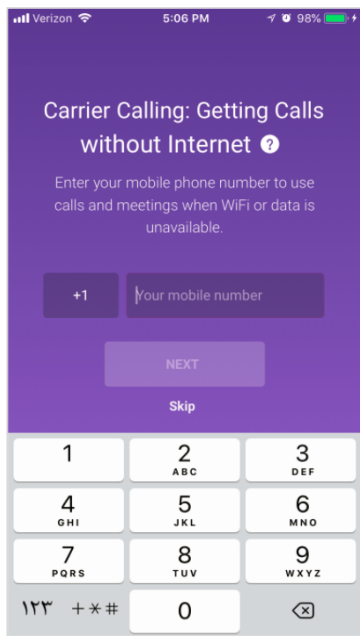
Note: Always remember to visit our [Fuze Community site](#) for the latest release notes and other information.

What's New?

Voice

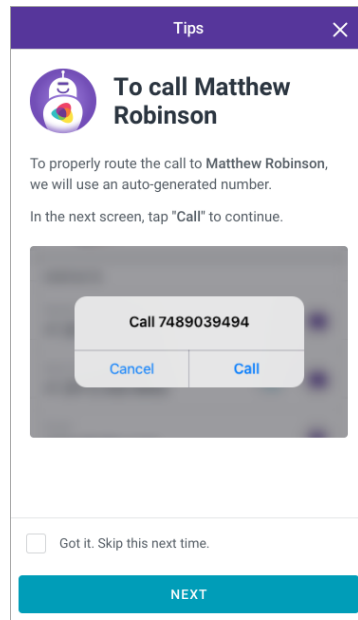
Carrier improvements

For first time users (new installations) of Fuze Mobile, a tip is now displayed that explains exactly what carrier calling is and how it can be beneficial, as well as a step that allows you to enable carrier data calling.



- When you place a call using your carrier, Fuze Mobile now shows a visual indicator that Fuze is working on connecting the call.
- If your iOS device is configured to place calls via carrier, the device's operating system displays a prompt must be accepted in order to proceed with every carrier call.

To help users understand why iOS displays this prompt, Fuze Mobile now displays a tip that explains that iOS is about to display a confirmation prompt the first time a user places a call over carrier minutes.



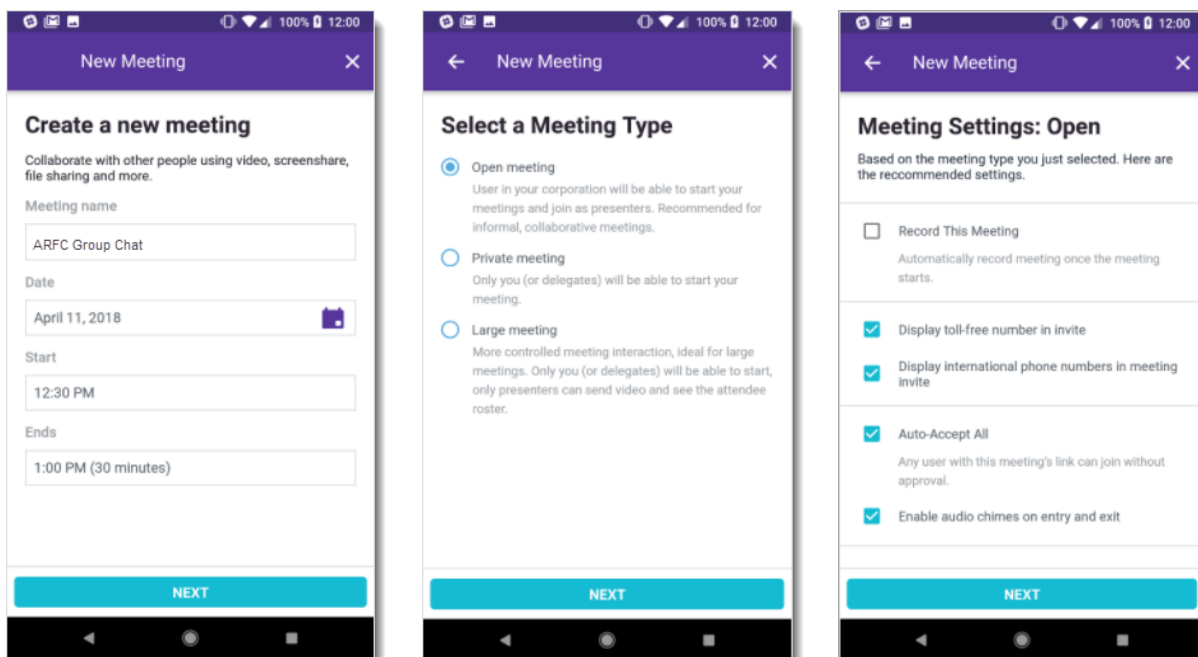
Note: Additional details about why iOS devices display prompts of this type can be found in the following locations:

- [Macworld](#)
- [Developer.apple.com](#) (under the section titled *openURL*)

Video

Ability to schedule meetings

We introduced the ability to schedule meetings from Fuze Mobile with both internal and external participants in the same way that you can with Fuze Desktop.

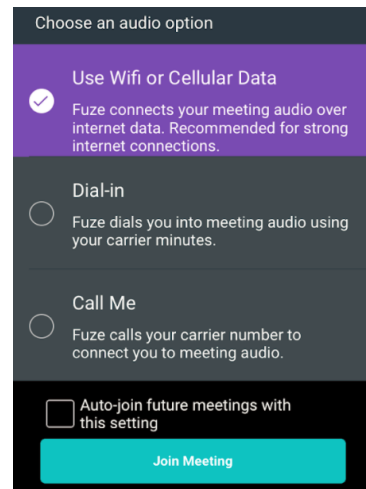


When adding attendees to your meeting, you can add attendees from your Fuze Mobile directory, as well as your phone's native contact directory.

Note: Changes to meetings you schedule in Fuze Mobile must be made via Fuze Desktop.

Additional meeting enhancements

- While in a meeting users can now add participants.
- When joining a meeting, you can now choose to join audio using internet (VoIP), call me or dial-in.

A screenshot of a mobile application interface titled "Choose an audio option". It features three radio button options: "Use Wifi or Cellular Data" (selected with a checkmark), "Dial-in", and "Call Me". Each option has a brief description of how the audio connection is established. At the bottom, there is a checkbox for "Auto-join future meetings with this setting" and a prominent red "Join Meeting" button.

Choose an audio option

☒ Use Wifi or Cellular Data
Fuze connects your meeting audio over internet data. Recommended for strong internet connections.

☐ Dial-in
Fuze dials you into meeting audio using your carrier minutes.

☐ Call Me
Fuze calls your carrier number to connect you to meeting audio.

☐ Auto-join future meetings with this setting

Join Meeting

Messaging

This release introduces the following improvements for messaging in Fuze Mobile:

Message resilience

If you attempt to send a message that does not go through immediately due to a poor connection or other conditions, Fuze Mobile now retains and resends your message when a connection to the internet is available again.

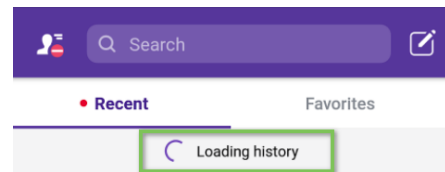
Send confirmations

When you send a message from Fuze Mobile, a visual confirmation is now displayed within conversations when the message is Submitted (saved and covered by message resilience), and when the message is Sent (has reached Fuze servers to be sent to the recipient).



Loading history indicator

A visual indicator now appears when chat history is loading on the Recent screen and inside Conversations.



Mentions improvement

You can search for contacts by first and/or last name (regardless of order) when using the @ mentions feature to notify people.

Additional Improvements and Fixed Bugs

Fuze Mobile 4.8.1 introduces the following additional improvements and bug fixes.

- Fuze Mobile now prioritizes corporate contacts in search results so you can easily find a coworker with whom to chat.

iOS

- The message box in received a small facelift to make it easier to send content, and switch to SMS mode.
- If you write a draft chat message in a conversation, navigate away to another screen, and come back to the chat conversation, the draft of your message is now retained.
- Fuze Mobile now auto-scrolls to the first unread message when opening a conversation with unread messages.
- If your company uses single-sign-on technology, Fuze Mobile now supports signing in with email vs. username.
- Fixed an issue where voicemail did not play on iPhone speakers.
- Resolved issue in cases when call history would not load and improved reliability of chat.
- Fixed an issue where users were unable to join meetings who did not have a Collaboration service.

Android

- Improvements were made when initiating chat conversations.
- Resolved an issue when chat messages disappeared from view.

System Requirements

iOS

Download: [App Store®](#)

Size: 103 MB

Operating System: iOS 10, iOS 11

Compatible Devices: Apple® iPhone® 5, 5s, SE, 6, 6 Plus, 7, 7 Plus, 8, 8 Plus, X

Fuze supports the last two (2) major versions of iOS, including the in-market version. As of the current date, the last two major versions are iOS 10 and iOS 11.

Android

Download: [Google Play™ Store](#)

Size: 31 MB

Operating System: Android™ 6.0 (Marshmallow™)

Google Play Services: 11.4.0 or later

Fuze supports the last three (3) major versions of the Android OS, including the in-market version. As of the current date, the last three major versions are 6.x (**Marshmallow**), 7.x (**Nougat™**) and 8.x (**Oreo™**).

Copyright 2018 Fuze, Inc. All rights reserved. Information in this document is subject to change without notice. The software described in this document is furnished under a license agreement or nondisclosure agreement. The software may be used or copied only in accordance with the terms of such agreements. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or any means electronic or mechanical, including photocopying and recording for any purpose other than the purchaser's personal use without the written permission of Fuze, Inc.

Fuze, Inc

2 Copley Place, Suite 7000

Boston MA 02116

800.890.1553