Date: 19 December 2014
From: STMicroelectronics
Subject: **Version 3.3 Release Notes SPWF01S-141106-0950875**

(1) Highlights:

3.3 release includes bug fixes, a complete rework of CW1100 low level driver, an overall stability improvement over long run and resilience to external attacks

(2) New Features:

- Socket Server is closed when the Network is lost (WIND:33), coming automatically back to command mode.
- Added sockd_timeout lwip config variable.
- Added “WIND:30:WiFi BSS Lost”, opposite to "WIND:14:WiFi BSS Regained", for network instability detection
- Added "WIND:63:SockD:Dropping data" to display data dropping due to low memory
- When the module is used as a socket client, pending data are maintained even if the socket server closes the connection

(3) Bug Fixes:

- Fixed module blocking during udp long runs
- Complete redesign of the radio SPI driver
- Added checks for RAM usage
- Fixed disassociation from Access Points under data traffic stress conditions
- Augmented resilience to external attacks
- Removed "OK" switching from Data Mode to Command Mode
- Fixed FSP command when offset and length are provided
- First byte, when 0x0A (<LF> newline), after SOCKW command is now sent to socket server. No more skipped
- Fixed socket server reopening after TCP client abruptly disconnects
- Fixed socket client close when pending data are not read
- Fixed memory leakage in ping function
- Fixed conflicts between scan command and TCP/IP input streaming, leading to WIND:5 message
- Fixed module stuck during multiple reset in harsh environment
- Fixed “AT+S.SCFG” configuration variables “wifi_channelnum” and “wifi_tx_power” to work also in miniAP mode.

(4) Backward compatibility changes

- Updated configuration variables (“WIND:73” displayed)
- Turned “WIND:33” message from "BSS Lost" to "Network Lost"
- When a socket client receives an indication about socket server gone (“WIND:58” displayed), this socket client is not automatically closed. Flushing pending data is then mandatory before closing a socket client