

Wave Mobile Application Release Notes

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VERSION 1.0.19.10 (Android) / 1.19.10 (iOS)

PRODUCT NAME

Grandstream Wave Mobile

DATE

02/1ass5/2023

IMPORTANT NOTE

- Grandstream Wave Mobile is available for Android and iOS mobile devices.
- The latest Wave Android app is available on the Google Play Store and can also be downloaded from <https://fw.gdms.cloud/wave/download/>
- The latest Wave iOS app can be downloaded from Apple's App Store.

CHANGES SINCE ANDROID VERSION 1.0.17.6 / iOS VERSION 1.17.8

ENHANCEMENTS

- [Application] Added Safe Driving Mode [SAFE DRIVING MODE]
- [Application] Added a new option "Block Notification When Active on Desktop" on Wave mobile applications. [BLOCK NOTIFICATION WHEN ACTIVE ON DESKTOP]
- [Call/Meeting] Users can now zoom in/out on video feeds and screen shares
- [Call/Meeting] Added a call/meeting ending indicator tone
- [Chat] Users can now forward multiple chat messages to a contact [FORWARD MULTIPLE MESSAGES]
- [Chat] The local time of Wave contacts outside the user's time zone will now be displayed at the bottom of chats and under contact details
- [Chat] Images can now be forwarded to other chats and rotated. Note: Forwarded images will not retain rotation.
- [Chat] Added end-to-end encrypted chat feature [END-TO-END ENCRYPTED CHAT]
- [Contacts] Added the Personal Contacts feature [PERSONAL CONTACTS]
- [Meetings] Users can now schedule onsite meetings [ONSITE MEETING]
- [Meetings] Meeting hosts can now edit and cancel upcoming meetings from the *Meeting List* page. Ongoing meetings can also be ended from this page.

BUG FIXES

Android

- [Application] Fixed several crashing issues

- [Application] Fixed issues with TURN server authentication and ICE
- [Application] Fixed an issue with an abnormal sound that appears when opening the camera
- [Application] Fixed an issue with SIP messages not using negotiated codecs
- [Calls/Meetings] Fixed an issue with not receiving call notifications in certain cases
- [Calls/Meetings] Fixed an issue with the audio input device changing after a call
- [Calls/Meetings] Fixed an issue with not displaying video in certain cases
- [User Interface] Several UI improvements and fixes

iOS

- [Application] Fixed several crashing issues
- [Calls/Meetings] Fixed an issue with abnormal audio in GDS3710 video calls when Wave is in the background
- [Calls/Meetings] Fixed an issue with being unable to convert calls into N-way conferences if all 6 call lines are already used
- [Calls/Meetings] Fixed an issue with being unable to share meeting details while in a meeting
- [Calls/Meetings] Fixed an issue with being unable to change audio input devices during a call
- [Calls/Meetings] Fixed an issue with call ringing going to both speaker and Bluetooth audio devices
- [Calls/Meetings] Fixed an issue with calls continuing to ring when declining the call from the lock screen
- [Chat] Fixed an issue with being unable to retrieve chat messages
- [Chat] Fixed an issue with sending duplicate chat messages after failing sending once and resending
- [User Interface] Several UI improvements and fixes
- [Calls/Meetings] Fixed an issue with the calls being dropped in the ring group if the Wave iOS application is killed

NEW FEATURES OVERVIEW

This section describes the major new features/changes introduced in the update and provides instructions for usage.

SAFE DRIVING MODE

Safe Driving Mode provides a new interface for meeting participants that allows them to quickly mute and unmute themselves and to join meetings without worrying about sharing their video. After entering a meeting, users can swipe left to access the safe driving mode interface as seen in the figure below:

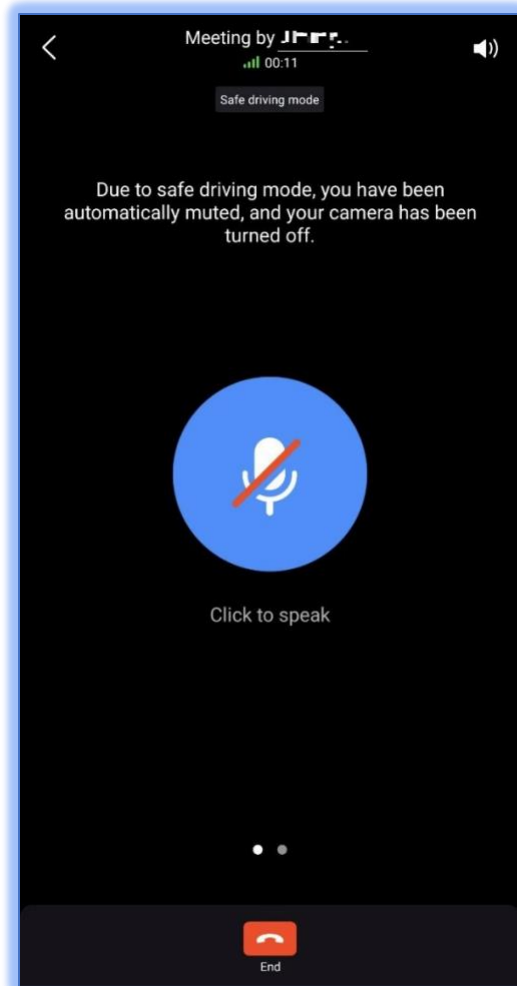


Figure 1: Safe Driving Mode

Users can tap the large microphone icon in the center to mute or unmute themselves.

Safe Driving Mode is enabled by default. To disable this feature, users can go to their *User Settings* → *Settings* page and toggle off **Safe Driving Mode**.

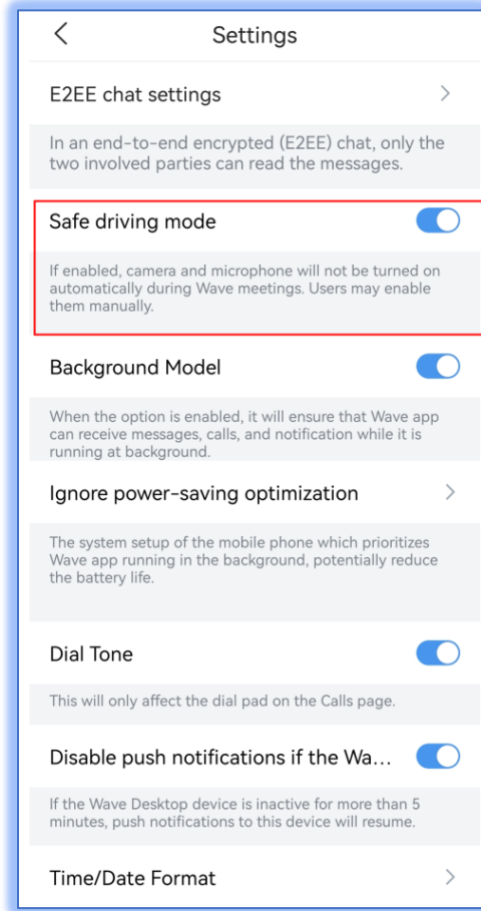


Figure 2: Safe Driving Mode - Settings

BLOCK NOTIFICATION WHEN ACTIVE ON DESKTOP

If the user has logged into the same extension on both Wave Mobile and Wave Desktop, users can now disable push notifications to Wave Mobile if the PC that Wave Desktop is installed on is inactive. This option is disabled by default. To disable this feature, users can go to their *User Settings* → *Settings* page and toggle on **Block Notification When Active on Desktop**.

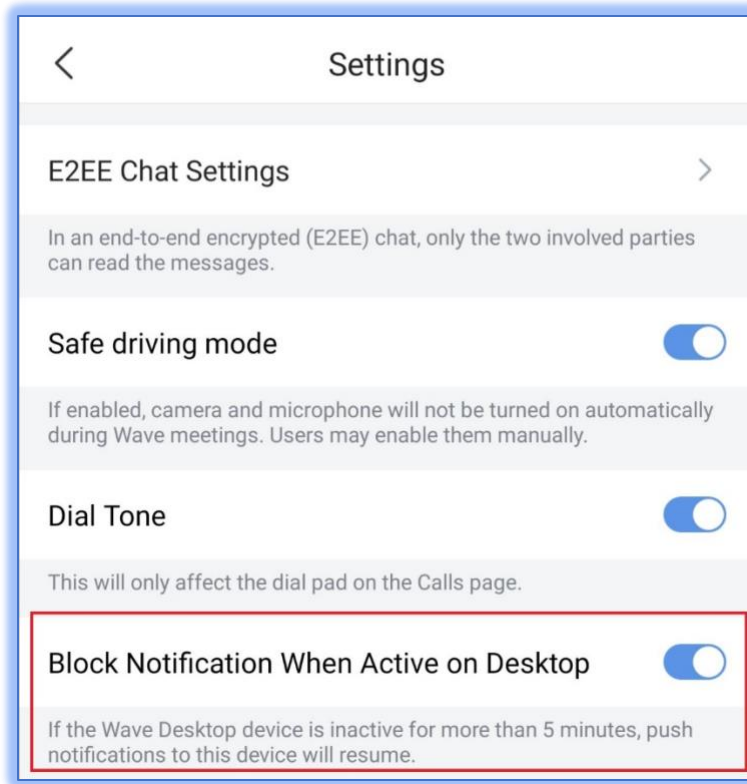


Figure 3: Block Notification When Active on Desktop

FORWARD MULTIPLE MESSAGES

Users can now forward messages from one chat to a different chat by holding a message and tapping the **Multi-choice** button.

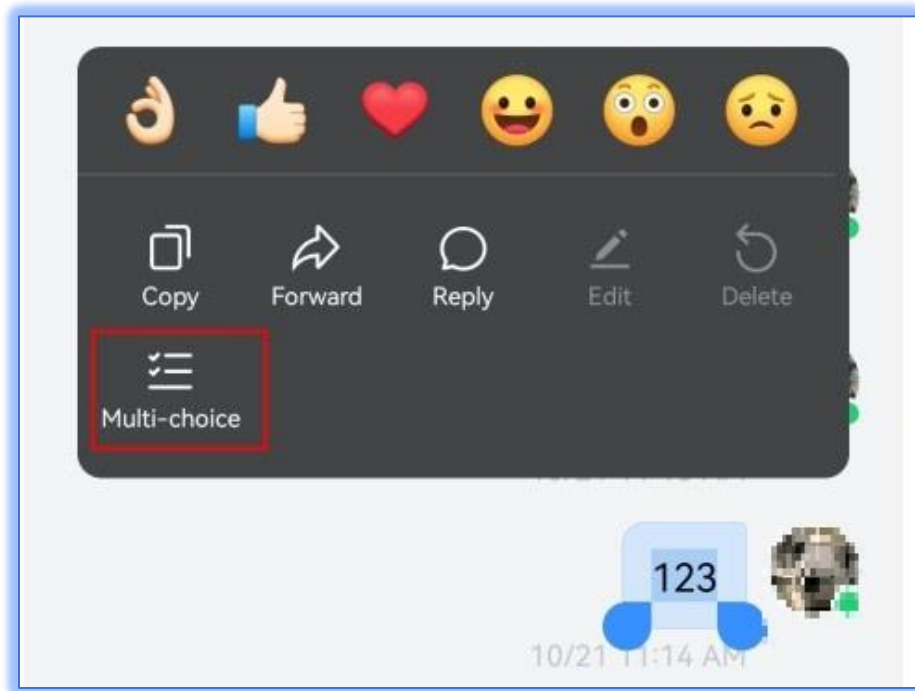


Figure 4: Forward Multiple Chat History – I

Messages will now be selectable:

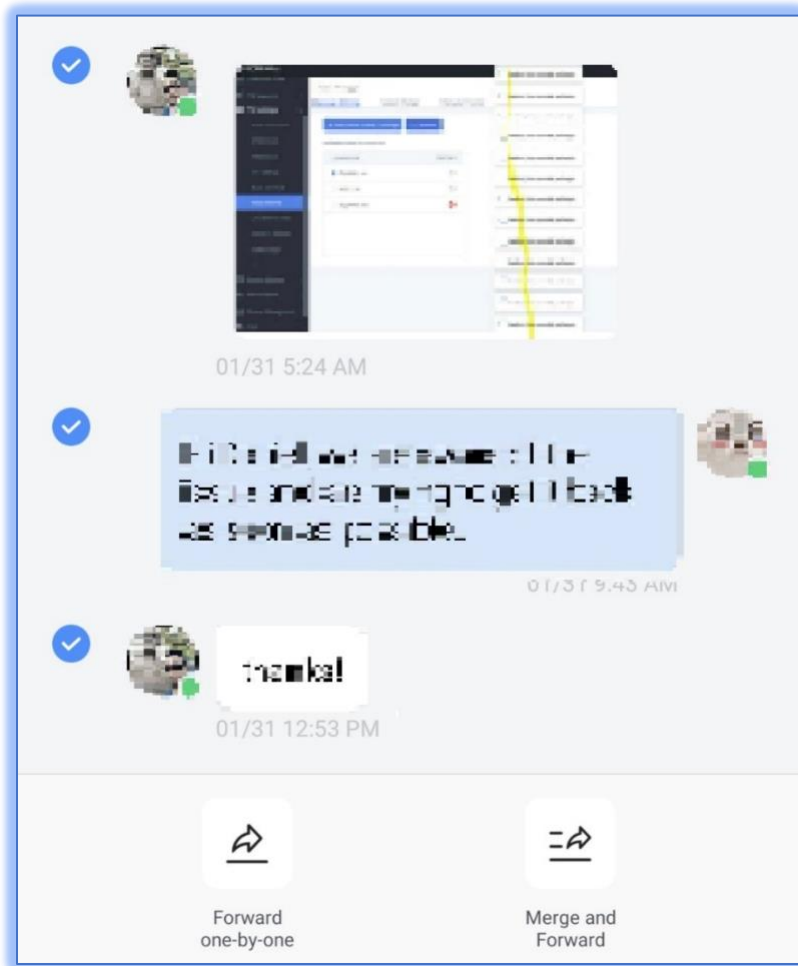


Figure 5: Forward Multiple Chat History - II

The following options will be available at the bottom of the screen:

Forward One-by-one: Forwards each message individually and will appear as separate messages in the chat window.

Merge and Forward – Combines all messages into a single message separated by line before forwarding.



Figure 6: Merge and Forward

The receiver can click to view all the merged chat history.

END-TO-END ENCRYPTED CHAT

Wave Mobile 1.0.19.8/1.19.7 has added support for end-to-end encrypted (E2EE) chatting. If the user has been given permission via the UCM6300 management portal), the **E2EE chat** option will be available. UCM firmware must be 1.0.19.8 or higher. Users can start an E2EE chat with a contact by clicking on a contact, clicking the *Chat* icon and selecting **E2EE chat**.

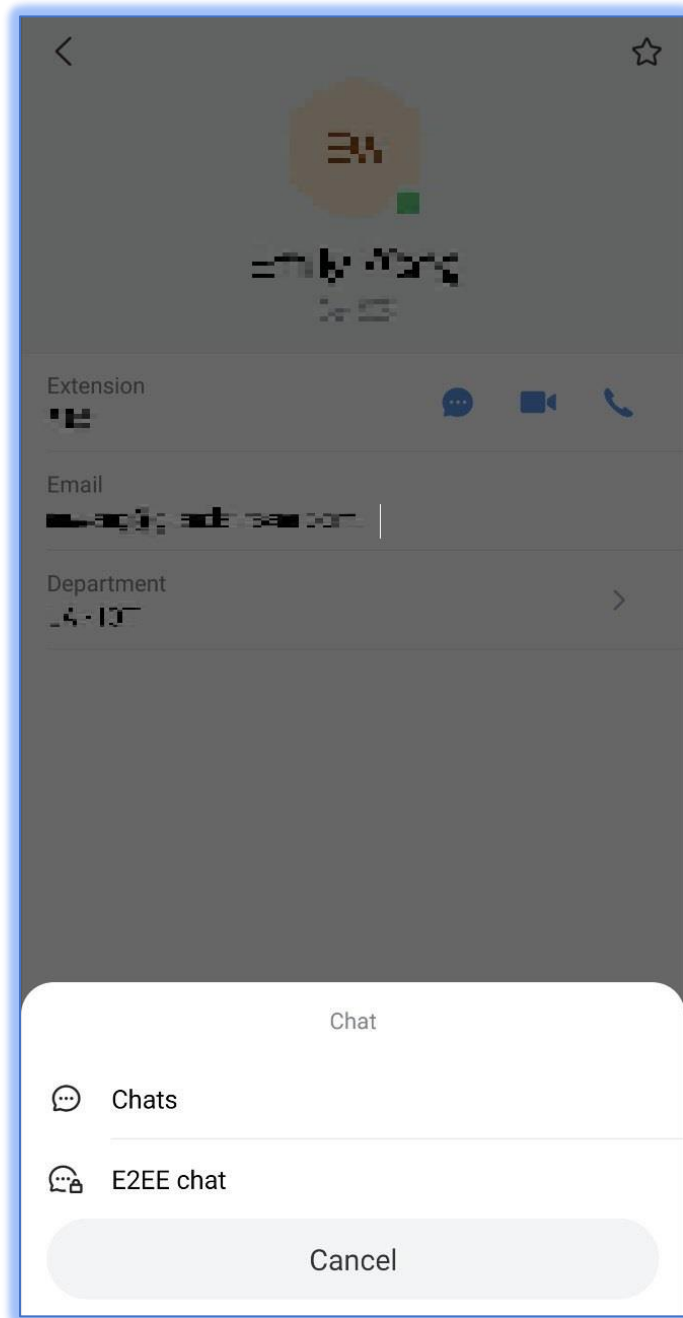


Figure 7: Contact→E2EE Chat

Alternatively, E2EE chat can also be accessed from an existing chat's *More* menu.

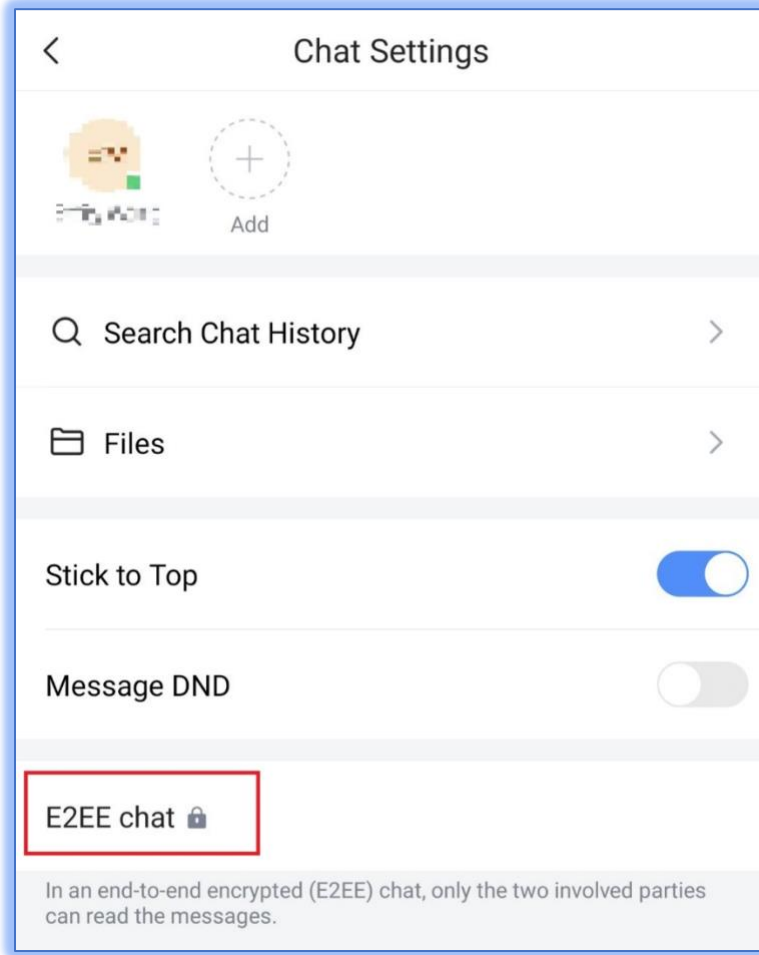


Figure 8: Chat Settings→E2EE Chat

An E2EE chat is indicated by the lock icon next to a contact's name.

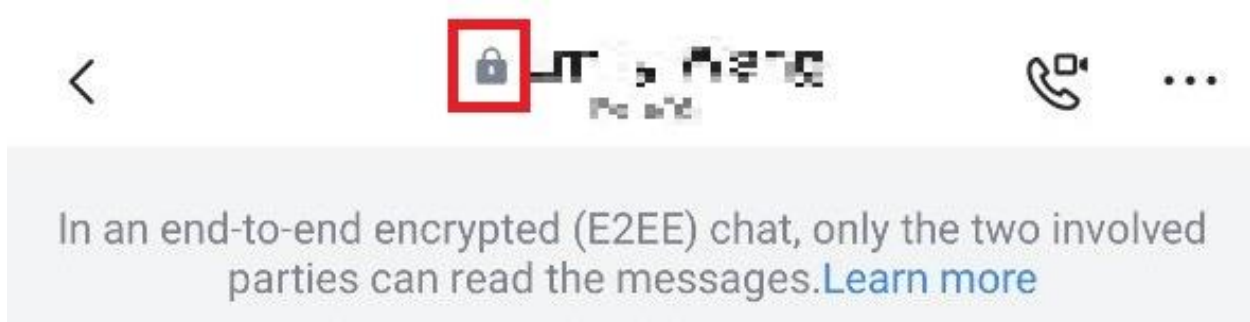


Figure 9: E2EE Indicator

If logging in from another device, the user would not be able to access previous E2EE chat history unless they sync the secret key of the device from which the chat history originated from.

Note:

1. Group chats do not support E2EE.
2. If viewing old E2EE messages from a different device, only received messages will be viewable. Previously sent messages are only viewable from the device they were originally sent from. For more details about viewing old E2EE messages, please see the [\[ADD PREVIOUS SECRET KEY\]](#) section.
3. If the secret key in the current client is not up to date, E2EE chats cannot be started. Users will need to sync the secret key, which will be detailed in the following section.

SYNCING SECRET KEY

If the user logs into Wave from a previously used device, its secret key may need to be updated before E2EE messages can be sent. To update it, the user will need to sync the secret key from the most recently used device. Two methods of syncing are available:

1. Export the secret key from the most recently used device and import it into the new device's Wave.
2. Scan the most recently used device's secret key QR code (Wave Mobile only).

To access the secret key, go to the *User Settings* → *Settings* page and select **E2EE Chat Settings**.



Figure 10: E2EE Chat Settings

The following window and options will then appear:

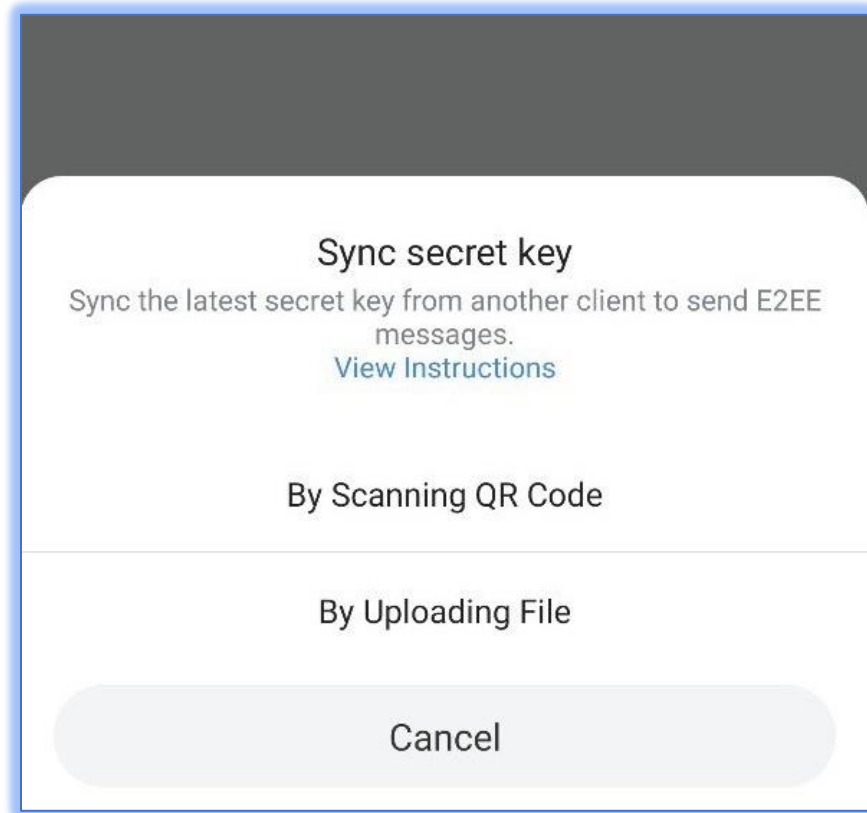



Figure 11: Sync Secret Key

From here, users can tap on either the **By Uploading File** option to import a secret key file or **By Scanning QR Code** to scan the secret key QR code, which is available on Wave Desktop.

EXPORT SECRET KEY

There are two ways to export a secret key:

1. Open the E2EE chat settings and tap on the  button at the upper right corner of the QR code and select **Export secret key**. The user can then save the file to desired location.
2. The QR code can be screenshotted and saved as an image for offline access. This QR code can be scanned by Wave Mobile to retrieve the most recently used device's secret key.

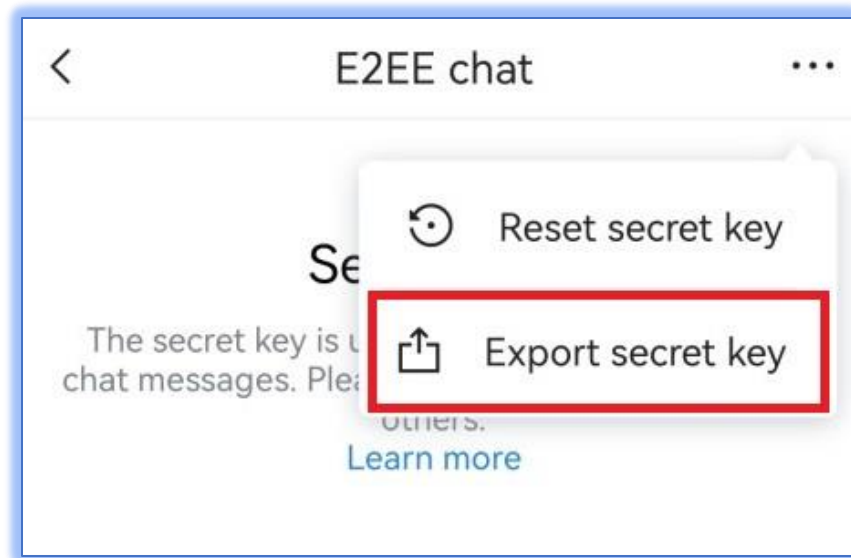


Figure 12: Export Secret Key

ADD PREVIOUS SECRET KEY

If the user is unable to view E2EE chat history originating from another device, the user will need to export that device's secret key and import it into the new device's Wave to decrypt and view the old device's E2EE chat history.

Note: The **Add previous secret key** option is only available if the currently used device's secret key is up-to-date. Clicki

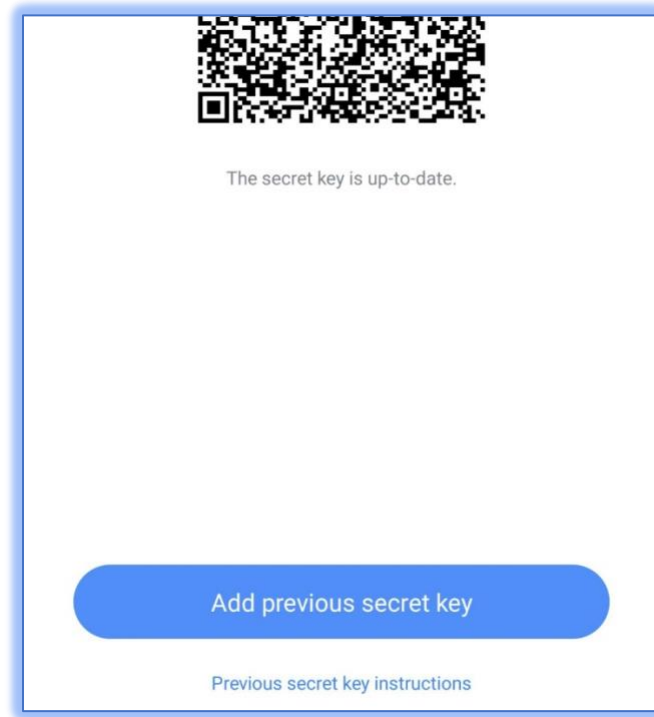



Figure 13: Add Previous Secret Key

RESET SECRET KEY

If the user has switched to another client and is unable to find or retrieve the latest secret key, the user can reset it.

Note:


1. Before resetting the secret key, the user can export the most recent secret key they have and import it after reset. This will allow the user to decrypt and view previous E2EE chat history from different devices.
2. After resetting the secret key, other devices will need to sync this new key to start E2EE chats or to decrypt/view newly received E2EE messages on those devices.

To reset the key, open the E2EE chat settings. Tap the  button at the upper right corner of the QR

code and select **Reset secret key** option.



PERSONAL CONTACTS

Personal Contacts is now available for users with paid UCM RemoteConnect plans. Users can add their own contacts to Wave convenient access and calling. To get started, navigate to the *Contacts* → *Personal* *contacts* page and tap on the  button at the bottom right corner to add a contact.

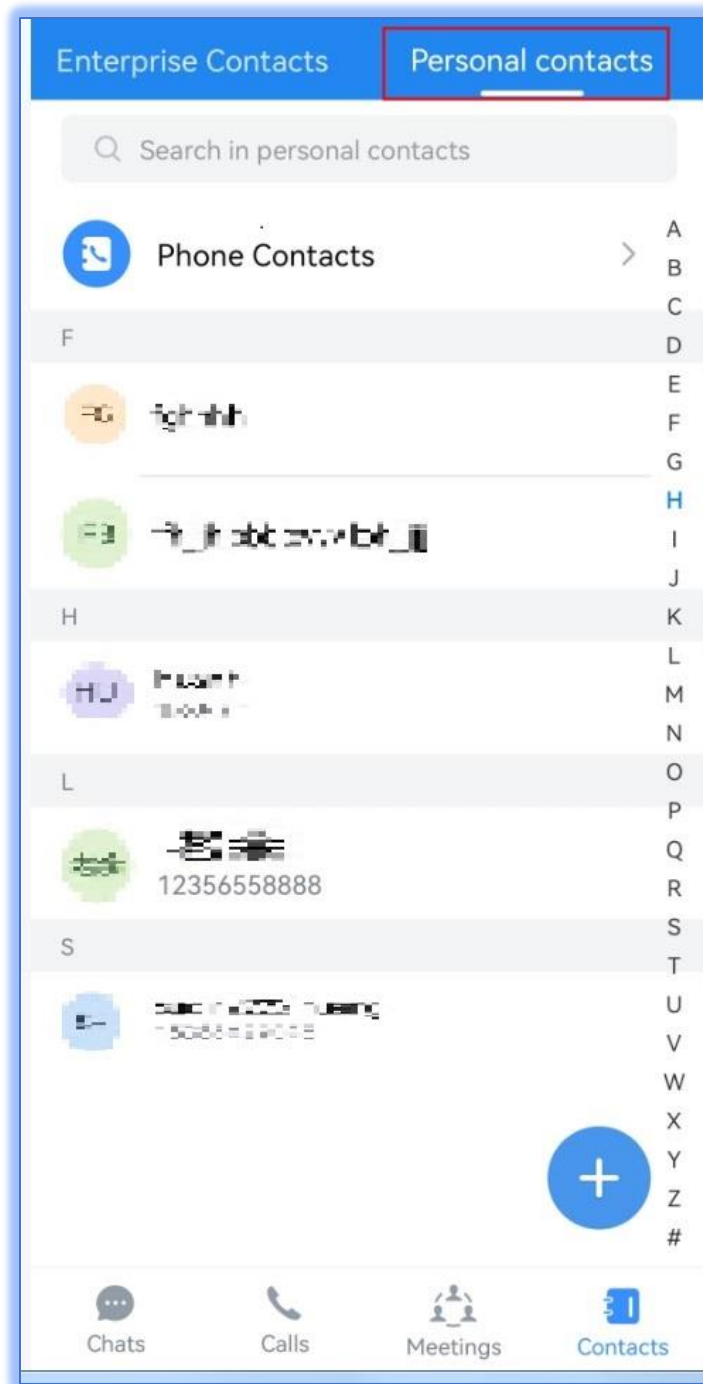


Figure 14: Personal Contacts

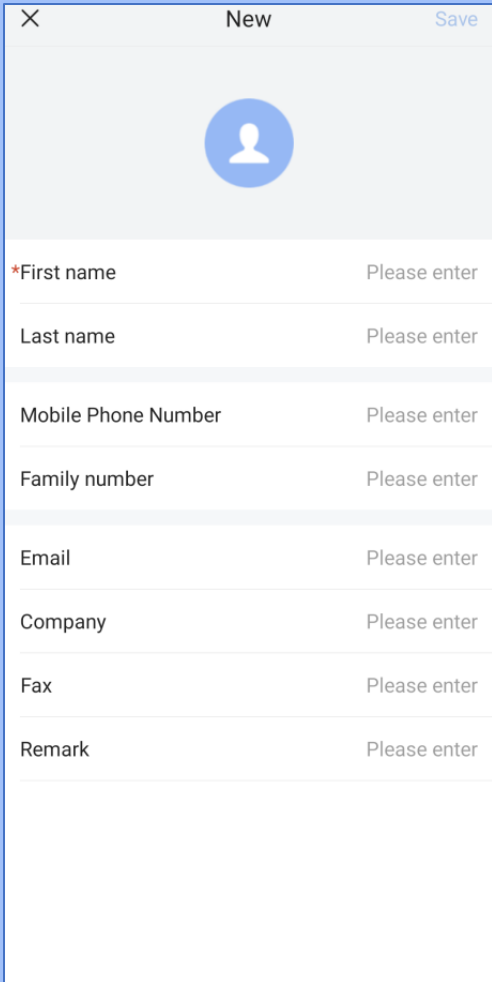


Figure 15: Add Personal Contact

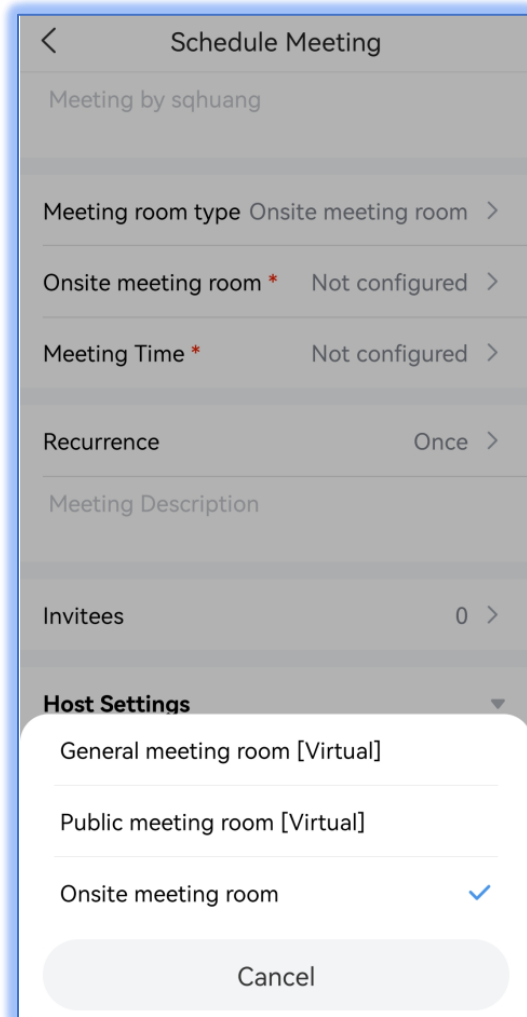
Users can then enter their contact details.

ONSITE MEETINGS

UCM6300 1.0.19.8 introduces the **Onsite Meeting** feature, a way to stay organized and keep up-to-date with in-person meetings. To use this feature, the UCM administrator will need to have created an onsite meeting room in the UCM management portal. Wave can be used to schedule, manage, and cancel meetings.

There are two methods to schedule an onsite meeting:

Method 1: Users can navigate to the *Meetings* → *Meeting List* page and click on the **Schedule** button. On the *Schedule Meeting* page, select **Onsite meeting room** as the meeting room type.



The screenshot shows a mobile application interface for scheduling a meeting. The title bar at the top is labeled "Schedule Meeting" with a back arrow on the left. Below the title bar, the text "Meeting by sqhuang" is displayed. The main content area contains several settings: "Meeting room type" set to "Onsite meeting room" with a right arrow; "Onsite meeting room" marked with a red asterisk and set to "Not configured" with a right arrow; "Meeting Time" marked with a red asterisk and set to "Not configured" with a right arrow; "Recurrence" set to "Once" with a right arrow; and "Meeting Description". Below these settings is a section for "Invitees" showing "0" with a right arrow. At the bottom, a "Host Settings" dropdown menu is open, showing three options: "General meeting room [Virtual]", "Public meeting room [Virtual]", and "Onsite meeting room" which is selected and marked with a blue checkmark. A "Cancel" button is located at the bottom of the dropdown menu.

Figure 16: Onsite Meeting Room - Method 1

Users can then select the onsite meeting room and reserve the time period for the meeting, similar to scheduling an online meeting.

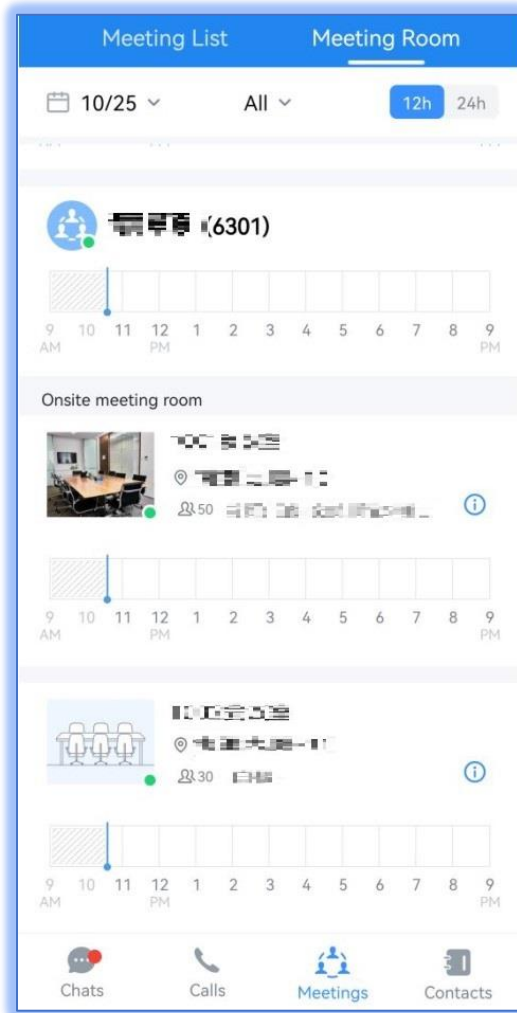


Figure 17: Onsite Meeting Room – Select Duration

Method 2: On the *Meeting Room* tab, users can see all available onsite meeting rooms and schedule meetings for specific rooms. If a time block has already been occupied, it will be highlighted.

Note: Only users with email addresses or company contacts can be invited. Unknown numbers cannot be invited. Invitees will receive the meeting reminder email notifications and meeting assistant notifications, if applicable.

Once an onsite meeting has been scheduled successfully, it will be displayed under the *Meeting List* page. Tapping on a meeting will show its details.

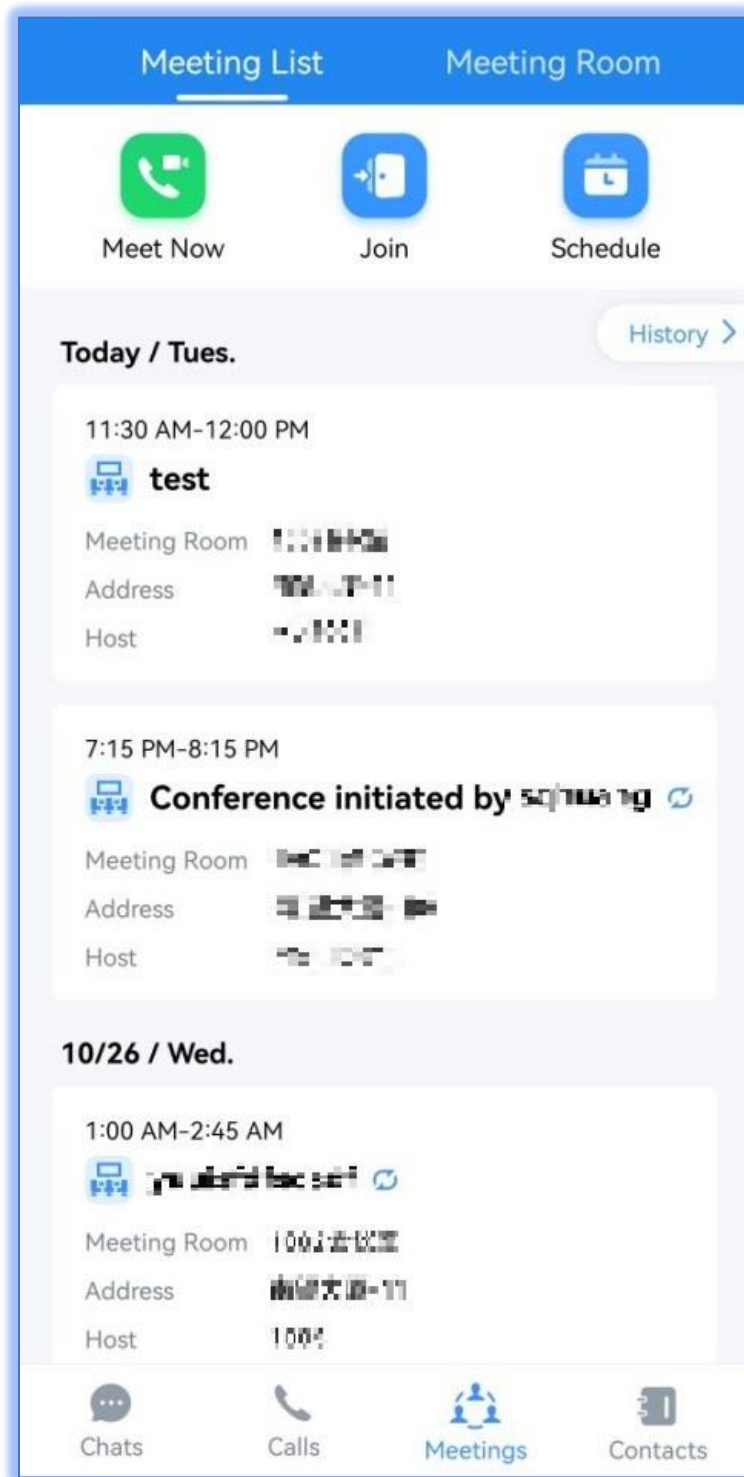


Figure 18: Scheduled Onsite Meetings