

# STARFACE for Android (English)

## Important notes

Various manufacturers (including Samsung, Huawei, Xiaomi and OnePlus) have been tightening their battery management policies for some time in order to improve battery life. In many cases, this automatically prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. This can also affect the STARFACE Mobile App, so that in certain cases, for example, no calls or chat messages are signalled in the STARFACE App.

We therefore recommend that you check the system settings on your device regarding prioritised background activity and adjust the settings if necessary.

Via the following link, you can find a small exemplary instruction as an error guide (based on some device-specific examples):  
[Error guide - Calls are not displayed in the Mobile Client.](#)

## Release notes

STARFACE for Android, Version 8.1.1 Build 459, Release Date: 16.05.2024 (Beta)

### Beta-Version 8.1.1 Build 459 (Release Date: 16.05.2024) & Beta-Version 8.1.1 Build 456 (Release Date: 13.05.2024)

#### Bugfixes

Bugfixes from Beta:

- [Fixed] No login was possible if the user still had to change their password at this point (e.g. when using the app for the first time).
- [Fixed] In some cases (with intensive use and high traffic), the app logs only contained very small periods of time.
- [Fixed] Empty system notifications of the SF app were displayed.
- [Fixed] The app restarted automatically after closing when new chat messages or calls were received by the user. Afterwards, empty system notifications of the SF App were displayed

### Beta-Version 8.1.1 Build 453 (Release Date: 17.04.2024)

#### Bugfixes

- Bugfixes to fix / prevent increased app crashes.
  - Issues on devices running Android 10 (app crashes on app launch).
  - App crashes after device switch, including app transfer from the old device to the new smartphone.

Bugfixes from Beta:

- [Fixed] A Call2Go call initiated from another SF app only rang briefly in the SF Android app (the ringing in the SF Android app ended even although the call had not yet ended).

### Beta-Version 8.1.1 Build 450 (Release Date: 11.04.2024)

#### Improvements / New Features

- Upgrade to pjsip 2.14
- Additional call list features: Call notes and important information about a call can now be stored for each call list entry via the new comment field (visible to other group members).
- After entering the password in the login screen, it is now also possible to log in by pressing the Enter key.
- Technical optimizations

#### Bugfixes

- If the authorization for internal phone contacts was granted during an active phone call, no contacts were displayed in Contacts > Phone (remained empty).
- Fixed problems when starting a new chat via Journal > Chat > "+" with a contact with whom you had never chatted before:
  - Chat was not displayed immediately afterwards.
  - An incorrect title was displayed ("Unknown")

#### Known Issues

- Problems on devices with Android 10 (app crashes on app start)

## Version 8.1.0 Build 448 (Release Date: 22.03.2024)

### Improvements / New Features

- Integration of the Android Connection Service.
  - Optimized call handling
  - Optimized interaction between telephony in the SF App and native telephony
    - Possibility to accept a parallel incoming call from the other source during an active call without losing the active call.
      - Active call in SF App => parallel incoming native GSM call
      - Active phone call native / GSM => parallel incoming call in SF App
    - Automatically put an active (native) GSM call on hold if an SF App call is accepted at the same time [Call#6936756].
    - Automatically put an active SF App call on hold if an incoming (native) GSM call is accepted at the same time.
    - Toggling between simultaneous calls in the SF App and mobile / native.
  - Call display and call acceptance via Smartwatch
  - Improved handling of Bluetooth audio devices.
  - The Bluetooth headset rings with incoming calls.
  - Phone calls via infotainment system in the car (via Bluetooth connection).
  - Compatibility: As the Android Connection Service is provided by Google, it is compatible with most Android devices and works on a wide range of devices.
  - Energy efficiency: The Android Connection Service can help to extend the battery life of the device by optimizing power consumption during VoIP calls.
- Improved stability of call handling due to major revisions to the technical foundation.
- New call list features:
  - Missed (group) calls can now be marked as "called back" in the journal.
- Optimized logic for loading list entries in the journal.
- Optimization of the functionality in the detailed view of a BLF key:
  - A chat can be opened / started and a chat message can be sent via the detail view of a BLF button, even if a contact is currently not online.
- When creating a contact, the required fields are now displayed.
- Loading icons in the app now have a timeout of 30 seconds. If no response is received during this time, the action/query is stopped.
- Technical optimizations & revisions of certain code areas.
- Expansion of logs with information on app crashes.
- Improved swipe functionality: It is now possible to reload entries in the iFMC, redirects and under Contacts > Buttons by swiping again if no entries could be loaded before.

### Bugfixes

- Fixed: The softphone switch in the Status menu item jumped back and forth and in some cases did not match the actual softphone status.
- Fixed: The optional way to start a call by long pressing the call button (with display of the different call options) did not work properly:
  - The selection menu of the phone number to call was not displayed if there were multiple phone numbers of the contact.
  - The text of the dialing options selection dialog was misleading.
- Fixed: Group calls were only displayed in the journal if the filter for their group was active and not without an active filter.
- Fixed: When exiting the app was stopped / aborted, the navigation menu was closed again, but "Exit" was still displayed as an active tab.
- Fixed: If saving a changed chat status (technically) could not be completed successfully or was incorrect, no error notification was displayed.
- Fixed: The "Start chat" button in the detail view of a BLF button was disabled and could not be used if a user was not online at that moment.
- Bugfixes to fix / prevent increased app crashes.
- Fixed: Entries for group chats displayed in the journal could neither be expanded nor opened
- Fixed: In some cases no audio on Google Pixel 6 with Android 14 when answering calls via the call notification
- Fixed: In some cases, chat messages were displayed twice or individual chat messages were missing if the user was previously offline while these chats were sent and only logged in after sending.

In individual cases

- Fixed: Overlapping loading icons were displayed in the app.
- Fixed: Errors were logged in the app log when displaying the WhatsNew window to inform the user about news in the new app version.

## Version 8.0.4 Build 442 (Release Date: 15.12.2023)

### Improvements / Bugfixes

- Bugfix to fix / prevent increased app crashes on certain devices with Android 12 (e.g. devices from Xiaomi and Motorola).

## Version 8.0.3 Build 439 (Release Date: 17.11.2023)

## Improvements / New Features

- **Optimizations in the Journal menu item** for better clarity and operation:
  - Expanding journal entries to show additional information about a journal entry (for calls, fax, voicemails).
  - Calls and chats will only be started via the corresponding buttons next to a journal entry (no longer by clicking on Journal entry). This avoids accidental calls.
  - New design for the buttons of journal entries for quick interaction from a journal entry (e.g. buttons for calls and chats).
  - Display of additional relevant buttons / buttons by expanding journal entry.
  - Uniform designations of call statuses (analog to STARFACE for Windows).
- Additional call list features for group calls: Display which person from the group has taken the incoming call (by "Accepted from").
- **Deletion of list entries in the journal** for better organization of own lists:
  - Possibility to delete list entries in the journal (calls, faxes, voicemails).
  - Synchronization of deleted list entries in the journal, if an entry was deleted in another SF user interface.
- **Unification of the design of the detail view** of function keys (BLFs) and contacts.
- In the detail view of contacts and function keys (BLFs), only fields with information are displayed (empty fields are hidden).
- **Automatic display of the input keyboard** to start a search more quickly via Contacts > STARFACE.
- **Technical revisions** of certain code areas.
- **Optimization of synchronization for changes** in call list entry details.

## Bugfixes

- Bugfixes to fix / prevent increased app crashes:
  - With Samsung Galaxy S21 devices, it was no longer possible to start the SF app after an Android system update (security patch level October 1, 2023).
  - App crashes on Google Pixel devices with Android 14.
- Refreshing journal entries by swiping down did not work.
- On devices with Android versions < Android 13, the Android permission "Notifications" for the SF app was not queried correctly.
- The app was closed when pressing "Back" under Contacts > "+" > "Create new contact".
- The other party's avatar image was not properly updated in the call screen after forwarding an active call.

In individual cases

- [SC] Despite existing Internet connection the error message "Please check your Internet connection" was displayed.
- The phone did not stop vibrating after an incoming call was accepted in the STARFACE app.
- In rare cases, incorrect profile pictures were displayed for BLFs in the Journal menu item.

STARFACE for Android, Version 8.0.2 Build 437, Release Date: 31.10.2023

## Version 8.0.2 Build 437 (Release Date: 31.10.2023)

### Bugfixes

- With Samsung Galaxy S21 devices, it was no longer possible to start the SF app after an Android system update (security patch level October 1, 2023).

## Version 8.0.2 Build 428 (Release Date: 14.09.2023)

## Improvements / New Features

- **Automatic Reloading on Chat Server Connection Issues:** Lists and contents now automatically reload when encountering chat server connection problems during initial loading or refreshing. Applies to Journal and Chat views.
- **Voicemail Redirection Restricted to Authorized Users:** Voicemail redirection now limited to authorized users with "Voicemail" permission.
- **User-Friendly Quit Option:** "Quit" now prompts a confirmation dialogue to prevent accidental closure.
- **Technical Revisions** for optimized performance, stability, and code quality.
- **Unified popup layout:**
  - All popups in the app now use the same layout for their design, ensuring a consistent and uniform user experience.
  - Improved popup variations: We have updated and refined the design of various popups in the app to ensure visual consistency and improved user experience.
  - Updated popup colors to ensure a harmonious color scheme for all popups.
- **Minor Visual Adjustments** for Design and User Interface.
- Updated STARFACE App Icons

## Bugfixes

- [SC] **Softphone after app restart:** The softphone was always activated after restarting the app, even if it was previously deactivated. This bug has been fixed so that the previous state will always apply in the future.
- [SC] **Redirection Entries:** When the phone number field was cleared and saved for a set redirection without assigning a mailbox, the entry disappeared from the app and couldn't be retrieved. This problem has been fixed.
- **Journal Entries:** Lists in the "Calls," "Fax," and "Voicemails" tabs were not displaying entries. This issue has been resolved, and entries are now visible as expected.

- **"Start Chat With" Menu:** Opening a chat from the Journal unexpectedly triggered the "Start Chat With" menu when attempting to send a message. This behavior has been corrected, and the menu will no longer appear.
- **Invalid Email Address:** An issue has been fixed where an erroneous error message was displayed when attempting to save an invalid email address in the user's profile. Now, the appropriate error message for invalid email addresses is displayed correctly.
- **Local Contacts Profile Picture:** The profile picture of local contacts was not appearing in the contact details. This bug has been resolved, and the profile picture is now displayed correctly.
- **Contact search in SF address book:** Searching for contacts from an LDAP address book did not work ("No contacts found").
- Incorrect display of error message when 'Notifications' permission is not granted.
- App crash when trying to delete an iFCM configuration if the device language was French.

STARFACE for Android, Version 8.0.1 Build 423, Release Date: 27.07.2023

## Version 8.0.1 Build 423 (Release Date: 27.07.2023)

### Improvements / New Features

- Optimizations for Android 13 (raising Android Target SDK to API level 33).
- Starting a new chat from the chat tab in the journal.
- Uniform display format for incoming Call2Go calls.
- Optimization of the query for Android permission to send notifications for the STARFACE App.
- Technical revisions of certain code areas.
- Minor visual optimizations for consistent display within the app.

### Bugfixes

- [SC] Callmanager did not show call number/name for incoming calls in some cases. [Call#7543235]
- Bugfixes to fix / prevent certain app crashes.
- Displayed notification for a missed call in the STARFACE app could not be closed after an app crash.
- [SC] When a user searched for a contact in the STARFACE address book using only a company name, the search did not return complete search results. [Call#7778820] [Call#7811556]
- For incoming Call2Go calls, the name/number was not displayed in certain cases (if the original call was initiated with the SF iOS app).
- When searching via Contacts > STARFACE, only the first search worked, the app did not respond to further input changes.
- When starting a call, if the stored default dialing mode was not available, then the other dialing mode options available at that time were not displayed.
- The keyboard was not closed when saving texts in the edit mode (e.g. in the menu item Profile).
- In the journal, it was not possible to activate multiple group filters at the same time.
- In individual cases, the name of the sender was displayed with a technical designation for new incoming chat messages.
- It was not possible to forward active calls to contacts from the STARFACE address book.
- The app version was displayed incorrectly in the app logs.
- In the journal, the lists / tabs Calls, Fax and Voicemails showed no entries.
- The app closed when you exited the chat window after previously entering it via BLF using Contacts > Buttons.

STARFACE for Android, Version 8.0.0 Build 414, Release Date: 21.06.2023

## Version 8.0.0 Build 414 (Release Date: 21.06.2023)

### Improvements / New Features

- Optimized behavior for accepting and rejecting incoming calls.
  - Accepting and rejecting incoming calls now by swiping the respective accept/reject button (as natively known from Android).
- [SC] Callback number stored in app settings remains saved after user logs out and logs in again. [Call#7359124]
- Call-through number stored in app settings remains saved after user logs out and logs in again.
- Numbers entered in the numeric keypad menu item can now be saved as a contact (as STARFACE contact as well as in the contacts on the device).
- Names of a contact that are too long are now wrapped to the next line in the journal (no longer truncated).
- Improvement of the call list filters in the journal:
  - The different call list filters are now merged under a common filter button.
  - In the Overview tab (left tab), it is now also possible to filter list entries by type of call.
- Technical revisions to various code areas.
- Improved logging.

### Bugfixes

- [SC] User login failed if certain DNS entries were used in login screen at STARFACE server address (CNAME). The DNS entries could not be resolved during user login. [Call#7819640] [Call#7819602] [Call#7824456] [Call#7823409] [Call#7824497] [Call#7830228] [Call#7830310] [Call#7830412]
- The softphone disabled after logging out and logging back in, causing no incoming calls to be signaled.
- [SC] The softphone always activated after closing and reopening the app, even if it was previously deactivated. [Call#7817697]
- The status information in contact details was not updated when the status changed.
- Incorrect heading was displayed in the Numeric keypad menu item.
- In the Journal menu item, the profile pictures of BLFs flickered temporarily.

- A call forwarded via Call2Go was not hung up after the call was answered on another device.
- After ignoring the pop-up message for battery optimization, the popup kept reappearing almost every time you switched to other menu items.
- Changing the password in the app did not affect the saved credentials if the user had previously enabled the "Save credentials" option when logging in.
- The dialing mode selected in the app settings (except SIP) were not retained after logging out and logging in again. Instead, the default value SIP was selected again.
- If an unknown number was forwarded directly to voicemail / mailbox or sent a fax, the list entries in the journal displayed the own phone number instead.
- An incoming Call2Go call that was not answered but instead terminated by the caller did not disappear and could not be hung up.
- Bugfixes to fix / prevent increased app crashes.

In some cases:

- When toggling the "Enable Telephony" switch, sometimes the toggle did not work and the switch jumped back to the previous setting.
- In rare cases, an incorrect name was displayed in the chat screen.
- [Beta] The call button within the chat did not work anymore after a call from the chat screen.
- [Beta] After switching users, chat was disconnected in individual cases and sending chat messages then failed with the message "Send failed".

STARFACE for Android, Version 7.3.2 Build 408, Release Date: 24.04.2023

## Version 7.3.2 Build 408 (Release Date: 24.04.2023)

### Improvements / New Features

- After app updates, a "What's New?" screen is displayed, informing about the most important news about the release.
- Open the Whats New window from the app settings.
- Technical modifications of individual code areas.
- If the "Notifications" permission for the app is missing in the Android system settings and therefore no notifications for incoming call and chat messages can be sent, an info message including link is displayed to the user about this.
- Display a link to the Android system settings if the "Contacts" permission has not been granted for the app and the user opens the Phone tab in the Contacts menu item.
- [Optimizations Privacy Policy](#)

### Bugfixes

- After reinstalling the app with an Android 13 device, notifications for incoming calls and chat messages were not displayed when the app was in the background (due to missing "Notifications" permission for the app in Android system settings).
- Incoming remote call started from STARFACE Desktop App for Android App could not be rejected via red handset.
- If the error message "New password" was displayed when changing the password, it only showed a general message without any reference to the exact requirements for a secure password.
- When the Contacts permission was denied in Contacts > Phone, the pop-up message displayed flickered.
- Android notification for a new received chat message in the STARFACE app could not be swiped away.
- Bugfixes to fix / prevent certain app crashes.
- [Beta] In the login screen, the button to show the entered password did not work.
- [Beta] Inconsistencies in the order of displayed permission queries when starting the app for the first time after new installation.
- [Beta] In the app settings the option default dial mode could not be opened.
- [Beta] In some cases, activating / deactivating the DND, Chat activated and Softphone activated buttons did not work correctly.
- [Beta] Bugfixes to inconsistencies of the new feature "What's New" window:
  - When switching between app menu items, the "What's New" window was displayed again (e.g. when leaving the chat status window).
  - The "What's New" window disappeared (temporarily) when clicking in the area next to the window.

STARFACE for Android, Version 7.3.1 Build 407, Release Date: 23.03.2023

## Version 7.3.1 Build 407 (Release Date: 23.03.2023)

### Improvements / New Features

- [Optimizations Privacy Policy](#)

## Version 7.3.1 Build 397 (Release Date: 31.01.2023)

### Improvements / New Features

- [SC] Dialing method Callback can now be used without STARFACE Apps Premium license. [Call#7106897]
- Technical revisions of certain code areas.
- Optimization of the "Background service" of the app.
- When searching in the Contacts menu item, search results are displayed after only two entered characters.
- If the selected default dialing method is not available when starting a call, then the user is offered the currently available dialing methods to start the call.
- Clearer name for the "Battery Optimization" item and the related screen in the app settings.
- Optimization of the display of the linked privacy policy in the app.

- Display of a button to hide the numeric keypad again in the call screen.
- Renaming of the "Activate telephony" button to "Softphone enabled".
- Renaming of the "Enable chat" button to "Chat enabled".
- Optimization of the app log.

## Bugfixes

- Bugfixes to fix / prevent increasingly occurring app crashes.
- [SC] After a certain period of inactivity, calls were no longer signaled in the STARFACE Android app. [Call#7167005] [Call#7145350] [Call#7166886]
- The app restarted automatically after a certain time in some cases, even though it was previously closed via the Exit button.
- [SC] If during an active call the WiFi and GSM connection were lost at the same time, the call could not be ended. [Call#7124034]
- [SC] In 'Contacts' > 'Keys' no more keys were displayed if a function key of type FORWARD\_TO\_TARGET (=redirect calls to a specific destination) was configured. [Call#7117022][Call#7136892]
- An outgoing call from the Numeric keypad menu item was not possible if the user had disabled the "Enable telephony" item.
- When exiting the app, the chat status was not set to Offline / Unavailable in some cases.
- Name / Number were not displayed on an incoming Call2Go call.
- When the numeric keypad was opened in an active call, it covered the hang up button.
- In Contacts > STARFACE it was possible to create and save a completely empty contact.
- Blind Transfer did not work when a BLF was selected.
- A spontaneous conference could not be started from an active call by selecting a BLF..
- It was not possible to hang up a call if the connection was interrupted during a call.
- In combination with a smartwatch, in individual cases incoming calls were automatically ended again shortly after acceptance if it was set for the connected smartwatch that calls can be accepted via it.
- In some cases, journal entries were only displayed with a delay of a few seconds after the app was started.
- In some cases, an incoming Call2Go call was still signaled as incoming in the app, even though it had already been rejected via the red handset button.
- In individual cases, the synchronization of chat messages did not work properly and individual chat messages were not displayed in the chat history.

From Beta:

- (Beta) No call could be started from the contact detail view of local contacts (no call button displayed).
- (Beta) In the journal, the call button did not work for chat and voicemail entries.
- (Beta) The wrong toolbar was displayed on the Numeric keypad tab.
- (Beta) When entering a new chat status, if the keyboard was open during an incoming call, the keyboard did not close automatically.
- (Beta) In some cases, chat messages were displayed twice.
- (Beta) After a network switch between WLAN and mobile data, the user could not hang up the call.

STARFACE for Android, Version 7.3.0 Build 391, Release Date: 19.12.2022

## Version 7.3.0 Build 391 (Release Date: 19.12.2022)

### Improvements / New Features

- Required optimizations due to upgrades of the Android Target SDK.
- Optimization of the notification screen for incoming calls (for devices with Android 12 and higher).

## Bugfixes

- Bugfixes to fix / prevent increasingly occurring app crashes.

STARFACE for Android, Version 7.2.1 Build 386, Release Date: 04.11.2022

## Version 7.2.1 Build 386 (Release Date: 04.11.2022)

### Improvements / New Features

- Better signaling of a user's availability status (telephony availability) when logging out of the STARFACE App for Android as well as when deactivating the softphone.
- New search bar in "Forward call" view on the "Keys" and "Local" tab.
- Display of informative headings in the view for initiating a call forwarding as well as the view for initiating a consultation call from an active call.
- Technical optimizations of the encryption.
- Optimizations of the request of the 'Contacts' permission to use the phonebook contacts from the device.
- Optimizations to the linking of the privacy policy.
- Optimizations of the query of the 'Contacts' permission to use the phonebook contacts from the device.
- Update of the OpenSSL version to OpenSSL 1.1.1l.

## Bugfixes

- [SC] Calls to service numbers (e.g. 0800) were not called directly within the app but via the native Android telephony app [Call#7149473].

- [SC] The "instant messaging" permission did not work correctly [Call#6993019][Call#6985350][Call#6988450]
- Bugfixes to fix / prevent certain app crashes.
- If there was a hard network switch between WLAN and mobile data network during an active call, you could no longer hear the call partner.
- Gray status for telephony availability (= not available or offline) was not correctly displayed in BLFs in some cases
- When a Bluetooth headset was connected, it was not possible to change the call volume via the volume up/down buttons on the side of the smartphone.
- The active phone call was ended when the "Speaker" key was pressed with the Bluetooth headset connected.
- The message text in the notification for required permissions was truncated.
- When searching for a contact in Contacts > STARFACE, in some cases no results were displayed although search results should be displayed for this input.
- In certain cases, no phone number was signaled (only "RBT: ") for a returning "blind transfer" of an external subscriber who is not in the address book.

STARFACE for Android, Version 7.2.0 Build 380, Release Date: 12.07.2022

## Version 7.2.0 Build 380 (Release Date: 12.07.2022)

### Notes About The Release

- Due to necessary technical optimizations of the encryption, a new login is required at the first app start after the update to the new app version 7.2.0.

### Bugfixes

- After closing the app, individual screens of the application were still open in some cases. Not all windows associated with the application were closed.
- The switch "Activate telephony" was set to "active" although the user did not have STARFACE Premium App rights.
- The app minimizes the moment conferences are tapped from the Journal menu item in the menu selection.
- In the Conferences menu item, conferences that have already been terminated were listed under "Scheduled" and not under "In past".
- The STARFACE Mobile App could not connect to the STARFACE server if the previous connection to the STARFACE system was no longer available.
- If a user had assigned an additional phone to which he was logged in, the switch "Activate telephony" in the STARFACE App was set to active when logging in to the App, although the user did not have STARFACE Apps Premium rights.
- In some cases, headers overlapped the texts of the fields next to them in the app settings.
- If the user did not have a STARFACE Premium App license, the application sometimes crashed.
- Bugfixes to improve stability.

### Improvements / New Features

- Better signaling of a user's availability status (telephony availability) when logging out of the STARFACE App for Android as well as when deactivating the softphone.
- New search bar in "Forward call" view on the "Keys" and "Local" tab.
- Display of informative headings in the view for initiating a call forwarding as well as the view for initiating a consultation call from an active call.
- Technical optimizations of the encryption.
- Optimizations of the request of the 'Contacts' permission to use the phonebook contacts from the device.
- Optimizations to the linking of the privacy policy.

STARFACE for Android, Version 7.1.5 Build 375, Release Date: 07.03.2022

## Version 7.1.5 Build 375 (Release Date: 07.03.2022)

### Bugfixes

- [SC] outgoing calls with the STARFACE App for Android did not use the connected Bluetooth device. [Call#6902349][Call#6987625][Call#6986550][Call#7136766]
- [SC] A call via the dialing method Call-Through (in connection with the required Call-Through module) to a fully qualified phone number with 00xx at the beginning failed. [Call#7105865][Call#7108406]
- If a second call came in while call waiting was enabled, then the hang up button on the call screen no longer worked.
- A contact created as a direct dial key could not be called using the GSM and Callback dialing method.
- In certain cases (e.g. with small display sizes) the space between the hang-up button and the text line of the buttons above it was missing in the call screen.
- After the latest Android 12 update, the buttons for accepting and rejecting the call in the popup notification for an incoming call were only visible after expanding the notification on some devices.
- If a STARFACE user was called who was only logged in with the SF App for Android (logged out with all other devices) and had deactivated the Enable telephony option, then a dial tone was signaled to the caller instead of "Busy".
- A stored function key that was activated/deactivated in the Contacts menu item was only updated in the SF app after a delay of several seconds.
- Quick selection of dialing method by long pressing the corresponding key did not work with direct dial keys (Contacts => Keys).
- The counter in the "Chats" tab of the Journal menu item disappeared when a second new chat message was received.
- When receiving a new chat message from a user with whom you have not chatted before, this chat message was not displayed in the Journal menu item in the Chats tab.
- An activated DND status of another user was not displayed in the chat view in the mini BLFs next to the chat text.

- When trying to edit a conference scheduled for the future (Conferences => Scheduled) that you did not create yourself, an incorrect error message was displayed after clicking on "Edit".
- The profile picture / avatar of a user was not displayed in the Contact Details view for a saved BLF (Contacts => Buttons => Long press on a stored BLF button).
- With system language French, some designations were displayed in English in the Settings menu item.
- In some cases, the headline overlapped the buttons next to it when creating a new chat status.
- If the STARFACE Apps Premium permission was changed for a user who was currently logged in to the SF Android app, the permission was not applied immediately.
- Users who did not have STARFACE Apps Premium permission could not disable/enable chat via the 'Enable Chat' option.
- The chat did not work in the SF Android app if the user did not have the STARFACE Apps Premium permission.
- Bugfixes to improve stability.
- When editing an iFMC configuration, the selection options for the 'Repeat' option were not translated.

## Improvements / New Features

- Missed call notifications are now only displayed if the missed call occurs after the app is launched.
- Missed call notifications are no longer displayed for missed calls from groups where the user is logged out.
- Display of a letter bar for quick jumping within contacts in the Phone tab of the Contacts menu item.
- Rename the number pad to 'Ziffernblock' in German.
- New design for the selection dialogs in the app.
- Revision of the designations in the Settings menu item.
- Improvements of the display in the "Create chat status" view
- A new chat status created in the app is automatically applied when it is saved.
- Quick selection of dialing mode (SIP, GSM, ...) is now also possible for a direct dial key by a long click on the selected direct dial key (Contacts => Keys).
- Immediately after changing the password in the app, you do not have to log in again.
- In the Conferences tab, a scheduled conference can now also be started from the app via a "Start conference" option as of 10 minutes before the start of the conference.
- Trailing and leading spaces for the 'Login ID' and 'Server' fields are automatically removed on the login screen.
- Adaptation of French translations.
- It is no longer possible to call back entries for suppressed phone numbers (Anonymous) from the call list.

STARFACE for Android, Version 7.1.4 Build 372, Release Date: 31.01.2022

## Version 7.1.4 Build 372 (Release Date: 31.01.2022)

### Bugfixes

- Various bugfixes to improve stability.
- The app crashed in some cases.
- The app froze if you did not have a network connection when you quit the app.

STARFACE for Android, Version 7.1.3 Build 370, Release Date: 15.12.2021

## Version 7.1.3 Build 370 (Release Date: 15.12.2021)

### Bugfixes

- [SC]Chat messages entered in the chat screen that have not yet been sent were lost due to an incoming call. [Call#6937994]
- Bugfixes to improve stability.
- Deleted list entries (call list, voicemails, fax) were still displayed in the SF Mobile app and not synchronized.
- In the journal, an entry for a group chat on the right side also incorrectly displayed a call button next to the button for chat.
- If the server was unreachable when logging out, then the app hung in an endless loop.
- When a new chat message arrived, no notification was displayed in the journal as a counter on the chat icon.
- In some cases, the current presence status for telephony was not displayed correctly (via the colored circle around the avatar in the status screen)
- The chat status was not displayed correctly when the status was changed from "DND" to another status.
- While loading contacts in the Phone tab of the Contacts menu item, no loading indicator was displayed.
- In the mini BLF in the chat view, the availability status for telephony was not correctly displayed via the coloured circle around the avatar.
- In the mini BLF at Journal entries, DND/ was not displayed for users who had it enabled.
- On the contact details page for an existing BLF key, the user's chat status icon and DND were not displayed.
- When the avatar was changed in the app, in some cases the new avatar was not transferred to the profile/status view.
- In some cases, the own availability status for telephony was displayed as available in the status screen during an active call (via the colored circle around the avatar).
- In some cases, the notification counter was displayed at the app icon in the app overview (app drawer) for the STARFACE app, although there were no news.
- With small display sizes or large font sizes, the hang up button and the text of the forward button in the call screen overlapped in some cases.

## Improvements / New Features

- New option "Save credentials" in the login screen.
- In the "Server" field of the login screen, an automatic space is no longer set after entering a dot.



- Display of the show password icon in the password change screen.
- A running login attempt in the login screen can be canceled by the user (by clicking on "Back").
- If the "R" key is clicked for a consultation during an active call, then the "Keys" tab is now displayed first.
- Held subscribers in the call screen are now displayed grayed out for better visual differentiation.
- Journal entries for known native address book contacts contain the names stored in the device's native address book (if the user has given permission to use the native phone address book).
- Starting a call directly from the chat screen.
- Revisions to the chat screen for better clarity.
- Display of time and user information for own messages in the chat screen.
- Displaying several consecutive chat messages from the same person in the chat screen in a combined way.
- Improved clarity in the Settings menu item due to structured layout.
- Display of a "+" in the number block (below the "0") for improved entry of phone numbers.
- An entry made in the numpad menu item will continue to be displayed even after the tab is changed.
- Repeated hint to check the Android setting "Battery optimization" if this setting is not yet disabled in the system settings. To avoid problems of correct signaling of calls due to unnoticed termination of the app by the operating system.

STARFACE for Android, Version 7.1.2 Build 369, Release Date: 14.10.2021

## Version 7.1.2 Build 369 (Release Date: 14.10.2021)

### Bugfixes

- If the filter "Own" was selected in the journal, no entries for chat messages were displayed.
- Bugfixes to stabilize the call handling
- Opening and calling a phone number linked on a website with the STARFACE app did not work.
- In a three-party conference, if one participant left the conference, it was no longer possible to add another participant.
- The "Activate telephony" switch behaved inconsistently if the user did not have STARFACE UCC Premium / App Premium permission.
- A call attempt started via "Contacts" => "Keys" was not started via GSM even if GSM was selected as active dialing mode.
- In individual cases, incoming calls were not signaled (and also not visible in the journal) in scenarios with a network switch from WLAN to mobile data network.
- In individual cases the connection during an active incoming call to an android client was interrupted when the device it runs on switched from an internal network (WLAN) to GSM(Mobile Data).
- In individual cases, there were problems with the audio quality (loud noises) during the subsequent call after changing the audio device (for example to a Bluetooth device).
- On certain display sizes, there were small display errors with the buttons in the notification window for an incoming call.
- In the iFMC menu item, the highlighting of the switch for "Confirm answering calls by keypress" was not correct.

### Improvements / New Features

- [SC] Clicking on the red hang-up button in scenarios with several simultaneous calls (e.g. a call on hold during a consultation call) will only end the active call. The call that is on hold remains. [Call#6954278]
- Selecting a custom ringtone.
- Notification for missed calls.
- Optimizations of the Keypad menu item.
- Display of search suggestions for auto-completion of the entered phone number in the number block.
- Starting from a chat entry in the overall view of the journal, it is now possible to quickly and easily call back the participant.
- The previously entered phone number is no longer displayed in the keypad after a call started there has been ended.
- In the call screen, the displayed status for a held call in system language German is now GEHALTEN.
- After a consultation call has been ended by the other party, you will be asked for the held call whether you want to accept or reject it.
- The "GSM" option is only displayed as a selectable dialing mode option when starting a call via a long click on the Call icon from the number block, via a BLF or via an entry in the journal if it is an external phone number or one is stored for the contact.

STARFACE for Android, Version 7.1.0 Build 365, Release Date: 23.09.2021

## Version 7.1.0 Build 365 (Release Date: 23.09.2021)

### Bugfixes

- On STARFACE systems with a server version 6.7.3.x (and older) there were audio problems on calls with app version 7.1.0 (363).

## Version 7.1.0 Build 363 (Release Date: 22.09.2021)

### Notes about the release

- STARFACE for Android requires at least Android 8 (and higher) as of now.

### Bugfixes

- Bugfix to improve stability.

## Improvements / New Features

- Support of the Opus codec.

STARFACE for Android, Version 7.0.1 Build 361, Release Date: 25.05.2021

## Version 7.0.1 Build 361 (Release Date: 25.05.2021)

### Bugfixes

- In some cases, other apps could not access the device's microphone because it was blocked by the STARFACE app. [Call#6986161]
- Bugfix to improve stability.
- In rare individual cases, the app could no longer be started and crashed instead.

## Improvements / New Features

- Export log files directly from the app.
- Automatic saving of the set filter in the journal.
- Possibility to disable the Android setting "Battery Optimization" so that the required background activity of the app is not terminated by Android.

STARFACE for Android, Version 7.0.0 (Build 357), Release Date: 20.04.2021

## Version 7.0.0 Build 357 (Release Date: 20.04.2021)

### Notes about the release

- Renaming of STARFACE UCC Clients and Mobile Clients to STARFACE Apps. The new product name is now "STARFACE". The distinction is made by the respective operating system. For example, in the future we will speak of "STARFACE for Android" or the "STARFACE App for Android".

### Bugfixes

- In some cases, the notification for an incoming call was not visible when the screen was locked.
- If a second call came in during an active call in the app and call waiting was activated, a second call was displayed but could not be accepted or rejected.
- After starting the app, the chat status was only shown in the status display of the main menu with a long delay.
- In some cases, a notification continued to be displayed for an incoming call that had already been hung up and could not be closed.
- In individual cases, the app was closed after a longer period of inactivity, although all known settings for prioritised background activity were made.
- Bugfix to improve stability.

STARFACE Mobile Client for Android, Version 6.7.8 (Build 354), Release Date: 17.03.2021

## Version 6.7.8 Build 354 (Release Date: 17.03.2021)

### Bugfixes

- In the constellation without VPN behind NAT router, one-way voice transmission could occur in some cases (no reception).
- Starting a call via the speed dial key in the Contacts tab did not work.
- Voicemails could not be played from the journal.
- Faxes could not be downloaded and viewed from the Journal.
- The app crashed in some cases during connection changes between WLAN and mobile network.
- Switching between calls was not possible when one call was outgoing.
- In some cases, a notification for an active call was displayed although the call had already ended.
- In some cases, there were audio problems during a call (sounded partly tinny and intermittent).
- Bugfixes to improve stability

STARFACE Mobile Client for Android, Version 6.7.7 (Build 348), Release Date: 16.02.2021

## Version 6.7.7 (Release Date: 16.02.2021)

### Important notes

- Various manufacturers (including Huawei, Xiaomi and OnePlus) have recently tightened their battery management policies for many devices in the course of optimizing battery consumption. This prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. It is possible that this stricter policy for handling background activity of apps may also have an impact on the STARFACE Mobile Client. We therefore recommend checking the settings on the device side with regard to prioritized background activity and adjusting the settings if necessary. Important settings are 1. "Deactivate battery optimization for the app" and 2. "Set the respective app to 'Manually manage' under App-Start". In addition, it may be necessary to adjust the settings for prioritizing the notifications of the STARFACE app on some devices to ensure that the app notifications (e.g. for incoming calls) are still displayed as usual. These settings may differ slightly depending on manufacturer, device and Android version.
- The following link provides a brief guide to this (with some device-specific examples): [Error Guide - Calls are not displayed in the Mobile Client](#).

## Bugfixes

- Bugfixes to improve stability.

STARFACE Mobile Client for Android, Version 6.7.6 (Build 347), Release Date: 12.02.2021

## Version 6.7.6 (Release Date: 12.02.2021)

### Important notes

- Various manufacturers (including Huawei, Xiaomi and OnePlus) have recently tightened their battery management policies for many devices in the course of optimizing battery consumption. This prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. It is possible that this stricter policy for handling background activity of apps may also have an impact on the STARFACE Mobile Client. We therefore recommend checking the settings on the device side with regard to prioritized background activity and adjusting the settings if necessary. Important settings are 1. "Deactivate battery optimization for the app" and 2. "Set the respective app to 'Manually manage' under App-Start". In addition, it may be necessary to adjust the settings for prioritizing the notifications of the STARFACE app on some devices to ensure that the app notifications (e.g. for incoming calls) are still displayed as usual. These settings may differ slightly depending on manufacturer, device and Android version.
- The following link provides a brief guide to this (with some device-specific examples): [Error Guide - Calls are not displayed in the Mobile Client](#).

## Bugfixes

- On STARFACE systems with a global line configuration for Austria, outgoing calls caused a crash [Call#6981319] [Call#6981443].
- Bugfixes to improve stability.

STARFACE Mobile Client for Android, Version 6.7.5.0 (Build 345), Release Date: 01.02.2021

## Version 6.7.5.0 (Release Date: 01.02.2021)

### Important notes

- Various manufacturers (including Huawei, Xiaomi and OnePlus) have recently tightened their battery management policies for many devices in the course of optimizing battery consumption. This prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. It is possible that this stricter policy for handling background activity of apps may also have an impact on the STARFACE Mobile Client. We therefore recommend checking the settings on the device side with regard to prioritized background activity and adjusting the settings if necessary. Important settings are 1. "Deactivate battery optimization for the app" and 2. "Set the respective app to 'Manually manage' under App-Start". In addition, it may be necessary to adjust the settings for prioritizing the notifications of the STARFACE app on some devices to ensure that the app notifications (e.g. for incoming calls) are still displayed as usual. These settings may differ slightly depending on manufacturer, device and Android version.
- The following link provides a brief guide to this (with some device-specific examples): [Error Guide - Calls are not displayed in the Mobile Client](#).

## Improvements

- If the public access prefix is activated, outgoing calls without the specified prefix are executed correctly.

## Bugfixes

- If the public access prefix was activated, a call from the call list could not be started correctly without the specified prefix [Call#6949830] [Call#6952879] [Call#6953288] [Call#6956810] [Call#6970988] [Call#6945246] [Call#6962780] [Call#6963131].
- If the public access prefix was activated, calling a fully qualified external number from the Numpad without the specified prefix failed.
- If the public access prefix was activated, the callback of an external number via the call symbol in the Voicemail tab of the journal did not work correctly.
- In some cases, it took a long time to display the search results when searching in the Keys tab of the Contacts screen.
- Bugfixes to improve stability.

STARFACE Mobile Client for Android, Version 6.7.4.0 (Build 342), Release Date: 15.12.2020

## Version 6.7.4.0 (Release Date: 15.12.2020)

## Important notes

- Various manufacturers (including Huawei, Xiaomi and OnePlus) have recently tightened their battery management policies for many devices in the course of optimizing battery consumption. This prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. It is possible that this stricter policy for handling background activity of apps may also have an impact on the STARFACE Mobile Client. We therefore recommend checking the settings on the device side with regard to prioritized background activity and adjusting the settings if necessary. Important settings are 1. "Deactivate battery optimization for the app" and 2. "Set the respective app to 'Manually manage' under App-Start". In addition, it may be necessary to adjust the settings for prioritizing the notifications of the STARFACE app on some devices to ensure that the app notifications (e.g. for incoming calls) are still displayed as usual. These settings may differ slightly depending on manufacturer, device and Android version.

The following link provides a brief guide to this (with some device-specific examples): [Error Guide - Calls are not displayed in the Mobile Client.](#)

## Improvements

- Compatibility with STARFACE 7
- Open and copy links in chat messages.
- Improved display of links in chat messages.

## Bugfixes

- Bugfixes to ensure compatibility with STARFACE 7.
- Bugfixes to improve stability.
- It was not possible to start a call for the Mobile Client for Android correctly via the UCC client (a black empty call screen was shown).
- A link from a chat message could not be opened or copied.
- Users could change their name via the app while Active Directory was active.
- For journal entries of the call list, fax list and voicemail sent from a different time zone, the wrong time was specified (according to German time zone).
- In the journal, missed calls, voicemail messages and fax messages were always signaled as new (using the orange counter).
- Direct dial keys were not displayed if you opened the Keys tab from an active call when starting a consultation call.
- Empty call screen was shown after a call attempt during an active GSM Call was ended from the other party.
- Chat status icons were not displayed on the mini-BLFs in the chat view.
- From the "Contact details" of a user's BLF (Contacts --> Buttons --> Open contact), it was not possible to start a chat using the "Start chat" button.
- App crashed when a user who doesn't have softphone license opened the settings menu.
- If you entered a non-existent server address / hostname in the login screen, then the login attempt took a very long time until it failed.
- In some cases, a newly received chat message was displayed twice after starting the client.
- In certain constellations the device was still in silent mode after a finished phone call instead of being in loud mode as before.
- In certain constellations the name of the called party was not displayed in the call screen of the STARFACE Mobile Client for Android (if the called party was using a STARFACE Mobile Client for iPhone and his client was in the background during the call).
- In rare cases a logout was not possible and an error message was displayed.

STARFACE Mobile Client for Android, Version 6.7.3.0, Release Date: 18.09.2020

## Version 6.7.3.0 (Release Date: 18.09.2020)

### Important notes

- Various manufacturers (including Huawei, Xiaomi and OnePlus) have recently tightened their battery management policies for many devices in the course of optimizing battery consumption. This prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. It is possible that this stricter policy for handling background activity of apps may also have an impact on the STARFACE Mobile Client. We therefore recommend checking the settings on the device side with regard to prioritized background activity and adjusting the settings if necessary. Important settings are 1. "Deactivate battery optimization for the app" and 2. "Set the respective app to 'Manually manage' under App-Start". In addition, it may be necessary to adjust the settings for prioritizing the notifications of the STARFACE app on some devices to ensure that the app notifications (e.g. for incoming calls) are still displayed as usual. These settings may differ slightly depending on manufacturer, device and Android version.

### Bugfixes

- On STARFACE cloud systems without a fixed IP address, telephony (audio transmission) did not work [Call#6967589].

STARFACE Mobile Client for Android, Version 6.7.2.0, Release Date: 15.09.2020

## Version 6.7.2.0 (Release Date: 15.09.2020)

### Important notes

- Various manufacturers (including Huawei, Xiaomi and OnePlus) have recently tightened their battery management policies for many devices in the course of optimizing battery consumption. This prevents the background activity of apps in certain constellations if the user does not explicitly allow it for an app. It is possible that this stricter policy for handling background activity of apps may also have an impact on the STARFACE Mobile Client. We therefore recommend checking the settings on the device side with regard to prioritized background activity and adjusting the settings if necessary. Important settings are 1. "Deactivate battery optimization for the app" and 2. "Set the respective app to 'Manually manage' under App-Start". In addition, it may be necessary to adjust the settings for prioritizing the notifications of the STARFACE app on some devices to ensure that the app notifications (e.g. for incoming calls) are still displayed as usual. These settings may differ slightly depending on manufacturer, device and Android version.

## Improvements

- Content improvement of the log files.
- In the case of a spontaneous conference, a consultation call is first made to the selected participant, while the original party is put on hold.

## Bugfixes

- The call quality deteriorated on Samsung devices with Android 10 when the system back button was clicked during an active call [Call#6962948] [Call#6957862].
- When a spontaneous conference was initiated, the original call partner was not put on hold for the duration of the call from the 3rd subscriber.
- Call was sometimes not hung up correctly when the user was logged out during a call.
- When clicking the Back button in the Settings menu item, a crash occurred in some cases.
- After an invited person rejected the invitation to a spontaneous conference, the conference button was inactive and no alternative participant could be invited.
- In some cases an empty call screen was displayed on the Mobile Client after the call was answered on another device.
- At the beginning of a call, in some cases the other party could only be heard after a delay of a few seconds.
- After the device was unused for some time before, in some cases incoming calls were not correctly signalled.
- In some cases, a call was not terminated correctly if one party had network problems during an active call and the call was subsequently terminated by the other party.
- Newly created chat status messages were not retained if you logged out, changed servers in the meantime and then logged in again.
- In some cases it took a very long time after login to load the chat entries in the journal and their contents.
- If the user previously deactivated and reactivated the softphone on the Mobile Client, in some cases the subsequent call could not be ended correctly and the call was still shown on the display as an active call.
- Bugfixes to improve stability.

STARFACE Mobile Client for Android, Version 6.7.1.5 (Beta), Release Date: 30.06.2020 (Beta)

## Beta-Version 6.7.1.5 (Release Date: 30.06.2020)

### Improvements

- Content improvement of the log files.

### Bugfixes

- At the beginning of a call, in some cases the other party could only be heard after a delay of a few seconds.
- Bugfixes to improve stability.

## Beta-Version 6.7.1.3 (Release Date: 27.05.2020)

### Improvements

- In the case of a spontaneous conference, a consultation call is first made to the selected participant, while the original party is put on hold.

### Bugfixes

- When a spontaneous conference was initiated, the original call partner was not put on hold for the duration of the call from the 3rd subscriber.
- Call was sometimes not hung up correctly when the user was logged out during a call.
- When clicking the Back button in the Settings menu item, a crash occurred in some cases.
- After an invited person rejected the invitation to a spontaneous conference, the conference button was inactive and no alternative participant could be invited.
- The call quality deteriorated on Samsung devices with Android 10 when the system back button was clicked during an active call [Call#6962948] [Call#6957862].
- In some cases an empty call screen was displayed on the Mobile Client after the call was answered on another device.
- Bugfixes to improve stability.

## Version 6.7.1.2 (Release Date: 07.05.2020)

### Improvements

- Technical revision of the menu items iFMC and redirections as well as the profile tab (including minor design adjustments).
- Request at the first login to change the password for newly created users.
- If you can't login due to the fact, that Light users will no longer have uci rights, the error message "Login failed: You do not have the required permission. Please contact your administrator." is displayed.
- If the mobile client is in the background for incoming calls, a small notification window about the incoming call is now displayed at the top on all Android versions (as is already common for calls in the Android system).
- The call screen of an active call that was not answered with the Mobile Client for Android but with another device (e.g. UCC client for Win or Mac) is no longer displayed on the Mobile Client for Android.
- The icons of the menu items iFMC, Call Forwarding and Conferences have been adjusted.
- The avatar for a group chat has been adjusted.

## Bugfixes

- When a call was hung up, the device was automatically set to silent mode [Call#6949225] [Call#6948503] [Call#6949717] [Call#6949673] [Call#6951511] [Call#6952757].
- Call could not be hung up if WLAN was temporarily unavailable [Call#6924462] [Call#6924475] [Call#6934107].
- Call data was not transferred correctly to and from the mobile client over some mobile networks [Call#6940808] [Call#6951294] [Call#6938055] [Call#6946644].
- After the app briefly lost the network connection, a call could not be terminated correctly [Call#6950328].
- In some cases the app lost the connection after some time if it was not opened for a longer time.
- Immediately after a network change you could not start a call.
- Call was aborted when a participant of an active call on the mobile client for Android received another call that was waiting.
- An ambiguous error message was displayed when changing the chat status did not work due to connection problems or because chat was disabled.
- Redirections were displayed in English with "Forwarding" instead of the usual STARFACE term "Redirections".
- When a call was hung up in the UCC client, in some cases the call was still displayed as active in the Mobile Client for Android.
- At the beginning of a conversation, in some cases the sound could only be heard after a delay of a few seconds.
- When calling your own mailbox via \*9 it was not possible to select the number block to make entries.
- In the call screen the button for the number pad was displayed with the name Keys.
- In some cases, the hang up call was not correctly received by the other party and the other party was not able to make another call afterwards.
- The notification of incoming calls on Android 10 devices when the mobile client is in the background was not yet completely correct by design.
- In some cases messages sent in a group chat were displayed twice.
- Music player was only briefly interrupted in some constellations when an incoming call was received on the Mobile Client. Music continued to play after the call was successfully established.
- In certain constellations an outdated server version was displayed in about screen.
- If the Mobile Client was opened after changing the password in Active Directory, the client tried to log on several times with the old password and the Windows domain user account was locked.
- Bugfixes to improve stability.

STARFACE Mobile Client for Android, Version 6.7.0.8 (Beta), Release Date: 25.02.2020

## Beta-Version 6.7.0.8 (Release Date: 25.02.2020)

### Bugfixes

- Various bugfixes to improve stability.

## Version 6.7.0.7 (Release Date: 31.01.2020)

### Improvements

- Technical revision of the journal, chat status screen, settings screen, login screen, about screen, number pad and call handling (including design adjustments).
- If the Mobile Client for Android is in the background on Android 10 devices, incoming calls are displayed in a Notifications screen.
- A warning is displayed for contacts without contact information.

### Bugfixes

- The displayed name for internal extension was sometimes resolved incorrectly [Call#6925564][Call#6931354].
- The Mobile Client for Android could no longer log on automatically when WLAN was temporarily unavailable [Call#6924462] [Call#6924475].
- After logging off the user the password was still stored.
- A received fax could not be downloaded.
- STARFACE Contacts could not be found if a phone call was active.
- The chat history was displayed incompletely when a chat was called in the journal via the chat button behind a call entry.
- Some chat messages were displayed in the Chat tab without preview.
- [from Beta] When accepting a call in the UCC Client for Win that was also ringing on the Mobile Client for Android, the call in the UCC Client for Win was sometimes aborted after acceptance [Call#6939797].
- [from Beta] Incoming call was not displayed on Android 10 device when Mobile Client was in background [Call#6936597].
- [from Beta] The mobile client for Android did not run in some cases after minimizing the app [Call#6931537].
- [from Beta] The group filter did not work in the journal.
- [from Beta] In some cases the journal loaded slowly after login.
- [from Beta] The chat status of the Mobile Client was automatically deactivated in several cases.
- [from Beta] Call rang on incoming call even after closing the Mobile Client.

- [from Beta] Call could not be forwarded before answering in some cases if the Mobile Client is in the foreground when a call is received
- [from Beta] The chat of the mobile client for Android was sometimes deactivated automatically when logging out of the UCC client.
- Various bugfixes to improve stability.

## Beta-Version 6.7.0.6 (Release Date: 10.10.2019)

### Improvements

- Extensive refactoring of a large part of the previous functions of the app, for example refactoring of the callhandling (logic of Callback and Callthrough, GSM-Handling, Forwarding, Redirect, Toggle, Call-Options, Quick-Dial), Refactoring of the Numpad-Screen, Refactoring of the About Screen, Refactoring of the Journal.

## Version 6.7.0.0 (Release Date: 24.07.2019)

### Improvements

- TLS 1.2 is now used on all Android versions

STARFACE Mobile Client for Android, Version 6.6.0.31, Release Date: 23.04.2019

## Version 6.6.0.31 (Release Date: 23.04.2019)

### Bugfixes

- In some cases users had the wrong avatar [Call#6920905]

## Version 6.6.0.29 (Release Date: 18.04.2019)

### Bugfixes

- Call-back did not work correctly [Call#6921758]
- Permissions were not being checked when changing the user's profile
- Avatars could not be changed

## Version 6.6.0.27 (Release Date: 12.04.2019)

### Bugfixes

- Edit profile did not work correctly

## Version 6.6.0.26 (Release Date: 28.02.2019)

### New Features and Improvements

- Improved handling of incoming GSM calls
- Calls that are routed to other devices can be terminated using the hangup button
- Contacts coming from a wrongly configured LDAP address book are now displayed as "Unknown".

### Bugfixes

- The add button has been removed for finished conferences
- After an update to the app version 6.6.0.16 (or higher), conferences were not displayed correctly.
- In rare cases, incoming calls were displayed without an answer button
- Umlauts were displayed incorrectly for contacts in the address book

## Version 6.6.0.16 (Release Date: 31.01.2019)

### New Features and Improvements

- Conferences can now be configured
- User data can now be altered
- iFMC can now be configured
- Redirections can now be configured
- The versioning of the client has been adjusted to better reflect compatibility to the STARFACE server
- The user will now be shown a response when logging in

- The logging feature has been expanded; the client no longer only logs errors in the case of a crash, it can also be set to log normal usage for trouble-shooting issues

## Bugfixes

- Group chats were displayed incorrectly [Call#6918186]
- The permissions for retrieving contacts were not requested regularly
- In some cases, the client could become disconnected from the STARFACE server
- An empty login screen opened after changing the login credentials and pressing "Login with new data"
- It was possible for the set Call-Back and Call-Through numbers to persist through login in with another user's credentials.

STARFACE Mobile Client for Android, Version 2.3.12, Release Date: 08.01.2019

## Version 2.3.12 (Release Date: 08.01.2019)

### Bugfixes

- Fixed bug in audio transfer due to DND status

## Version 2.3.11 (Release Date: 02.10.2018)

### Bugfixes

- Two crashes were fixed

## Version 2.3.10 (Release Date: 01.10.2018)

### New Features and Improvements

- To improve availability, Push notifications are now used (requires a STARFACE Server running STARFACE 6.5.1.9 or higher)
- Bluetooth devices can now be used to place and control phone calls
- Call brokering is now possible when performing inquiry calls
- Searching for strings containing spaces has been improved
- If no iFMC device has been configured, a message is displayed instructing the user to configure the iFMC device on the STARFACE PBX
- The volume of the key sounds has been reduced to a more acceptable level. If the phone is set to vibrate or silent then no sounds are played

### Bugfixes

- Contacts from the STARFACE address book were sometimes not found
- The phone proximity sensor would mute the current phone call on some devices
- It was possible for a contact search to crash the Mobile Client app
- Conference calls with three participants sometimes remained in the call manager after being hung up
- It was possible for no logs to be generated when the Mobile Client app crashed
- It was possible for an incoming call via GSM to be connected to an active SIP call
- DTMF entries were not executed correctly
- Minor bugs in the UI were fixed
- Fixed several client crash causes

STARFACE Mobile Client for Android, Version 2.2

### New Features and Improvements

- Incoming calls can now be muted using the volume buttons or the power button
- The display now turns off automatically during a call
- The STARFACE client can now also be set as the default Phone App
- The STARFACE Client is now also available in French
- External numbers, BLFs and address book contacts can now be selected for forwarding, consultation and conferences
- In the case of incoming external calls, the name of the calling person is now displayed in addition to the telephone number if it exists in the address book
- The "new item" counters for unread calls/messages are now marked as read after approximately 2 seconds
  - *Developer comments: We have seen multiple cases of users having a large amount of notification badges. With this change, the user will not have to view all new entries to clear the notification badge. The delay of 2 seconds should prevent the badge notifications from being marked as read by accident*

### Bugfixes

- Fixed a bug that caused the internal number to be displayed in the call list instead of an external number when the external number was dialed
- Fixed a bug that prevented the re-registration of the softphone after it was disabled
- Fixed an issue that would sometimes cause the UI to be displayed incorrectly



- Fixed a bug which would prevent the journal from automatically updating after a caller left a voicemail
- Fixed a bug that caused unread entries to appear in the journal, but not in the individual lists
- Fixed an issue that could cause a premium license request to be denied premium licenses are still available on the PBX
- Fixed an issue which could the app to crash in some cases after logging in
- Fixed a bug that caused an excessive amount of battery drain when the phone and chat functions were disabled
- Minor UI fixes
- Minor bug fixes

STARFACE Mobile Client for Android, Version 2.1

## New Features and Improvements

- The mobile client can now be closed by clicking the "Exit" button
- TLS encryption is now permanently active
- The new authentication method of STARFACE is now supported
- When logging in, the correct port is already prefilled
- An „About“ page has been added
- Chat rooms are now synchronized with STARFACE
- An invalid STARFACE license will now display a more appropriate error message

## Bugfixes

- Fixed a bug that caused an empty call screen with a green answer button to appear on an outgoing call
- Fixed a bug that would cause the chat to automatically turn off after a longer period of time
- Fixed an issue where the journal search did not work properly
- Fixed a bug that ended a conference call if only one user exited the conference call
- Fixed an issue in the address book, where the chat icon would appear on all contacts, even if they are not part of the STARFACE
- Fixed an issue where contacts would be displayed without an avatar
- Fixed a bug that caused the client to continue ringing even though the call was answered on another device
- Fixed a bug where call brokering during calls was not possible
- Fixed a bug that caused conference calls with more than three people to crash
- Fixed an issue that prevented the group chat with more than two participants to work
- Fixed a bug where the number selection on BLFs was not always displayed correctly
- Fixed a rare bug that caused buttons on the call screen to not work [Call#1059276]
- Fixed a bug where the STARFACE logo did not appear on the notification screen even though the client was active
- Fixed a bug that suppressed the audio output of other apps even though the client was in standby
- Fixed a bug that caused faxes to be reloaded incorrectly
- Fixed a bug where the chat on the mobile client did not work when the windows client was active
- Fixed a bug where setting a redirect to the mailbox threw an unwanted error message
- Fixed a rare bug that caused the text input field in the group chat to disappear
- Fixed a bug that wouldn't let you close the client
- Fixed a rare bug where chat messages were sent to the wrong contact
- Fixed a bug that caused the client to crash if an invalid port was entered
- Fixed a bug that prevented the recording of calls which were dialled by the sequence “\*1”
- Fixed a rare bug that prevented the refusal of a call with the home button
- Other minor UI issues have been resolved