

What's new

Here are descriptions of the more relevant changes in EVSS 3.3.

Platform changes

"Presence" and "Audio Messages"

With the present version we introduce a milestone in the Suite development: we are very glad to introduce the **Presence** and the **Audio Messaging** into EVSS 3.3.

Presence is the name for the user reachability, that is the **status** of the **client** we want to call. Thanks to the Presence it's now possible to know if a user is on line and can receive a secure call before calling it.

The **Audio Messaging** feature is one strong request from our customers that we gladly accepted. It's a dramatic improvement in the the look and feel of PrivateGSM because now the application can play localised audio messaging that pairs with the pop-up messages to notify the users. This modification let the user deal with the phone in a more natural fashion, ie without having to check on the screen how is progressing the call.

Audio messages speaks directly to the user to inform about the reasons behind a failed call. Audio messages are **localised** both on client and server side.

The two options combined create an astounding improved user experience.

PrivateGSM changes

Audio Messages

Starting from this release the application can explain by voice the reason for a fallen call. As a user you're no more obliged to read the pop-up messages while listening to the speakers, which was a quite annoying experience. The Audio Messages are prepared for localisation in five languages:

1. Italian
2. English
3. Spanish
4. German
5. French

The language used depends from the language configuration of the phone on which you're using PrivateGSM. Thus if your mobile was on a French language configuration then also PrivateGSM would use French. Any other language apart the ones listed above falls back on the English.

Presence

With the present version we add another instrument for easing the use of PrivateGSM: the Presence. Now you are aware of the status of the callee before you start the call. Easy graphical signals shows if the user you want to call is reachable or even if it's present on the PrivateServer you're relying on.

Improved interaction with GSM calls

With the present version we are completing the management of GSM calls arriving amidst a private call.

PrivateServer changes

Audio Messages

Devices as the SNOM are bound to the server configurations for playing the audio messages. So we introduced a different process for dealing with audio messages when such devices are involved: it's the PrivateServer itself that plays the audio messages. This happens on the SIP trunk as well, in order to provide an audio explanation every time and on every communication channel.

Audio messages in the PrivateServer are the exact replica of the ones added on the clients, so that the mimic is perceived as the same one by the users.

Localization

As stated above we added the same audio file both on the clients and on the server. This means that the following languages are available on the server as well:

1. Italian
2. English
3. Spanish
4. German

5. French

It's possible for the Service Manager to choose whatever language to be spoken by the server.

CDR (Call Detailed Record) privacy option

CDR is a very useful feature both for billing and debugging, but sometimes the customers like more not to have even a single trace of the secure call performed. After we received several requests on this, we implemented a new Privacy Option on CDR, meaning that it's now possible to avoid at all the record of mobile-to-mobile calls.

Improved Network Segregation

From the version 3.1 of EVSS the license mechanism as been changed to mitigate possible issues on the License Server: every PrivateServer is in charge for answering to License requests and store license informations in its cache. This change led to the need of a better network segregation. From this version you have a better segregation interface and you can also decide if to activate license service and/or web management service on a single NIC.