



### Engage Version 0.5-alpha

#### New functionality

1. React Website
  - a. Outcome and standard responses can be deleted from Engage.
2. Channels
  - a. MMS is available to send media messages through the text channel.
  - b. VoyagerNetz Engage Facebook App is available for business pages enabling Facebook Messenger communication through Engage.
3. Mobile application
  - a. Settings
    - i. Conversation Management can be set up in the mobile application. This include the changes of the templates mentioned in “Conversation Management” section of this release notes
    - ii. Outcomes and Standard responses can be added and edited
  - b. Conversation Notes can be viewed and added
    - i. Images are supported in the notes
  - c. Opening a conversation will scroll to the last message
  - d. In the conversation list the last non-system message is shown as preview
  - e. A clearer distinction is made between internal chat and conversation view
  - f. Contact Details
    - i. Email address is updatable
    - ii. A Notes field is added to contact details
  - g. Desktop View of the application is available
  - h. Sending errors are displayed on messages
  - i. A user can view and edit his own profile
4. Integration capabilities via Postgres (Engage Analytics)
  - a. Conversation data is available for integration purposes
  - b. A running number of last changed record is supported
  - c. A case-insensitive Tag field is added to outcomes in Engage that can be used to map conversation outcomes to outcome descriptions in the integrating system.
  - d. The outcome date is added to the available fields



5. Notifications supported in the system (iOS, Chrome, Firefox, Edge)
  1. a. On a new conversation in waiting
  - b. On an internal chat message (to all participants)
  - c. When a user is added as a participant to a conversation
  - d. When a transfer of a conversation to a user is requested
  - e. On all inbound conversation messages (to all participants)
  - f. When a new note is added to a conversation (to all participants)
7. Upon failure to send a message (to the owner)
6. Conversation Management: different messages templates are supported for:
  - a. Greeter message
  - b. A conversation not accepted in time defined by a timeout setting
  - c. When there is no reply (to an inbound message) in time defined by a timeout setting

### **Bug Fixes**

1. React Website
  - a. Messages with multiple images are now correctly shown.
  - b. Toast messages will no longer be shown on all user updates
  - c. Settings are correct problem addressed
  - d. Message is displayed when on empty dashboard
  - e. Send button is not clickable with text channel
2. Mobile application
  - a. When a new user is created it will wait for approval (role assignment). The application will not directly log the user in.
  - b. It is now enforced that an MMS message must include text
  - c. Contact's name is shown in conversation list for Facebook conversations
3. Extension tags as set up on Standard Responses are interpreted as case insensitive.

### **Technical Updates**

1. React Website
  - a. Input controls are updated to be the same as the input controls used in Conversation Details



# voyagernetz

## Release Notes

2. User management in back end is realtime enabled, allowing a more intuitive user experience
3. Supported media types can be set up per channel. This is done on the back end and is not configurable by a user.
4. Supervisor user role is added. At this stage this role is not yet used in the application.