

IP550 Release Notes

Firmware Version 1.0.8.5

Date: 3/09/11

Note: New Features added are supported by PBX Software Version 4.x. However, phones are compatible with older PBX software 3.x.

1.0 Bug Fixes

Fixed issue where phone would reject anonymous calls if Remote Party-ID was not present.

IP550 Release Notes

Firmware Version 1.0.8.4

Date: 1/28/11

Note: New Features added are supported by PBX Software Version 4.x. However, phones are compatible with older PBX software 3.x.

2.0 New Key Type: Transfer BLF

Transfer BLF is a key that operates exactly like a BLF in all circumstances except when you are connected to a call. If you are connected to a call and press a transfer BLF, you will immediately perform a Blind Transfer.

3.0 Visual Aid on display for soft keys

Soft keys can now be programmed to display a dot next to the soft key label. This improves usability for some users.

4.0 New Gain settings for handset and headset

Handset and headset now have gain values that can be adjusted.

5.0 Ring tone Selection changes ring not cadence

In previous releases the ring tone selection was only modifying the cadence of the selected ring tone. We have changed this so that it changes the actual tone played as well as the cadence.

6.0 Bug Fixes

- Fixed several issues with DTMF Mode RFC2833
 - Speed dial: Audio of speed dial is no longer played to user pressing the speed dial
 - Park Key – was playing DTMF to user and not sending it. Now it does not play and sends it.
- Fixed issue with DTMF Mode RTP (inband)
 - Suppress DTMF no longer causes the phone to stop transmitting DTMF in this mode
- Fixed issue where if call came in exactly as hangup was pressed with handset lifted it could be answered automatically.
- Reduced instances where we play DTMF to user. No good reason to play them.
- When keys were pressed on IP550 during call, phone was generating small inband tones. Our testing indicated these tones were not effecting DTMF detection, but we have eliminated them as they should not be there.

IP550 Release Notes

Firmware Version 1.0.7.11

Date: 10/01/10

1.0 Fixed issue with DND key and Page

DND key could cause paging to fail when pressed in combination with certain keys.

2.0 Fixed issue with Timestamp on Call Logs

Hour of 12pm to 1 pm now accurately reports PM instead of AM.

IP550 Release Notes

Firmware Version 1.0.7.9

Date: 06/02/10

1.0 Fixed issue 2 minor bugs

Speaker Light could be left on if user answered call with speaker button after lifting handset.
Fixed rare crash which could occur from pressing speed dial keys prior to call connected.

2.0 Adjusted Handset Microphone Gain Multiplier

When handset gain is adjusted the microphone gain will be changed by a larger amount.

IP550 Release Notes

Firmware Version 1.0.7.8

Date: 04/01/10

1.0 Fixed issue rare occurrence where calls were conference together

When handling high call volume and multiple calls, there was an issue that could cause calls to unintentionally enter a conference together.

2.0 Added new timezones to support Atlantic and Nova Scotia

Atlantic was previously available but DST adjustment was incorrect.

IP550 Release Notes

Firmware Version 1.0.7.7

Date: 03/16/10

1.0 Fixed issue with Alpha DTMF characters

Alpha DTMF characters played to the phone were causing phone to lock up. This has been resolved

2.0 Fixed issue with using speaker phone button to answer

It was possible to put the phone in a state where it would not dial speed dial keys into the active line, if 2nd incoming call was answered by pressing speaker button. This issue is now resolved.

IP550 Release Notes

Firmware Version 1.0.7.5

Date: 02/16/10

1.0 Fixed issue with Transfer + BLF Key

Transfer + BLF Soft Key stopped working after repeated use. This issue has been resolved.

2.0 Fixed issue with display during conference call setup

It was possible to have conference timer on screen even after hanging up a conference call. This has been fixed.

IP550 Release Notes

Firmware Version 1.0.7.2

Date: 12/21/09

1.0 Support for 5 Multicast paging addresses

Multicast paging is now supported by the IP550.

IP550 Release Notes

Firmware Version 1.0.6.16

Date: 10/21/09

1.0 Early Media working with SIP INFO

Fixes issue where phones set to SIP INFO cannot send DTMF during early media state.

2.0 Speaker Phone Gain adjustments

Adjusted gain and algorithm to perform better in environments with background noise. Users with speakerphones in noisy environments should see a major improvement.

3.0 Phone can now be muted earlier in call

Mute can be pressed before the call is "Connected" on the phone display now.

4.0 Incoming Caller ID now displayed on 2 lines

This change prevents CID with long names from cutting off number.

IP550 Release Notes

Firmware Version 1.0.6.12

Date: 8/12/09

1.0 Inband Audio with Early Media Support Enabled

On some systems the phones were suppressing inband audio messages when progress was being sent. Ringing was sometimes being played over the inband audio from PRI and T-1 devices. The effect of this issue would be a message like "you must dial a 1 before dialing this number" may have been suppressed on some systems.

2.0 Phone will always enter off hook state if the handset is lifted

Previously, if you were on a call and the far end disconnected, the phone would act like it was hung up, but a page would go directly to the handset. This strange state caused a number of similar issues as the state is not one that was designed for. The phone simply will no longer enter this state. If you have a handset off hook and the far end of a connected call hangs up, the phone will behave as if the handset has just been lifted.

3.0 Faster first call after boot

Previously audio setup was delayed on phones on the first call after they had been booted. We found the slowdown and the performance is improved.

4.0 Known Issues

Autodiscovery reports that reboot has failed even when it works on this version of the firmware. We changed the internal web server and will need to make changes to autodiscovery in an upcoming release to account for the differences.