

MobileConnect for iPhone

User Guide

Release 22.5 | Document Version 3

MobileConnect



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1 About MobileConnect for iPhone

MobileConnect for iPhone provides the following communication features:

- Instant Messaging and Presence (IM&P)
- Voice Calling (VoIP)
- Voice Calling (Circuit Switched)
- Video Calling
- Vonage Call Settings

2 Getting Started

This section contains the essential information for getting started with the MobileConnect app for iPhone.

2.1 INSTALLATION

The iPhone client can be downloaded from Apple App Store.

<https://itunes.apple.com/us/app/vonage-mobileconnect-for-business/id1063351979?mt=8&ign-mpt=uo%3D4>

2.2 SIGN IN

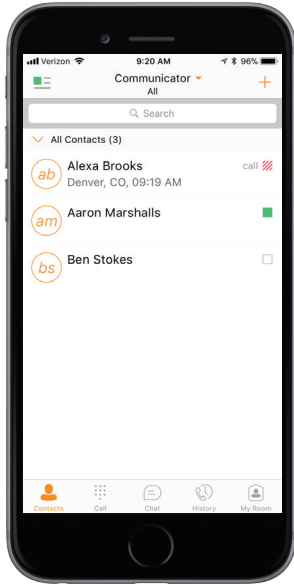
When you first launch the application, you are prompted to sign in.

- 1) Enter your Vonage MyVoice user name (phone number) and password.
- 2) Select whether you would like MobileConnect to remember your password.
- 3) Select whether you would like MobileConnect to sign you in automatically on subsequent launches.
- 4) Tap **Sign In**.

NOTE: Once user is signed in, the application will not ask again for username and password until the user signs out. The login is preserved even if the application is terminated or the device is restarted.

After logging in, a pop-up dialog may appear informing you about emergency calls.

3 Main Tabs



When you start MobileConnect for the first time, the *Contacts* list is empty. Use the *search* field to find people and add them to your *Contacts* list. Contacts can also be added manually by tapping the Add button.

Icon	Description
	Contacts – View your buddy list and local contacts or search for directory contacts.
	Chat – View Chat History.
	Call – Make calls.
	History – View incoming, outgoing, and missed calls.
	My Room – Join My Room.

The main view contains a number of tabs that present information about the contacts and communications options available as follows:

- Chat
- Dial Pad
- History
- Contacts
- Settings
- My Room

4 Contacts

The *Contacts* list in *Chat* tab can contain different types of contacts as follows:

- Presence-enabled contacts
- Non presence-enabled contacts

Any contact can be marked as a favorite and it appears at the top of the *Contacts* list in the *Favorites* section.

Presence-enabled contacts are users with an Extensible Messaging and Presence Protocol (XMPP) address. These can be other MobileConnect users or users from federated systems such as Google Talk. Non presence-enabled contacts can be phone or conference numbers.

The *Contacts* tab contains:

- Local contacts
- Directory contacts

Directory provides the company directory contacts.

4.1 ADD

When you sign in for the first time, there are no contacts on your *Contacts* list. Add a new presence-enabled contact at any time by selecting the option *Add Contact* from the menu icon in the navigation bar. Another way to add new contacts is to use the directory search option from the *Contacts* tab.

In the *Add Contact* screen, enter the contact's information and then click **Done**. By default, your presence information is always shared with a new contact if an XMPP address is provided.

If you receive a buddy request invitation, you can ignore or accept it. If you ignore the buddy request, you can always share your presence information later by selecting *Subscribe* from the buddy contact card. Note that the contact must accept your subscription request for you to establish the presence relationship successfully.

The newly added contact appears on your *Contacts* list.

Add a conference number by selecting the option *Add Conference* from the *same* menu icon in the navigation bar by typing a conference number. You can also add a conference number from directory search. A conference contact is a special contact used for conference bridges to avoid having to remember a PIN code and a conference number, for example, for a recurring conference.

4.2 EDIT

Tap an information icon of a contact entry from the *Contacts* list to open a contact card. This is the same for presence-enabled and non-presence-enabled contacts.

- *Edit* opens the *Contact Information* dialog box where you can add, edit, or remove information. This works for both presence-enabled and non-presence-enabled contacts.
- *Unsubscribe* removes the presence relationship between you and that contact. This means you do not see the contact's presence information and your contact does not see yours. Select *Subscribe* to re-establish the presence relationship. An unsubscribed contact remains on your *Contacts* list and is always shown as "offline".
- *Remove* removes the contact from your *Contacts* list.
- The *Directory* list provides the company contacts in the Vonage enterprise directory.

4.3 FILTERS

There are four contact filters available from the *Contacts* tab:

- *All* – Shows all presence-enabled and non-presence-enabled contacts.
- *Online* – Shows only the presence-enabled contacts that are currently online.
- *Local Address Book* – Shows the contacts from your local phone book.
- *Directory* – Shows the contacts from a company directory (which requires a search).

4.4 SORT AND DISPLAY ORDER

The sort and display order for contacts is based on phone settings: *Settings* > *Mail, Contacts, Calendars* > *Contacts* for iOS 9 and lower, or *Settings* > *Contacts* for iOS 10.

- *Display order* – display First name or Last name first
- *Sort order* – sort by First name or Last name
- *Short name* – format of the name to be used in chat lists

NOTE: Short names are not supported on iOS 8. On iOS 8, the application will always use the full names for display in such lists.

Asian Names – Chinese, Japanese, and Korean (CJK): On iOS, Asian names are sorted based on the iOS system settings; however, the display order is always last name first and the short name format is always the full name.

Local Contacts

Local contacts are ordered in groups by letter, based on the first letter of their display name. There is no further ordering within the group.

All contacts whose display name starts with non-Latin characters are put in the # group.

The display name of a local contact is taken from first name, middle name, and last name. If names are missing, the display name is taken from the JID field.

If all of the previous items are missing, then the phone number is used for the display name.

5 Presence

For each contact you have subscribed to, you can see their presence. Similarly, your contacts can see your presence on their *Contacts* list.

Presence means that your friends are able to see whether you are available, for example, “I’m available” or “I’m busy”.

Icon	What it means
 available	The green availability icon indicates that the user is online and is ready for communication.
 mobile	The green availability icon indicates that the user is online on the Communicator mobile client and is ready for communication. The icon is accompanied by the text “mobile”.
 away	The yellow availability icon indicates that the user is online on their Communicator client but has been idle or away from their computer for more than 10 minutes.
 mobile	The yellow availability icon indicates that the user is online on their Communicator mobile client but has been idle or away from their computer for more than 10 minutes.
 offline	The grey availability icon indicates that the user is offline in a call and the only available contact method is calling or leaving a chat message.
 call	The grey availability icon indicates that the user is offline and the only available contact method is calling or leaving a chat message.
 pending	The question mark indicates that a subscription is pending and the contact has not yet approved sharing their availability.
 busy	The red availability icon indicates that the user is busy and does not want to be disturbed.
 call	This icon indicates that the contact is busy due to a call. This is an automated availability status.
 meeting	This icon indicates that the contact is busy due to a meeting. This is an automated availability status. The <i>Busy – In Call</i> status overrides the <i>Busy – In Meeting</i> status so this icon is only seen when there is a meeting but no call.

NOTE: With the introduction of Push Notifications, the application no longer maintains persistent connection to the server. Changing the availability status with Push Notifications enabled persists the status while the application is in the foreground and changes the status to Available on Mobile when the application is moved to the background.

You can set your own presence by tapping on the presence icon from the status bar in all tab views. The presence icon opens the *My status* screen where you can change your avatar, personal message, and presence status.

Your avatar is the picture that represents you in your friends' *Contacts* lists and in chat screens. Tapping on an avatar opens a dialog with options to select an existing image, to take a new one with your phone camera, or to clear your avatar.

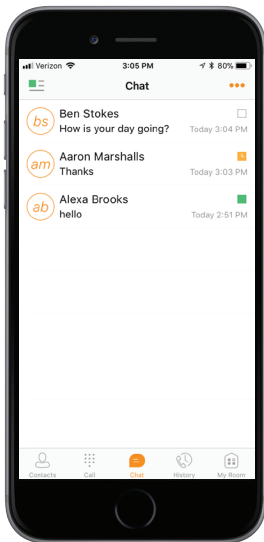
You can enter a status message into the area next to the avatar. This status text is shown in your friends' *Contacts* lists.

If you see the error message, "Chat Unavailable" under any tab, it means that XMPP connectivity has been lost for chat and presence; however, you can still make calls. In this case, you should contact your service provider.

The presence update is only triggered by appointments and meetings that are either accepted by the user or made by them. All-day meetings do not trigger a presence change to *Busy – In Meeting*.

6 Instant Messaging

6.1 CHAT TAB



Chat shows the list of recent chats since the last login. If User A chats with User B multiple times, their discussions appear as one item in the list.

Tapping the name opens the chat view (IM view) where new messages can be typed.

Old messages are also shown.

New incoming messages are indicated with a notification badge to the right of the name.

The icon remains next to the name until the message is read.

Chats are listed so that the newest one is always at the top. Chats are not in alphabetical order and are always listed with the most recent first.

Clicking the menu button in the navigation bar, displays the Make all as Read option.

This option removes all notification badges from the Chat History list..

6.2 CHAT

Start a chat using one of the following methods:

- From the *Buddies* list, tap a contact to open the communication view.
- From the contact card, choose **Open Chat** to start a chat.
- In the *Chat History* list, tap a contact entry to start a chat.

When you initiate a chat, the *Chat* screen opens. Chatting with a contact is possible only when you are both online. If your contact initiates a chat, you see a notification badge on the *Chat* tab and the entry appears on the top of *Chat History* list.

When the chat opens the name of the recipient is on the top bar and there is a presence icon flag before the name. The recipient messages are presented in the orange background and the user is presented in white background.

A smiley can be added to a message by typing the corresponding character codes and by selecting a smiley icon, (the smiley is displayed graphically in the message area).

6.3 GROUP CHAT (AD-HOC ROOMS)

Start a group chat using one of the following methods:

- In single chat session, tap the add participant icon to escalate from a single to a group chat.
- From the *Chat* tab, tap on the menu icon to select the “start group chat” option.
- In the *Chat History* list, tap a group communication entry to start a group chat.

When you initiate a group chat, the *Chat* screen opens. More people can be added later to the chat using the add participant icon. Anyone in the group chat can add participants. However, removing participants is currently not supported.

A group chat works the same way as a one-on-one chat. All messages from anyone are sent to everyone else. All contacts need to be online to be able to participate in a group chat. You cannot invite an offline contact.

A group chat history is saved and is available to view later in the *Chat* tab.

A user can leave a group chat by selecting the *Leave chat* option. The chat is marked as “offline” and the user no longer receives messages from the chat. When clicking on the “offline” chat, the user re-joins the room and starts receiving messages. However, the user does not receive the messages that were sent in the chat while the user was outside of the room.

The Clear History menu item works the same way as the corresponding option in a one-on-one chat and removes the local history.

The View Participants button opens a dialog that shows the list of participants in the group chat. Deleting a chat room is not supported.

6.4 CHAT RECORDING

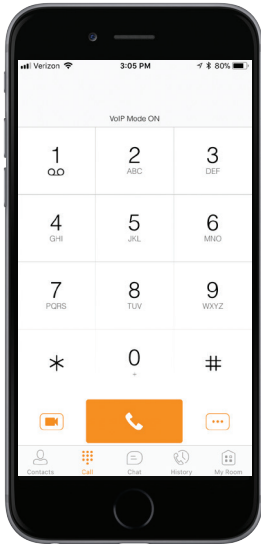
The MobileConnect client can provide a chat recording indication to users for all chat sessions depending on the server configuration. Chat recording state is applied to all users registered in a single domain. This setting is not specific to any user and therefore the recording state cannot be modified by end users.

6.5 CHAT SECURITY CLASSIFICATION

The MobileConnect client provides the ability to specify the security classification of chat sessions. The security classification is configured on the server side and cannot be changed by end users. Security classification level for instant messaging is assigned to the whole domain and all users in that domain have the same classification level. It is visible in all the chat session types: single and group.

7 Audio and Video Calls

7.1 DIAL PAD TAB



The *Dial pad* tab displays a dial pad and a text field used to enter numbers. The dial pad is one of the options used to make audio or video calls. There are three buttons below the dial pad: Call, Video call, and Dial pad menu that are configurable by the service provider. The top text field also has a delete button that, when pressed, deletes one character at a time.

A badge notification appears on the *Dial pad* tab when there are messages in the voicemail box. A long press on the “1” digit connects you to the voicemail box. When there is no voice mail in your voicemail box, no notification badge is shown.

The Dial pad menu contains two options: Pull Call and Retrieve Call.

7.2 VOIP CALLING MODE

MobileConnect supports an option that allows you to switch easily between VoIP and Mobile calling modes.

- VoIP calls use WiFi or the carrier data network.
- Mobile calls use the carrier circuit-switched network. Mobile calls leverage Vonage Anywhere or Vonage Mobility features to present the business identity of the user.

You can switch between VoIP and Mobile through the *Dial Pad* menu. An indication of the currently selected mode is displayed on the Dial Pad.



- **VoIP Mode On:**
 - Outgoing and incoming calls use VoIP over WiFi or data network.
 - Vonage Anywhere or Vonage Mobility location for the device is disabled.
- **VoIP Mode Off:**
 - Outgoing and incoming calls use the mobile circuit-switched network.
 - Vonage Anywhere or Vonage Mobility location for the device is enabled. Outgoing calls are performed with Call-Through or Call Back. Incoming calls are delivered via the Vonage Anywhere or Vonage Mobility location.

VoIP calls over the carrier data network are dependent on the quality of the network and may incur additional charges. As such, there are options for an operator or end user to disable VoIP calls over the carrier data network (3G, 4G, or LTE) if needed. Users can control this behavior in *Call Settings > VoIP Calls*. There are two options:

- WiFi only: VoIP calls are only allowed only WiFi.
- All Networks: VoIP calls are only allowed on any data network.

7.3 MAKE AUDIO OR VIDEO CALLS

Make an audio or video call using one of the following methods:

- Tap the contact info button on a contact to open a contact card. From the contact card, tap on the contact number to perform an audio or video call.
- From search results, open a contact card and tap on the contact number to perform an audio or video call.
- Open the dial pad, enter a phone number, and tap the Call or Video button.
- On the *Call History* list, tap a call entry.
- On the *Chat* screen, tap the headset icon  for an audio call or the video icon  to perform a video call.

7.4 ANSWER CALL

An incoming call is indicated by a ringtone. There are two options on the incoming call screen: *Answer* and *Decline*. If you decline the call, it causes the line to sound busy at the caller's end and they know that you rejected the call.

7.5 IN CALL ACTIONS

You can perform the following actions from the *In Call* screen:

- End a call
- Mute your microphone
- Place a call on hold
- Adjust the volume
- Open the dial pad
- Add more participants to a call
- Transfer a call
- Talk and transfer a call
- Make a conference call
- Park a call
- Transfer a call to a circuit-switched call
- View participants (on a conference call)
- Enable/Disable Speaker

7.6 MISSED CALLS AND NEW MESSAGES

Notifications (for example, missed calls or new messages) are shown as badges on the tab icons.

A visual notification for unanswered calls and new voice mail messages will be displayed.

The notification for unanswered call is displayed when there is call delivered to the device, and the application is alerted for the call but the call is not answered by the user. The feature does not provide indication for missed calls on other endpoints.

The notification for new voice mail message is displayed when there is a new voice mail message left by the caller. The notification is accompanied with audio and vibration.

7.7 MESSAGE WAITING INDICATOR AND VOICE MAIL ACCESS

If you have pending voice mail (VM) messages, then a badge is displayed on the *Call* tab icon with indicating the number of pending VM messages.

The voice mail is accessible with a long-press of the dial pad digit “1” (similar to how it is done on a regular mobile keyboard).

7.8 BUSINESS LINE CALL BACK AND CALL-THROUGH

MobileConnect allows you to originate a circuit-switched call using your business line identity. This is done using the basic Call Back functionality on Vonage or the Call-Through functionality available with Vonage Mobility.

Basic Call Back is only available if you have Vonage Anywhere or Remote Office assigned. The application checks to see whether one of these two services is provisioned with a phone number that matches the mobile number. If it is provisioned this way, it provides you with the option to make calls using the Call Back feature.

Call-Through functionality is available if the Mobility service is assigned to your Vonage profile. Call-Through provides a more natural dialing experience. When a call is placed in this mode, the client communicates transparently with Vonage to obtain a temporary intermediate routing number (IMRN). The client then calls the IMRN and connects you directly to the destination identifying the call with your business line identity.

Note that Call-Through requires “My Phone number” on iOS (or “Own phone number” on Android) local setting to be set to the phone number of the mobile device. This number must be set and must also match the number configured in Vonage Mobility or Vonage Anywhere in order for Call-Through to work.

7.9 CONTACT NAME LOOKUP FOR INCOMING CALLS AND CALL LOGS

Whenever the incoming call does not have a calling name associated with it, MobileConnect can perform a local contact search. If the number matches one of the contacts on the mobile phone *Contacts* list, the name is shown on the incoming *Call* screen along with the alert.

Whenever you retrieve your call logs/history and the call log does not have a calling name associated with it, the client does a lookup in the local contacts and populates the name if a match is found.

7.10 N-WAY CALLING

MobileConnect supports network SIP-based conference calls with up to three participants. While on a two-way call, you can add a third party by using the Conference button. It opens the address book on the device to search for and select the new participant.

The supported mode is *Blind Conference* calling. The third party receives a call and it is joined to the conference automatically when they pick up. The *Attended Conference* mode, (which prompts the third party to join or decline), is not supported in this release.

Once the conference is established, the participants are shown on the *Device* screen.

7.11 CALL WAITING

You can have one active call at any one time if you receive a new incoming call and accept it. The existing call is put on hold and you can change between these two calls by using the Hold and Unhold buttons.

7.12 CALL TRANSFER

The client supports transferring VoIP calls to another party. Two modes of transfer are supported:

- *Attended Call* – Select **Talk First** from the menu and a second call is placed with the selected contact. If the call is successfully established, you can talk with the third party privately before completing the transfer by pressing the Transfer call button again.
- *Unattended Call* – Select **Transfer** from the menu, the second party is transferred to the selected contact, and the current user is dropped from the call.

7.13 CALL PULL

Call Pull can be used in scenarios where a user has two endpoints, for example, a VoIP desk phone and a mobile phone with MobileConnect. If the user has an active call on the desk phone, this call can be transferred seamlessly to the mobile phone using the Call Pull button. Depending on the application, dialing settings, and service configuration, the call can be pulled as a VoIP or circuit-switched call to the mobile phone. There is no interruption to the voice call.

7.14 CALL PARK

The Call Park service allows a “parking” user to park a call against a “parked against” extension. The “parked” user is placed on hold until a user retrieves the parked call. If the call is not retrieved within the provisioned recall time, then the parked call is reverted and presented to the “recall” user.

7.15 CALL RECORDING

The MobileConnect client provides ability for users to start, stop, pause, and resume call recordings. Call recording controls depend on user’s call recording mode configured on the server. The client supports the option to record a call before it begins or during the call itself.

Record call at call startup

- User A starts the application and signs in.
- User A establishes a call with User B.
- The call is automatically set in recording state.

Record call on demand

- User A starts the application and signs in.
- User A establishes a call with User B.
- User A can pause and resume the call recording.
- User A enables call recording during the call and the entire call is recorded.

Start, stop, pause, or resume call recording

- User A starts the application and signs in.
- User A establishes a call with User B.
- User A starts, stops, pauses, and resumes recording during the call.

Visual indication for a call recording

- User A starts the application and signs in.
- User A establishes a call with User B.
- User A starts call recording.
- User A can see a visual indication for the call recording.

Silent call recording monitoring

- User A is not configured to hear audio notifications for the call recording states.
- User A starts the application and signs in.
- User A establishes a call with User B.
- Call recording is in progress.
- User A can see a visual indication that the call is being recorded, but no audio notifications are played.

Conference call recording

- User A starts the application and signs in.
- User A establishes a call with User B.
- User A starts call recording (optional).
- User A sees a visual indication that the call is being recorded.
- User A and User B hear an audio announcement with the call recording status.
- User A and User B hear an audio indication that the call is being recorded.
- User A creates a conference call with User B and User C.
- User A starts call recording.
- User A sees a visual indication that the call is being recorded.
- Users A, B, and C hear an audio notification that the call is being recorded.
- Users A, B, and C hear an audio indication that the call is being recorded.

14

7.16 SECURITY CLASSIFICATION

The MobileConnect client provides the ability to specify the security classification of calls. The security classification of a call party is determined by the security classification set at the Vonage Enterprise level; all users within the organization inherit that security classification. Security levels are configurable on the server side, but there is always at least one security level, that is, “Unclassified”.

In addition, each user can change the security classification for the duration of the call via their handset. The user can change the security classification to a level less than or equal to their configured security classification.

Display security classification of a call

- User A calls User B.
- The security classification of the call is displayed on the *In Call* screen.

Change security classification during a call

- User A calls User B.
- The security classification of the call is displayed on the *In Call* screen.
- User A and User B can change the security classification during the call. Both User A and User B update the security level from the server.

7.17 SEAMLESS CALL HANDOVER FOR VOIP CALLS

MobileConnect for iPhone clients support seamless call handover for VoIP calls between WiFi and cellular data networks.

If the data connection drops during an ongoing VoIP call, then the application tries to use another data connection, if available, or waits for a configurable period of time (for example, one minute) for the data connection to be re-established. At that point, the call is retried on the new or re-established connection.

During the transition, there is a beeping sound played to the user and an indication in the user interface that the application is trying to reconnect the call.

Note that if a user has multiple ongoing calls, only the active calls are retrieved after restoring the data connection and the other calls are terminated. In which case, the user is notified about the terminated calls.

A typical use case is when a call is started on a WiFi network in the office and the user leaves the office while on the call. In this case, the call is transferred to the 4G/LTE data network, if one is available.

Another use case is when the device loses data coverage for a brief period of time while the user is on a VoIP call (for example, the user enters an elevator). In this case, the call is recovered when the data connection is re-established, provided it is within the configurable period of time, which is typically one minute.

7.18 CALL KIT

7.18.1 Answer Incoming VoIP Call on Locked Screen

When an incoming VoIP call is received and the device is locked, iOS shows the native incoming call screen with the caller ID, avatar, and the “Enterprise Audio” label.

Sliding the device lock establishes the call with no additional interaction required. You are not required to enter the device unlock code if such is set.

You can perform basic mid-call control functions from the native screen. For advanced mid-call control functionality, you must activate the application by using the application button on the native screen. Entering the device lock code, if set, is required at that point.

Incoming calls are always accepted as audio. You have the option on the native In Call screen to add video. Upon adding video from the native incoming screen and unlocking the phone, the application comes to foreground with the video call enabled.

If you do not want to accept the call, you can tap the power button once to silence the call, and twice to reject it.

7.18.2 Answer Incoming VoIP Call on Unlocked Screen

When an incoming VoIP call is received while the device is unlocked and the application is either in foreground or background, you are notified with the iOS native incoming call screen, which shows the caller ID, avatar, and the “Enterprise Audio” label.

You can answer the call using the **Accept** button, which opens the application In Call screen.

7.18.3 Receive Second Incoming Call (Call Waiting)

When an incoming native circuit-switched (CS) call is received during an ongoing VoIP call, you are notified with the iOS native incoming call screen, which shows the caller ID and avatar of the new calling party. You have the choice to hold the current call and answer, or end the current call and answer or decline the new call to voice mail. Upon accepting the new call, the previous call is put on hold. You have the option to swap between the calls or to end any or both of them.

The same behavior is applicable to receiving an incoming VoIP call during a native CS call, or receiving a second VoIP call.

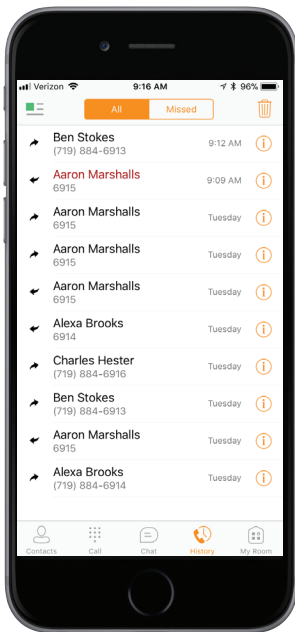
7.18.4 Integration with Native Contacts and Call History

VoIP calls made with MobileConnect are shown in the native Call History (“Recents”). Selecting such a call entry in the Call History initiates the call with MobileConnect.

MobileConnect calls can also be initiated directly from the contact profile of an Address Book entry. Long press on the call or video button in a contact profile opens a list of calling options which includes MobileConnect.

If the last call to a contact has been handled by MobileConnect, the call button in the profile changes to “MobileConnect”.

8 Call History



Call history can be accessed from *History* tab. MobileConnect saves a call history for placed, received, and missed calls. The call history makes it easy for you to redial and call back when you have missed a call or when you want to dial a contact with whom you have recently spoken.

9 Side Navigation

The *Side Navigation* view contains the following items, which can be configured by the end user:

- Call Settings
- Preferences
- About
- Help
- Signout

9.1 CALL SETTINGS

Call Options

- Block My Caller ID
- Dialing Service
- iPhone Number

Call Forwarding

- When Not Reachable
- When Busy
- Always
- When No Answer
- Do Not Disturb
- Personal Assistant

Incoming Calls

- Simultaneous Ring
- Remote Office
- Anywhere
- Mobility

9.2 PREFERENCES

- Language
- Remember password
- Troubleshooting
- Caller ID Lookup - When there is an incoming call, MobileConnect matches it by searching in the Contact List, local Address Book, and Vonage directory. To improve the performance, MobileConnect for iPhone provides the ability to turn on/off searching in the local Address Book.

9.3 LANGUAGE SUPPORT

The client is prepared for localization and can be delivered in any language. Currently, the client is available in:

- U.S. English
- French
- German
- Italian
- Spanish (European)
- Korean
- Japanese
- Chinese

Additional languages are available upon request as part of a customization project.

9.4 HELP PAGES

The client provides web-based help that can be launched from *Settings*.

9.5 AUTOMATIC SIGN IN

The user can choose to sign in automatically with MobileConnect with a default account when the client is started. Together with the functionality to start MobileConnect automatically at system startup, makes it easier for the user to remember to sign in and be available for communication.

9.6 CALL SETTINGS

The client supports the following Vonage Service Management features, allowing Vonage supplementary services to be turned on or off using the native client *Preferences* window:

- Call Forwarding
- Do Not Disturb
- Vonage Remote Office
- Vonage Anywhere
- Hide Caller ID (Calling Line Identification Presentation [CLIP]/Calling Line Identification Restriction [CLIR])
- Simultaneous Ring
- Own Phone Number

Vonage Anywhere

Vonage Anywhere allows service providers to offer fixed-mobile convergence (FMC) services without any additional equipment.

Vonage Anywhere simplifies communications for on-the-go users and remote users by extending the features of a desk phone to any other fixed or mobile device, regardless of the network or handset manufacturer. Callers dial one number and can reach you on any phone the user chooses. A desk phone, cell phone, and/or a soft phone may ring simultaneously.

Enjoy voice call continuity with the ability to move live calls from one device to another without hanging up.

Add locations (numbers) that can be used in the service using the Add New Location button. Use the *Alert all locations* to activate parallel ringing.

Select *Diversion inhibitor* to prevent a call from ending up as a voice mail, which can be problematic in, for example, conference call situations.

Select *Answer Confirmation* to receive a separate audio prompt when answering a call from that number (location). It may be useful in cases where, for example, mobile numbers are being used to prevent incoming calls going to mobile voice mail since the call will be ended without going to voice mail if the answer confirmation is not provided.

Select *Call Control* to enable the server platform to provide mid-call services such as Call Transfer and Conferencing for that number (location).

Vonage Remote Office

This service allows the use of any phone as an office phone from a charging and numbering perspective. For instance, a hotel room phone can be used as the office phone.

Enable Remote Office and specify a phone number to be used as the Remote Office number.

Call Forwarding

By tapping on a different *Call Forward* option, you can enter a number to forward your calls as follows: Call Forward Always, Busy, or When Unreachable.

Do Not Disturb

When you activate this service, all calls are typically blocked by the server and sent to voice mail.

Hide Number

You can hide or display your number when calling or communicating with other parties or contacts. To hide your number, set to “Enable”. To show your number, set to “Disable”.

9.7 OWN NUMBER

Own Number is used in conjunction with the Vonage Mobility service, and more specifically, with the Call-Through calling mode. The user should provide their mobile device telephone number in this field. This number should match the number configured in Vonage Mobility for the Call-Through functionality to work.

10 My Room

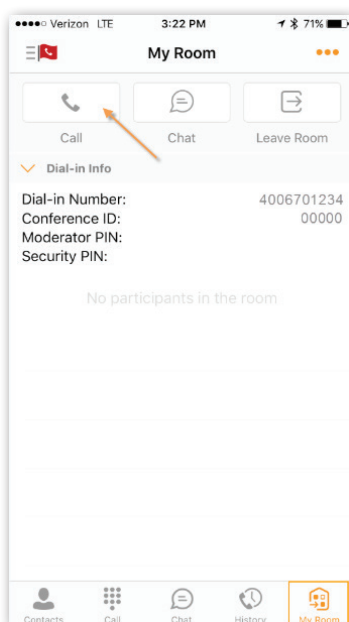
My Room is an always available and permanent room you can use to chat with anyone that joins.

My Room is accessible from the *Chat* tab using the menu icon on the navigation bar. You can add more participants using the add participants icon or they can join your room from your contact card. Once people join the chat room, they can tap the **Call** button of that screen to automatically join the conference.

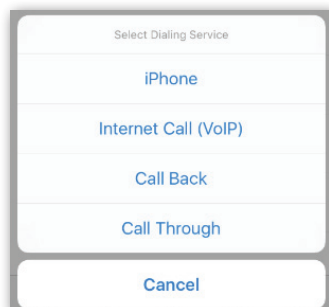
My Room uses your permanent chat room, permanent collaboration room, and conference bridge (audio or video). All *My Room* sessions start as chats but call may be added to the session while in progress.

Others join your room by clicking your name on their *Contacts* list and selecting *Join Room* from the contact card.

10.1 VOICE AND VIDEO COLLABORATION

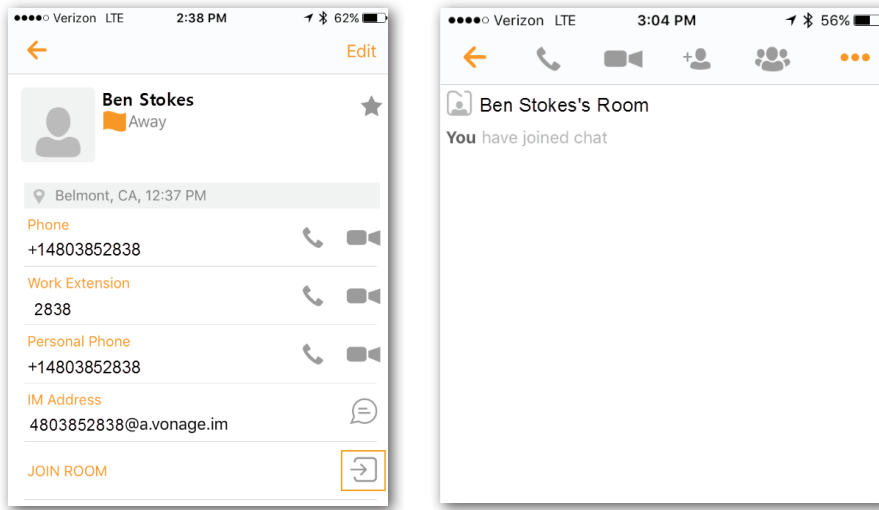


With the purchase of a Premier Plus seat a voice and video collaboration bridge is added to your service automatically and can be used through the MobileConnect app. A unique phone number is assigned per organization to utilize the bridge. Each Premier Plus user is assigned a unique conference id. This will keep your conversation separate from others in the organization. You can reach the bridge seamlessly from any device. Contacts outside your organization can dial in using the phone number and pin. The bridge supports up to 30 audio participants and 15 video. (Video participants must be a part of your organization)



To join your room from a mobile device open up the app: click **my room**, click **call room**, **select dialing services** for video an Internet call is required.

To join a contact's bridge: search for a contact, click join room, click  for audio or  for video



11 Search Enterprise Directory

The client supports directory search in the Vonage enterprise directory. The search is performed in a separate input field in the *Contacts* tab. Tapping the search icon opens the search view and after a search, the enterprise directory search results are displayed with names and numbers.

The default starting screen for a search shows the screen when users press the search icon. Typing in characters starts the filtering process through the contacts. The search is performed in both the XMPP contacts as well as the *Directory* list. Pressing the back key minimizes the keyboard, hides the search bar, and empties the search results.

There is no hard key menu in the directory search results listing view. A long press on a name opens the context menu and hides the keyboard but keeps the search bar with characters. A short press opens the contact card.

The context menu contains the following options for the *Directory* list:

- VoIP call
- Video call
- Contact card

12 Vonage Call History

The client supports the basic Vonage Call History. Using a drop-down menu, the Call History can be set to show all calls, received calls, dialed calls, and missed calls.

On the list of calls, there are symbols indicating whether a call was incoming or outgoing.

The list of the call items consists of an icon showing what kind of call it was (a green arrow means incoming, a blue arrow means outgoing, and a red arrow means missed). It also shows the name, number, *Unavailable* status for the caller, and below the name, it shows the number, if available. To the right, is the date of the call and the time the call was initiated.

Tapping an item on the list opens the contact card where a call can be made to that number.

13 Multi-Device

MobileConnect provides support for users with multiple devices. This includes several features:

- Chat invitations are sent to all devices. Before the session is accepted, messages are sent to all devices, and once answered, the chat messages go to the device that sent a reply message.
- Retrieving one's own presence notifications when another client updates the user's presence. The client updates its own status based on the information it receives from the server.
- Accepting a shared presence invitation in one client is also recognized by another client and both clients start receiving presence updates.
- A new presence subscription made in one client is recognized in another. If the contact blocks the invitation, there are presence notifications sent from the server to all of the user's clients indicating that the subscription was terminated. This information is shown to the user. If the client receives two presence authorization requests from two or more devices for the same user, it only shows one request to the user.
- Removing a contact from a contact list in one device is recognized in another client and the contact list is updated (that is, the contact is removed) in the other client as well.

14 Troubleshooting

The troubleshooting function can be used if there are issues encountered with the application. It collects and sends diagnostic information to a predefined support e-mail address that is configurable via branding. This helps the support personnel to identify the issues. The information being sent consists of application and media engine diagnostic logs.

Troubleshooting is managed by a menu entry in *Settings*. It can be accessed from two places in the client:

- Using the Help button on the *Sign In* screen – Clicking on Help opens the *Settings* screen that contains the help and troubleshooting-related entries. This can be used before the user signs in, which is most often for cases in which a user has issues with sign in or connectivity.
- From the *General Settings* screen – Help and troubleshooting entries are available at the bottom of the Settings menu. These are accessible while the user is logged in.

15 Sign Out

You sign out at the bottom of the *Settings* tab.

16 Other Features

16.1 DEPLOYMENT CONFIGURATIONS FOR IM&P, AUDIO, AND VIDEO

The mobile client can be deployed in several different configurations, based on configuration file parameters as follows:

- Primarily as an Instant Messaging and Presence (IM&P) client only (no audio or video support)
- Primarily as a soft client with audio only (no IM&P or video)
- Primarily as a soft client with audio and video (no IM&P)
- Primarily as a Unified Communications (UC) client with audio only (that is, IM&P and audio, but no video)
- Primarily as a UC client with audio, video, and IM&P
- Click-To-Dial

For more information on the functionalities that are available in your version of the client, contact your service provider.

16.2 VERSION CONTROL

Version control is supported using the App Store mechanism. When a new release is available, the old version is removed from the App Store and users of the previous version are notified about the update possibility.

16.3 PRIVACY MANAGEMENT

MobileConnect supports authentication with a user name and password for different services and servers requiring authentication. For convenience, the end user can save a user name and password for different realms.

When the end user adds contacts to the *Contacts* list, these contacts receive a New Subscriber dialog asking whether they allow the end user to see their presence. This information is stored in this contact's presence policies.

At any time, the user can edit the presence policies, (which are stored on the server). The user can see all contacts that are allowed to view the user's presence (white list) and users that are not allowed to view the user's presence (blacklist). This feature requires a compatible presence server.

16.4 FIREWALLS AND NATS

The client supports *rport* (RFC 3581) for Network Address Translation (NAT) traversal and for using the client behind a firewall. However, it is assumed that the client is mainly used with a session border controller (SBC), which also provides support for NAT traversal for several key features, such as calling, (which is currently unlikely to work without an SBC).

16.5 FAILOVER AND FAILBACK

The client supports failover and failback mechanisms for all used protocols: Xsi, XMPP, and SIP. This feature is used to:

- Detect multiple connection endpoints (per protocol)
- Order connection points by priority
- Connect to the highest priority connection point
- Reconnect to the next connection point by priority one (if there is a problem with the primary connection point)
- Provide a failback mechanism to switch back to the primary, (which is the highest priority connection point)

16.6 SECURE VOIP COMMUNICATION

The client supports secure VoIP communication using encrypted call negotiation and media streams. Mandatory, preferred, and optional secure modes are supported.

16.7 VOIP QoS

The client has the ability to mark audio and video streams with Differentiated Services Code Point (DSCP) or Type of Service (ToS) flags using the Quality of Service (QoS) capabilities of the network equipment.

16.8 CALL QUALITY REPORTS

The client can generate call quality (Real-Time Control Protocol [RTCP] Extended Reports [XR]) reports, which can be sent to external systems, providing real-time quality analysis.