# **Steelcase Application Server (SAS)**

Release notes

# 30 Nov, 2018 – v3.3.2 Updates

- Updated security patches and updates
- · Fixed passcode duplication problem while in sharing mode when using many receivers

### **Known Defects**

SAS 3.3.2 Virtual PUCK passcode flickering while in sharing mode when using many receivers

### **Minimum Requirements**

- Virtual PUCK receiver firmware version 3.2.2
- Media:Scape digital switcher firmware version 2.0.8 Upgrade Plus
- Media:Scape manager (MSM) 3.3.2

# 2 Aug, 2018 – v3.2.0 Updates

- Security patches and updates
- Fixed random Virtual PUCK re-registering that caused end users to be disconnected from active sharing sessions

#### **Known Defects**

n/a

### **Minimum Requirements**

- Virtual PUCK receiver firmware version 3.2.2
- media:scape digital switcher firmware version 2.0.6

### 04 Jan, 2018 - V3.1.1

Security patches and updates

#### **Known Defects**

• n/a

# 14 Jul, 2017 - v3.1

**Updates** 

- Device communication is stable when connected to more than 50 devices
- Added IP configuration script to the new installation and migration process

#### **Known Defects**

n/a

## **Minimum Requirements**

- Virtual PUCK receiver firmware version 3.0.0
- media:scape digital switcher firmware version 2.0.6

### 31 Jan, 2017 - v3.0

- Upgrade to CentOS 7.0
- Enable static IP address configuration
- SSL is now required and enabled by default
- Language and messaging are updated
- Switcher and receiver data is backed up during upgrade

#### **Known Defects**

• Device communication is lost when connected to more than 50 devices

## **Minimum Requirements**

 Virtual PUCK receiver firmware version 3.0.0 media:scape digital switcher firmware version 2.0.6

# Media:Scape Manager (MSM)

Software Release Notes

# 30 Nov, 2018 – v3.3.2 Updates

Updated security patches and updates

#### **Known Defects**

- The Switcher goes offline when a physical PUCK is disconnected
- The Switcher, when set to a 60 minute standby time in media:scape Manager, shows offline and unavailable instead of standby mode.
- If Steelcase Application Server has limited network bandwidth, 5 Mbps or less, it is not recommended to initiate two simultaneous Virtual PUCK receiver uploads
- When you reboot a Virtual PUCK receiver, the Receiver History tab will show the registration events as being generated 3 to 4 times in a minute.

### **Minimum Requirements**

- Steelcase Application Server 3.3.2
- Virtual PUCK receiver firmware version 3.2.2
- Media:Scape digital switcher firmware version 2.0.8\_Upgrade Plus

# 2 Aug, 2018 – v3.2.0 Updates

- Ability to see if receiver supports audio or not
- Ability to save last 2 files uploaded into media:scape Manager for easier and quicker Virtual PUCK receiver uploads. You no longer need to upload the file for every receiver you update
- Ability to remotely reboot the Virtual PUCK Receivers
- · Added notification when uploading if there are any patches required prior to upgrading
- Limited uploads to one new .puck file at the same time
- Limited upgrades using existing files to 2 separate Virtual PUCK receivers at the same time

#### **Known Defects**

- If Steelcase Application Server has limited network bandwidth, 5 Mbps or less, it is not recommended to initiate two simultaneous Virtual PUCK receiver uploads
- When you reboot a Virtual PUCK receiver, the Receiver History tab will show the registration events as being generated 3 to 4 times in a minute.

### **Minimum Requirements**

- Steelcase Application Server 3.2.0
- Virtual PUCK receiver firmware version 3.2.2
- media:scape digital switcher firmware version 2.0.6 and higher

# 14 Jul, 2017 - v3.1

### **Updates**

- · Consolidated management of Virtual Puck receiver to media:scape Manager
- · Updated first-use licensing to allow for Virtual Puck only installations

#### **Known Defects**

• n/a

## **Minimum Requirements**

- Steelcase Application Server v3.1
- Virtual PUCK receiver firmware v3.0.0
- media:scape digital switcher firmware v2.0.6

### 31 Jan, 2017 - v3.0

- Ability to configure switchers and receivers in the same application
- Switcher and receiver are now paired by assigning them to the same space
- Virtual PUCK firmware can now be updated via detail view
- Device configuration history is stored for both Virtual PUCK and media:scape digital switchers

#### **Known Defects**

German localization is missing a line break (does not affect functionality)

### **Minimum Requirements**

- Virtual PUCK receiver firmware v3.0.0
- media:scape digital switcher firmware v2.0.6

# **Steelcase Technical Support**

# media:scape Product Page

www.steelcase.com/products/collaboration/mediascape/

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