

Honeywell Development Kit 1.3.2 Release Notes

10/28/2020

Verifying Download Files

The release files for Honeywell Development Kit (DevKit) 1.3.2 and VoiceExtensions 1.2 are zip files signed with a certificate. This allows a user to verify the files they download have not been modified. After downloading the files, use the process below to verify authenticity before unzipping the files.

1. Java JDK (version 1.8 or newer) must be installed.
2. Execute the jarsigner executable against the file to verify. Example:
`jarsigner -verify Honeywell-DevKit-1.3.2-signed.zip`

Code Changes

Changes to code, including breaking API changes, can be found in the CHANGELOG.md file in the devkit directory, included in the DevKit zip file.

New Features in Honeywell DevKit

TTS Speed Configured in Finer Increments

The TTS speed is now configured in .25 increments for Android and iOS. This allows for more precision in selecting the user's TTS than the previous whole unit increments.

Honeywell Bluetooth Scanners as Host

Honeywell Bluetooth scanners are now supported when the scanner is the host of the Bluetooth connection. This includes support for scanners paired with the Honeywell Scanner Edge application.

Intent Documentation Updated

The following intents were supported but not included in the previous documentation releases:

- Photo Capture Intent
- Date Entry Intent

Flip-to-Mute Support

The SRX3 wireless headset supports flip-to-mute but the headset must be upgraded to firmware version 6.07.

System Requirements

The following devices and software were tested for this release of DevKit.

Minimum Android Device Specifications

- **Processor:** Qualcomm Snapdragon 410 MSM8916 1.2 GHz quad-core
- **Memory:** 2GB RAM
- **Storage:** 8GB/16GB Flash
- **WLAN:** IEEE 802.11 a/b/g/n radio
- **Bluetooth:** Bluetooth Class 4.0, Bluetooth HFP (Hands-Free Profile) version 1.6
- **Operating System:** Android M (6.0.1)

The above are the minimum recommended device specifications. If the device does not meet or exceed these specifications, the following symptoms may occur:

- Poor audio quality
- Slow application screen responsiveness
- Delayed input entry

Hardware

The following devices were tested for this release.

Devices

- Honeywell Dolphin CT40
- Honeywell Dolphin CT50
- Honeywell Dolphin CT60
- Honeywell Dolphin CN80
- Honeywell Dolphin CN80G
- Honeywell CK65
- Honeywell ScanPal EDA51
- Honeywell ScanPal EDA71
- Honeywell A700x

Demo level support:

- Zebra WT6000
- Zebra TC51

Headsets

- Honeywell SRX-SL Light Industrial Use Headset
- Honeywell SRX2 Wireless Headset
 - Firmware version 4.05 required
- Honeywell SRX3 Wireless Headset
 - Firmware version 6.07 required for flip-to-mute support when used with Android devices
 - With earlier firmware versions, the headset functions as flip-to-standby (microphone is still active)
 - When used with A700x devices, all firmware versions support flip-to-mute
 - Use the [Honeywell Accessory Update Utility](#) to update SRX3 firmware

Scanners

- Honeywell CT40 On-board Scanner
- Honeywell CT50 On-board Scanner
- Honeywell CT60 On-board Scanner
- Honeywell EDA51 On-board Scanner
- Honeywell EDA71 On-board Scanner
- Demo level for the Honeywell 8670 ring scanner

Demo level support:

- Honeywell 8670 Ring Scanner

Android Device Operating System Support

- Android M (6.0.1)
 - Honeywell Dolphin CT50
- Android N (7.1.1)
 - Honeywell Dolphin CT40
 - Honeywell Dolphin CT60
- Android O (8.1.0)
 - Honeywell Dolphin CT40
 - Honeywell Dolphin CT60
 - Honeywell Dolphin CK65
 - Honeywell ScanPal EDA51
 - Honeywell ScanPal EDA71
- Android P (9)
 - Honeywell Dolphin CT40
 - Honeywell Dolphin CT60
 - Honeywell CK65

Honeywell A700x Software Support

- VoiceCatalyst 4.2 or greater

NOTE

Honeywell A700 series and A500 devices are not supported.

Issues Fixed and Included in This Release

The following issues reported in earlier versions were fixed in this version.

Issue Description	Issue ID
Unresponsive dialog Dialogues could become unresponsive. This issue was more prevalent on Android 6.	VOSMB-2001
Crash with non-English character sets The application could crash when using certain non-English character sets for alpha values.	VOSMB-1556

General Considerations and Limitations

Mobile Application Limitations

Issue Description	Issue ID
Alpha Characters in Response Expression Hints Using alpha characters in response expression hints can cause issues with the dialogue.	VOSMB-1966

Previously Reported Limitations

Issue Description	Issue ID
Scanning Data Can Override Priority Prompts Priority prompts can be overridden by scanning data at a screen where scanning is a valid input.	VOSMB-1415
Voice Dialogue Continues to Run During Background Activity When waiting for background spinner activity to complete, speech recognition may allow the operator to use some menu items through voice, e.g., Say Again and Help.	VOSMB-1406
Unable to Exit Error Screen with VoiceLink Entering an invalid host address can cause an indefinite processing (spinner icon) state, with VoiceLink. Workaround: Close the Guided Work Application and enter a valid host address	VOSMB-1353

Issue Description	Issue ID
<p>Do Not Press + and - Buttons on SRX3 Headset to Unpair</p> <p>When unpairing your SRX3 headset from an Android device, do not press the + and - buttons simultaneously. This procedure causes known issues with TTS and voice recognition.</p> <p>Proper Procedure: To unpair your SRX3 headset from an Android device, go to your device Bluetooth settings, display the Paired devices screen, select the headset, and tap FORGET to unpair the headset and the Android device.</p>	<p>VOSMB-1448</p>
<p>Pressing Power Button on SRX-SL or SRX2 Headset Causes Unpairing</p> <p>If you press the Power button on your SRX-SL or SRX2 headset, the headset unpairs from the device.</p> <p>Workaround: Power off the headset and re-pair your device and headset.</p>	<p>VOSMB-1252</p>
<p>Application goes into landscape from Photo Intent</p> <p>Exiting the camera view in the photo intent while in landscape mode will cause the application to be in landscape mode, which is not supported and may cause issues.</p> <p>Workaround: Rotate the device to portrait mode before or after exiting the camera view.</p>	<p>VOSMB-992</p>
<p>"GatewayTimeout" error message from Microservices</p> <p>If the mobile application has trouble reaching the Microservices host ("GatewayTimeout") while attempting to retrieve templates it may force the user to retrain all words for that workflow.</p> <p>Workaround: If you experience this behavior close and restart the app and log in again</p>	<p>VOSMB-971</p>
<p>Changing Site on Device Does Not Affect VoiceConsole</p> <p>If you have selected a VoiceConsole instance as the server on the mobile device and select one of the sites, the device will remain associated with that site even if you change sites again in the mobile application. To move a device to a different VoiceConsole site, move the device within VoiceConsole.</p>	<p>VOSMB-900</p>
<p>Do Not Press Next Button Quickly</p> <p>If you have untrained words and get to the template training instructions screen, if you tap the Next button in rapid succession, it can cause the application to shut down unexpectedly.</p>	<p>VOSMB-230</p>
<p>Audio to the Bluetooth Headset Can Fail</p> <p>In some situations, the audio no longer comes through a Bluetooth headset even though it is still paired to the device.</p>	<p>VOSMB-28</p>

Issue Description	Issue ID
<p>Workaround: Unpair and re-pair the headset.</p>	
<p>Errors while Transmitting Files to VoiceConsole</p> <p>A number of errors may appear in the device logs when transmitting logs to VoiceConsole. In spite of these errors, all log files are eventually transmitted successfully.</p>	<p>VOSMB-570</p>
<p>Cannot Retrieve Templates</p> <p>If you create a user with the name of the point character (.) in the Microservices application scheme, any templates trained under that name will not be retrieved. Do not use . as a user name.</p>	<p>VOSMB-567</p>
<p>Number of Templates Trained Greater than Expected</p> <p>If you place a device in Standby mode while training templates, as you near the end of training, the total number of templates trained will be greater than the number to be trained. For example, the text on the screen may show 126 of 125.</p> <p>Workaround: Do not put the device in Standby mode while training templates.</p>	<p>VOSMB-563</p>
<p>State Machine Recommendation</p> <p>Do not create a state machine where the first state goes directly into a secondary state machine and sets the next trigger for return. The app will become unresponsive when returning from the secondary state machine and the second state will never run.</p>	<p>VOSMB-465</p>
<p>Do Not Remove Device when in Debug</p> <p>When a device is attached via USB to a computer and the application is run through Visual Studio in debug mode, do not remove the device from the dock. If you do, the application may shut down.</p>	<p>VOSMB-572</p>