

Open Mobile 1.0.1 for Windows Phone Release Notes

VERSION 1.0, JANUARY 2014

These release notes contain the latest news and information about Open Mobile 1.0.1 for Windows Phone.

New Features and Enhancements

The Open Mobile 1.0.1 for Windows Phone is a patch release that resolved issues but added no new features.

System Requirements

Open Mobile 1.0.1 has the following system requirements:

- Wi-Fi capable Windows 8 phone.
- Users need an iPass account in order for the service to function. In addition, the user must be connected to the Internet, have an Activation Code, and (if necessary) a PIN to activate Open Mobile.

Supported Languages

- Open Mobile 1.0.1 for Windows Phone is supported in English.

Resolved Issues

This release of Open Mobile 1.0.1 includes the following resolved issues:

Issue ID	Description
N/A	Resolved issues revolving around connecting to Gogo networks.

Known Limitations

This release of Open Mobile 1.0.1 includes the following known limitations:

Issue ID	Description
----------	-------------



122640	It is possible that not all Wi-Fi networks will allow a user to log off. Because of this, using the Open Mobile log off option may not result in an actual log off.
122235	Users may have trouble connecting if their browser launches before Open Mobile has the chance to log them in. If this is the case, a user should exit the browser that appears, return to the Open Mobile welcome screen, and then tap on the Log In button.

Known Issues

This release of Open Mobile 1.0.1 includes the following known issues:

Issue ID	Description
123945	Some users may have trouble re-connecting (after logging off) to Gogo Inflight as the Gogo landing page appears instead of the Open Mobile welcome screen. If this is the case, the user can exit the landing page and re-launch Open Mobile.
123860	Users may experience trouble while on the Gogo Inflight CAPTCHA page as the Activate button may not be displayed properly. The Activate button functions as it should when tapped, but the user may have to scroll in order to see the button properly.
123700	In some instances, the correct network name may not be properly displayed on the dashboard. A user can refresh their network list to fix the problem. (Please note that refreshing the network list may slow down certain tasks on Open Mobile.)
123454	Occasionally, a user may receive an error message informing them that their attempt to send a log failed. The problem is the log might be too large to send (at that moment). The user should try to send a log later as Open Mobile is constantly working to reduce the size of logs.

