

Akkadian Provisioning Manager Release Notes

4.14.22 — Last update: 2019/03/01

Copyright and Trademarks: I. Copyright: This website and its content is copyright © 2018 Akkadian, LLC. All rights reserved. Except with the prior written permission of Akkadian, LLC, any redistribution or reproduction of part or all of the contents of this website, including the redistribution or reproduction of any documentation or other materials downloaded from this website, in any form and in any media, is prohibited. II. Trademarks: Akkadian, the Akkadian logo and other trademark or service marks used on this website, whether registered or not, are the property of Akkadian, LLC and may not be used or reproduced without the prior written permission of Akkadian, LLC. aPME UG 1/8/2018 0001 © http://www.akkadianlabs.com/apme/

Table of Contents

Release – 4.14.22	. 1
Fixes	. 2
	. 3

Release – 4.14.22

Release 4.14.22 is a maintenance release for Provisioning Manager 4.14. Please see the <u>release notes for</u> <u>version 4.14.06</u> for the initial Provisioning Manager 4.14 release information.

Provisioning Manager 4.14.22 only supports direct upgrades from versions 4.11.02 and above.

Please review the upgrade notes in 4.14.06 before upgrading Provisioning Manager.

Fixes

APM-4475 – Phone Control Degradation from 4.14.16 to 4.14.18

- APM-4482 Phone Control Background image cleanup
- **APM-4484** Fix issue where DN based self provisioning service generates XML parse error 4
- APM-4486 AD Auto-provision: correct issue where AD custom attributes are saving but not displaying
- APM-4487 EM device logout not working in CUCM 12
- APM-4496 In certain cases, trim Feature is adding the word ssign or assign
- APM-4452 Auto-delete Report showing Phones registered to Subscriber as having unregistered status
- APM-4483 "No Available DN Found" and error message during provisioning
- APM-4485 Scheduling a Provisioning Job uses current time instead of time set to run the schedule initially
- APM-4490 DN Pool does not ignore "\" for E.164 numbers when checking against Unity Connection