

Version iOS 2.2- 2024

Updating to this version is recommended. There are new functionalities and improvements. Some BUGs have been fixed for optimal stability.

- 1.0 Creating feedback via voice commands
- 2.0 Improvement
- 3.0 BUGs

1.0 Creating feedback via voice commands

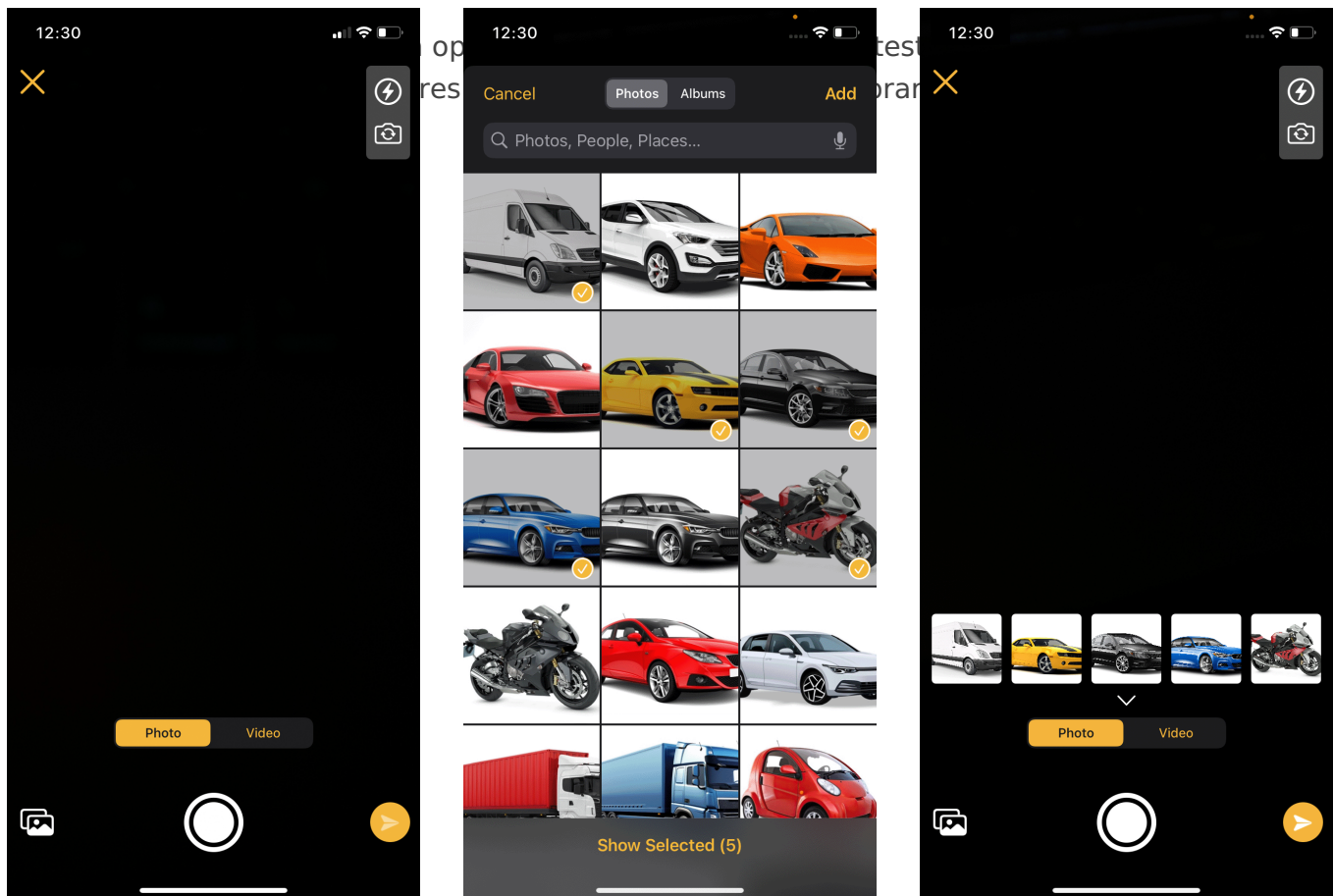
With the help of Siri, it is now possible for testers to create feedback using voice commands.

Via the dialog with Siri, the description, rating, attributes and category which are to be assigned to the feedback are captured here.

2.0 Improvement

Improvement of the camera function

The camera function, which can be used to add images and videos to feedbacks, has been improved. You can now take several photos and videos in succession and add them from the media library.



Newly taken pictures and videos are displayed as a preview above the “Capture” button. Clicking on the preview of an image opens the image editing function and the respective image can be edited directly here.

By clicking on the “Send” button, the images are added to the feedback as an attachment.









12:30

Cancel

Add feedback

Save

DESCRIBE FEEDBACK:



Description...

⌚ Select time:

+

RATE FEEDBACK:

1

2

3

4

5

6

7

8

9

10

CATEGORIZE FEEDBACK:

What category is your feedback?^{*}

🔍 Search for category

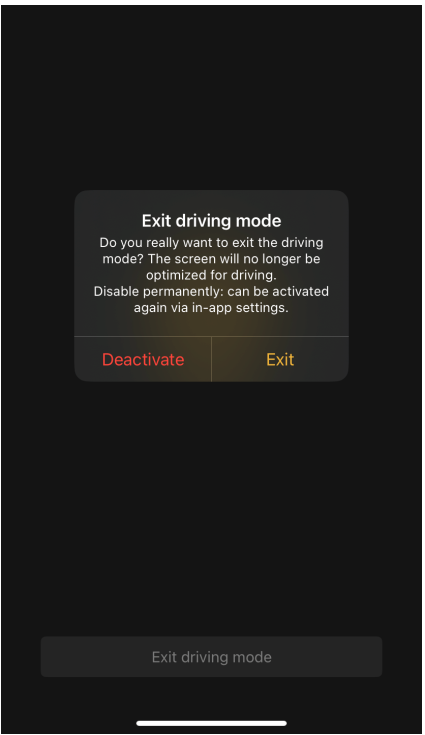
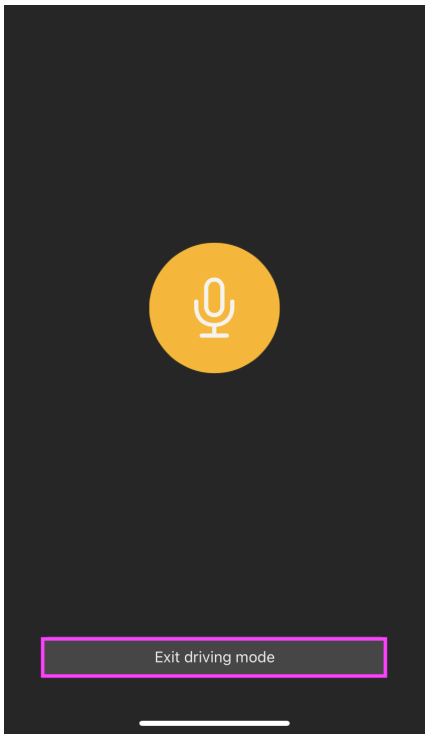
⚙️ General

🚗 Whole Vehicle

Two functions have also been added to the camera: flash and direct camera, which can be activated using the corresponding icons in the top right-hand corner.

Directly deactivating driving mode

Testers can now deactivate the driving mode function directly in the "Exit driving mode" dialog.



Previously, this was only possible under the "Settings" menu item. The function can still be deactivated/activated here at any time.

3.0 BUGs

The driving mode works as intended again. The BUG where the driving mode automatically closed again shortly after starting has been fixed.

Test objects can now be switched again as intended and tests can therefore be started via the "Start" button. The BUG where the "Start" button did not react after the currently selected test object was selected from the list again has been fixed.