

List of Fixed Bugs in the Latest Released Patch of the SIP Toolkit v3.1

The following issues have been fixed or added since version 3.1.1.30. Each item provides a classification, a fix description, a list of files modified in fixing the problem and the scope of the fix (the party interested in this fix).

No.	Classification	Bug Description	Files Changed	Who's Interested?
16	BUG	When an application that works as a proxy sends a 1xx response to an incoming request, the transaction terminated after the response was sent. The transaction should not terminate at all in such a scenario and this was fixed.	TransactionControl.c	Proxy applications
15	BUG	When an UNSUBSCRIBE request is received after a subscription is restored, the timer was set to 0 by mistake. This was fixed and there is no timer setting in such a scenario.	CallLegHighAvailability.c, SubsObject.c	Applications that work with thigh availability and subscriptions.
14	BUG	It was impossible to get the transaction outbound message in the SERVER_INVITE_PRACK_COMPLETED state. This was fixed.	RvSipTransaction.c	Applications that work with PRACK
13	BUG	The RvSipTransmitterGetDestAddress() function checked the validity of internal parameters instead of the received parameters. This was fixed.	RvSipTransmitter.c	Everyone
12	BUG	Whenever an incoming TCP message size was greater than the declared buffer size, the connection ignored this message but was unable to receive further small messages since the internal information of the connection was not reset. This was fixed.	TransportMsgBuilder.c	Everyone

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11	BUG	When receiving a SUBSCRIBE request with no Expires header, the Stack handled this as if the message contained an Expires header with a 0xFFFFFFFF value. This is not the correct behavior and such requests should be handled as if the request includes an Expires: 0 header. This was fixed.	SubsObject.c	Applications that implement subscriptions
10	BUG	When calling the DNSGiveup function on a NOTIFY request that contained a Subscription-State:Terminated header, the subscription returned to the ACTIVE state by mistake. This was fixed and the Subscription is now terminated in such a scenario.	SubsNotify.c	Applications that implement subscriptions
9	BUG	If a 2xx response for a NOTIFY request was received with a CSeq that is smaller than the last local CSeq, the expiration was mistakenly updated from this 2xx Expires header. This was fixed and the expiration time is no longer updated in such scenario.	_SipSubs.c, SubsNotify.c, SubsNotify.h	Applications that implement subscriptions
8	FEATURE	Support for incoming messages with a CSeq that is greater than the allowed maximum value was added. Such messages are non-standard messages and the Stack behavior was unpredictable when receiving such a message. This was changed and such messages are now ignored.	ParserUtils.c	Everyone
7	FEATURE	Changed the type encoding from "SDP" to "sdp". Although both are valid, most applications use the second format and sometimes have a difficult time parsing the first format.	MsgUtils.c, RvSipCSeqHeader.c, RvSipCSeqHeader.h	Everyone

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6	RESOURCES	Calling the connected function in the REDIRECTED state sends a new INVITE request to the new destination. If this INVITE request was responded to with a 1xx provisional response and was then cancelled by the UAC, the page that held the initial contact address was never freed. This was fixed.	CallLegMsgEv.c	Everyone
5	FEATURE	Some SIP networks require the CSeq step to range from 0 to 2 ³² -1 and not 0 to 2 ³¹ -1 as the standard requires. A new compilation flag, RV_SIP_UNSIGNED_CSEQ, was added to support this requirement.	CallLegForking.c, CallLegHighAvailability.c, CallLegObject.c, CallLegObject.h, CallLegRefer.c, CallLegSession.c, CallLegTranscEv.c, RvSipCallLeg.c, _SipCSeqHeader.h, MsgTypes.h, ParserProcess.c, _SipSubsMgr.c, SubsRefer.c, SubsObject.c, SubsObject.h, _SipTransactionMgr.c, RvSipTransaction.c, TransactionControl.c, TransactionMgrObject.c, TransactionObject.c, TransactionObject.h	Applications that wish to use unsigned CSeq

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4	BUG	Changed the RSeq implementation from Int32 to Uint32 as the standard requires.	CallLegForking.c, CallLegTranscEv.c, CallLegTranscEv.h, MsgTypes.h, RvSipRAckHeader.c, RvSipRAckHeader.h, RvSipRSeqHeader.c, RvSipRSeqHeader.h, ParserProcess.c, _SipTransaction.c, _SipTransaction.h, _SipTransactionTypes.h, TransactionCallbacks.c, TransactionCallbacks.h, TransactionMgrObject.c, TransactionMsgReceived.c, TransactionMsgReceived.h, TransactionObject.c, TransactionObject.h	Applications that work with PRACK
3	FEATURE	Support for setting timers per Stack object was added. This feature is not documented and may change in further versions.	_SipCallLegMgr.c, CallLegObject.c, CallLegObject.h, RvSipCallLeg.c, RvSipCallLeg.h, RvSipCommonTypes.h, RegClientObject.c, RegClientObject.h, RvSipRegClient.c, RvSipRegClient.h, SubsObject.c, _SipTransaction.c, _SipTransaction.h, RvSipTransaction.c, RvSipTransaction.h, TransactionMgrObject.c, TransactionMgrObject.h, TransactionObject.c, TransactionObject.h, TransactionState.c, TransactionTimer.c	Applications that wish to set different timers to different objects

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2	BUG	When performing authentication, the Stack did not allow the use of empty passwords. This was fixed.	_SipAuthenticator.c, TransactionAuth.c	Everyone
1	BUG	When the application created a pool whose name was longer than 32 characters, there was a memory leak. This was fixed and the name is now truncated to the allowed size.	AdsRa.c	Everyone

STANDARD	SIP Definition corrected
BUG	Bug fix in the code or the test application
CRASH	Crash occurred because of this bug
RESOURCES	Resource of the Stack leaked
PACKAGE	Bug was in the way the package was archived or supplied
COMPILATION	Compilation problems
FEATURE	Added feature to the version that was not included previously

Note For updated information on known bugs and patches please visit the Technology Business Unit Customer Support section in the RADVISION Web site (www.radvision.com), or contact Customer Support directly.