Fixes and Improvements - September

Portal improvements

Customization & Design

- Before, we only displayed the title of the message in the Messages table. Now, we show both the name and title, making it easier to identify Messages.
- We've introduced an app switch to simplify app management for our Managers on the multi-app dashboard.
- On your multi-app dashboard, you can now view and manage your global settings.
- We updated some illustrations and wording in the Portal.

Scalability & Performance

- Our new Analytics settings page is out! It's a page that combines all the Analytics privacy settings in one place. Previously, you had to navigate through each property individually to enable HEART analytics.
- We now show how many Tooltips are using a User Segment in the View usage column.
- We've improved the success and error bar in the Portal.

Technical improvements

- We have upgraded our Portal authentication service to a newer version.

Editor improvements

Stability

- The Hint and Beacon icon position is calculated faster now (after each interaction with the underlying application).
- You can now publish a Tooltip in all languages with a few clicks either from the List view or from the Edit mode.
- When recording a new Guide or Tooltip, the recording is now always started in the default language set in the Portal.
- The Editor now goes to the last step you saw when exiting the Preview mode.
- If steps with Skip conditions are delayed (for example for heavy web applications) and their corresponding elements can be found on the page, the delay will no longer be applied.

Other

- We changed the Editor buttons to follow the Design System.

- The Editor now uses the word "archive" instead of "delete" for Guides.

Technical improvements

- We have improved the stability of the Player/Editor tech stack with a major infrastructure upgrade.

Fixes

Portal

- Historical HEART URL data now shows parameters better (meaningful content after the "?" character).

- We fixed an issue where the UI was blinking while the user was typing a segment name.
- We fixed some discrepancies between the preview of an Announcement and how it was shown in the actual Player.

Editor

- We fixed an issue causing a step to be skipped too quickly if the "Skip if the next element is found" condition was enabled.
- We provided additional stability improvements for the Cross-Origin-iframe support.
- We fixed an issue causing the Editor to stop working without a valid session.
- We updated the layout in the Assistant if Passive Mode is enabled.
- We fixed a focus issue when editing the code selector of a Tooltip.

Other

- We fixed an issue causing end users to be logged out from Userlane (Browser Extension - SSO) when using Firefox.