

# Release Notes

## WiNG Manager 1.0.1

### IMPORTANT

This is the first release.

## Contents

|                           |   |
|---------------------------|---|
| Features .....            | 1 |
| WiNG Manager .....        | 1 |
| Highlights .....          | 1 |
| Screenshots .....         | 1 |
| System Requirements ..... | 4 |
| Platforms Support .....   | 4 |
| Notes .....               | 4 |

## Features

### WiNG Manager

WiNG Manager (aka WiNGMan) is a desktop application designed to provide a stop-gap solution to WiNG customers affected by impending EOL of Flash support end of 2020. This application is targeted as a migratory tool between current UI and the new HTML5 UI which is under heavy development for WiNG5 and WiNG7.

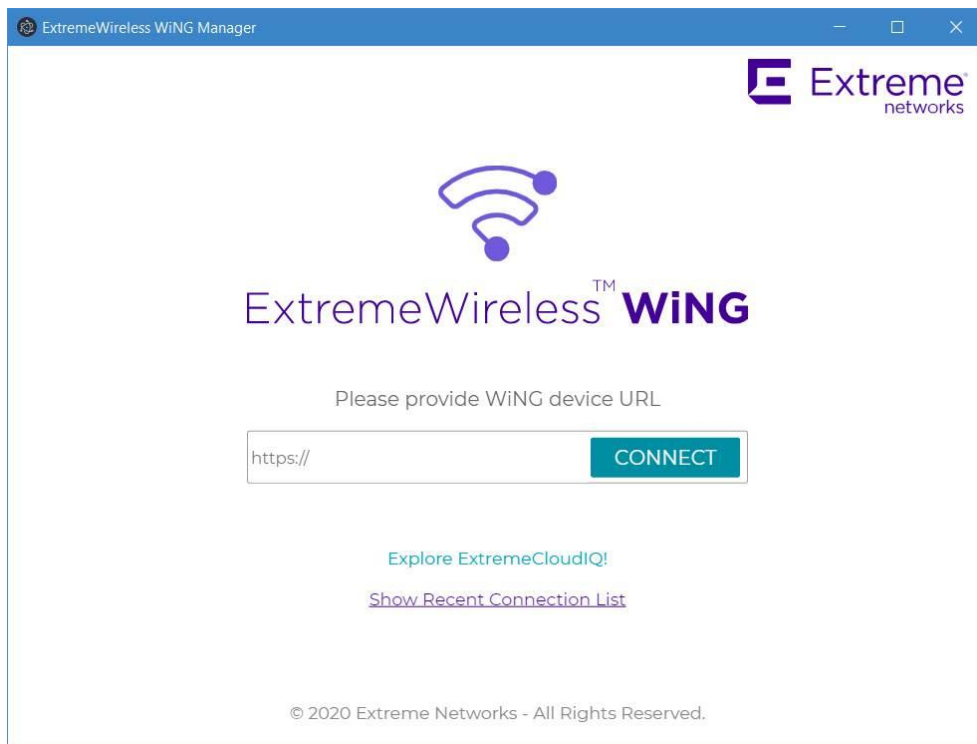
WiNGMan is built using ElectronJS and packages Google® Chrome supplied Flash plugin for accessing Flash content.

### Highlights

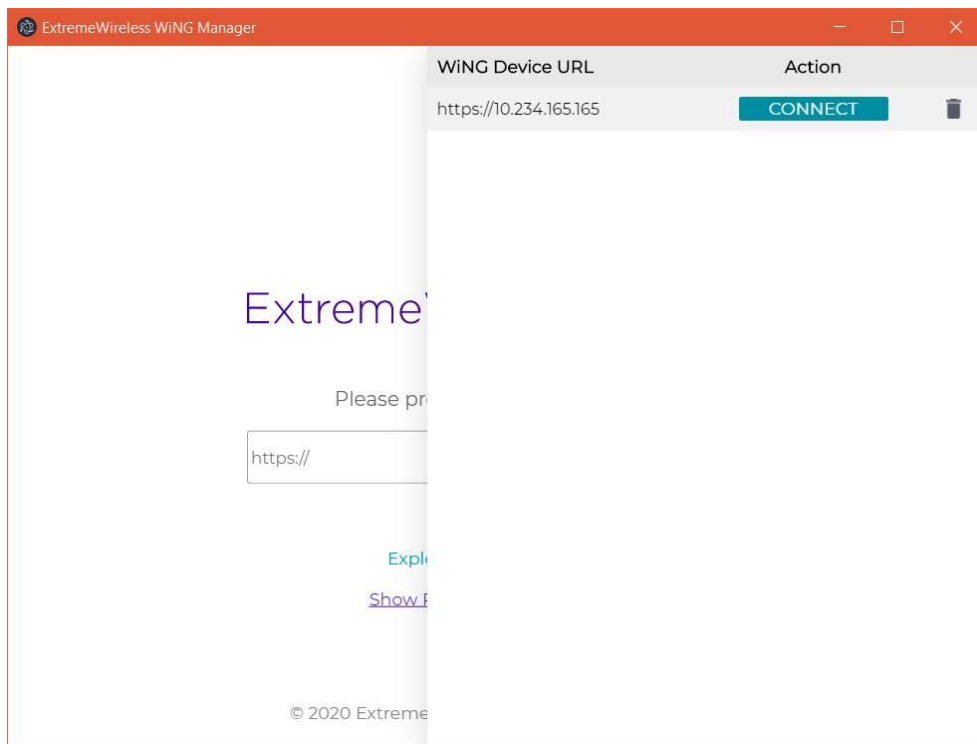
- Access to WiNG UI beyond 2020.
- Zero config change on WiNG device for WiNGMan.
- Ability to bookmark device URLs in WiNGMan for quick access.
- Installable application.

### Screenshots

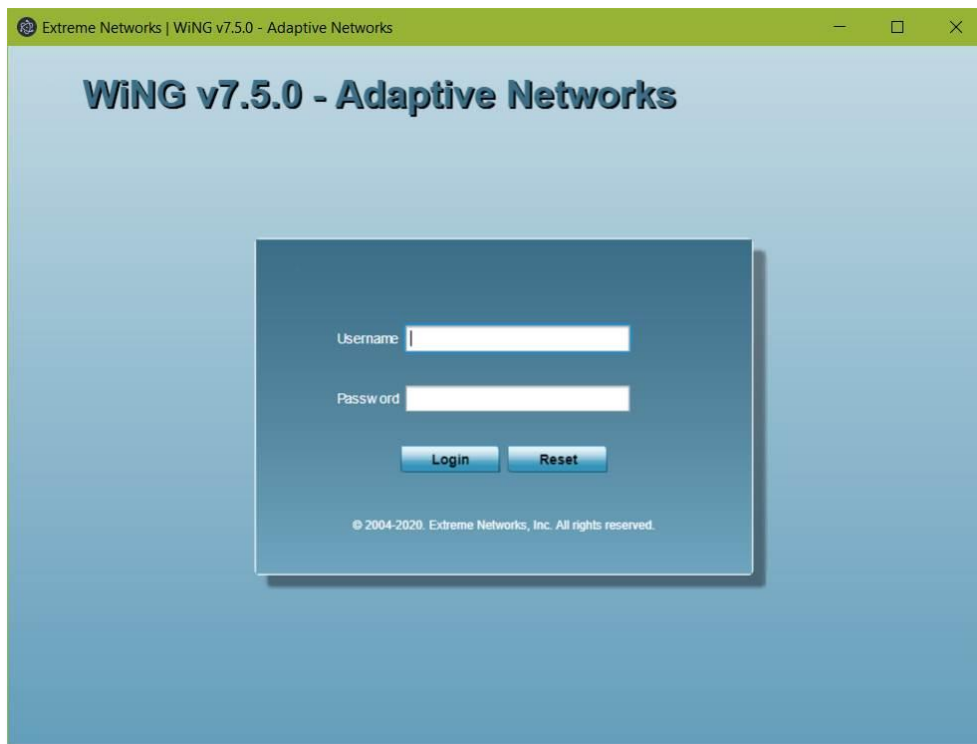
- Landing page



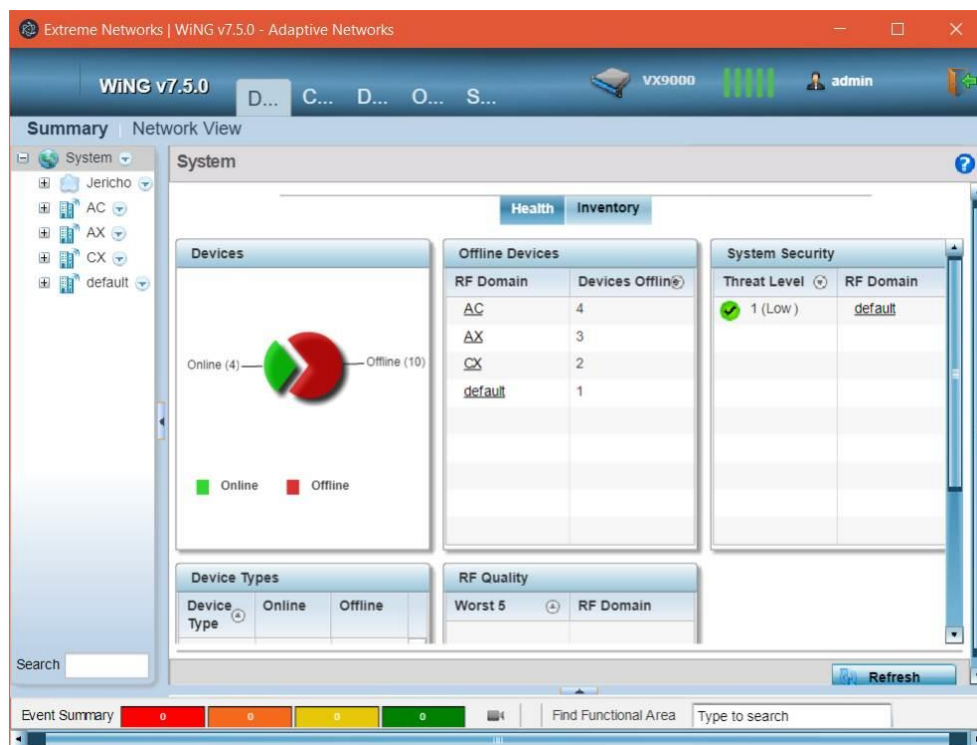
- Bookmarks



- WiNG UI login



- WiNG UI



## System Requirements

- Microsoft® Windows™ 10
  - Windows 10 64bit
  - HDD 100 MB
  - RAM 4 GB
- Apple® MacOS X
  - MacOS X 10.x
  - HDD 100 MB
  - RAM 4 GB

## Platforms Support

Supports all WiNG controllers and APs across WiNG5 and WiNG7 releases.

## Notes

None.