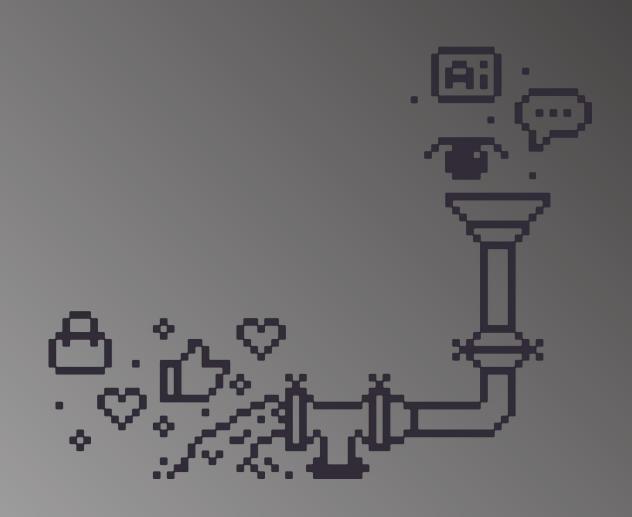
# (D) madsense





# madsense Releases 3.6/3.7/3.7.1

# madAgents

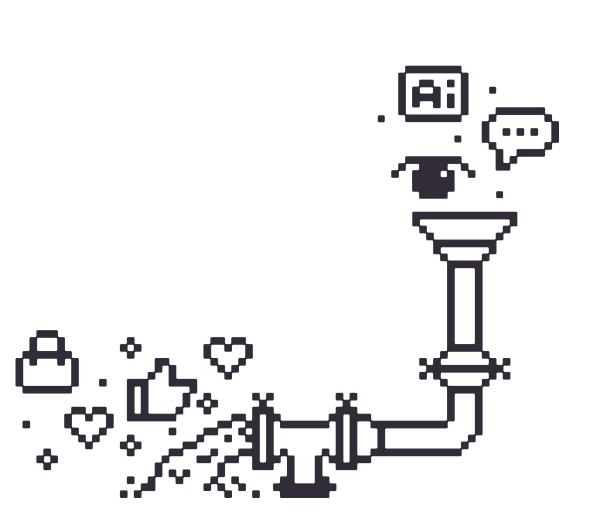
CSA Social v.1 released

# madSocial

- Architecture Diagnostics upgrades focus on scalability
- Updated Campaign Statuses
- Enabled currencies in madSocial
- Graph API upgrade (to v23.0)
- UX & Stability Improvements

# madBuys

- BE performance & usability improvements
- BE changelog for campaign adjustments (foundation for algorithm learning & accountability)
- CSV-based campaign importer to streamline large campaign setup



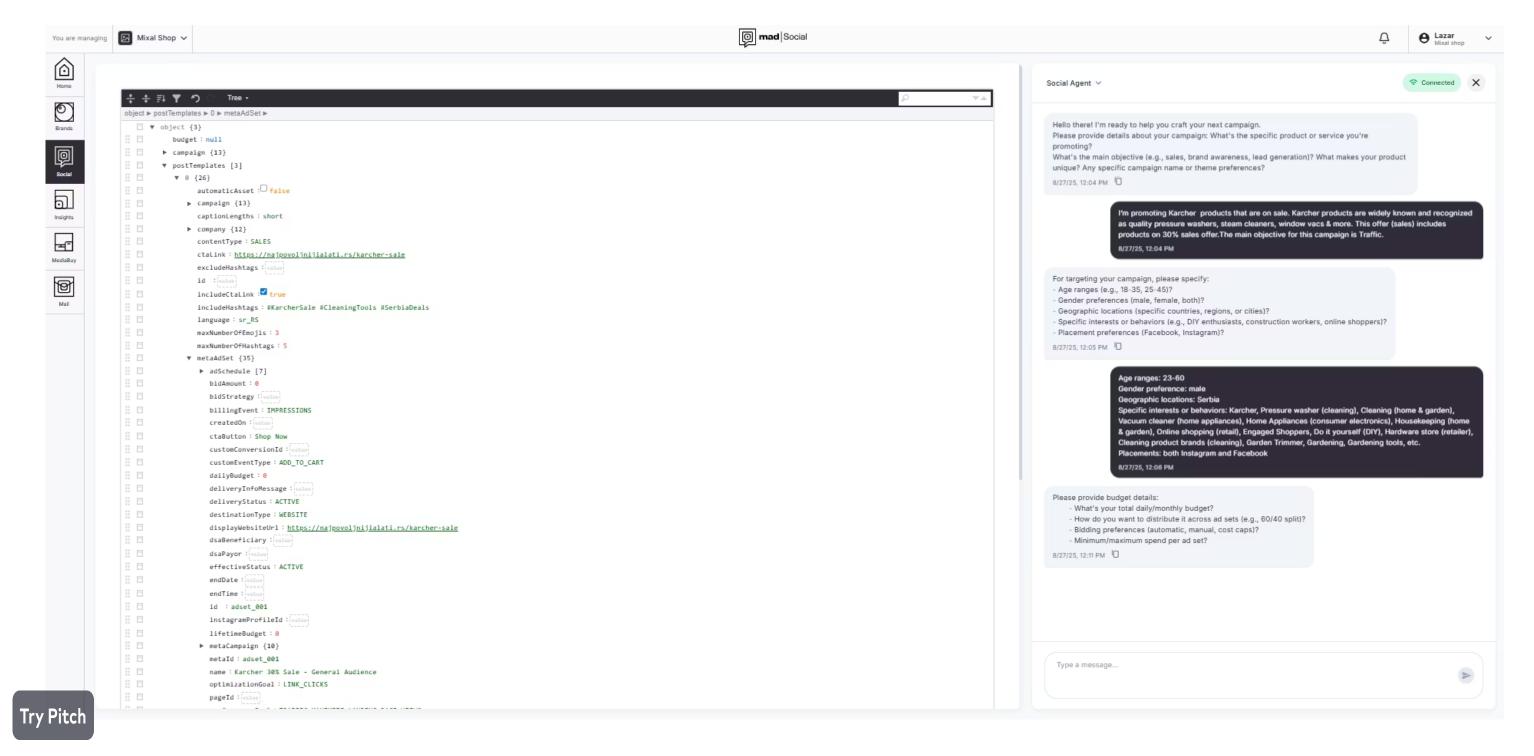


CSA SOCIAL V.1 RELEASED

# What we did:

We introduced the Meta Campaign Agent in madSocial, designed to simplify campaign creation for Facebook & Instagram.

Through a guided three-step chat flow (details, targeting, budget), the agent generates a structured campaign proposal that is automatically displayed on the canvas for review and refinement.





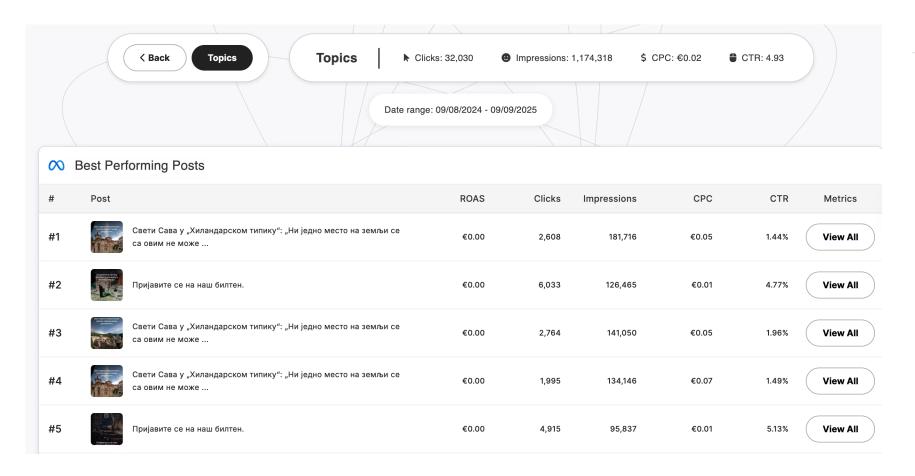
# ARCHITECTURE DIAGNOSTICS UPGRADES - FOCUS ON SCALABILITY

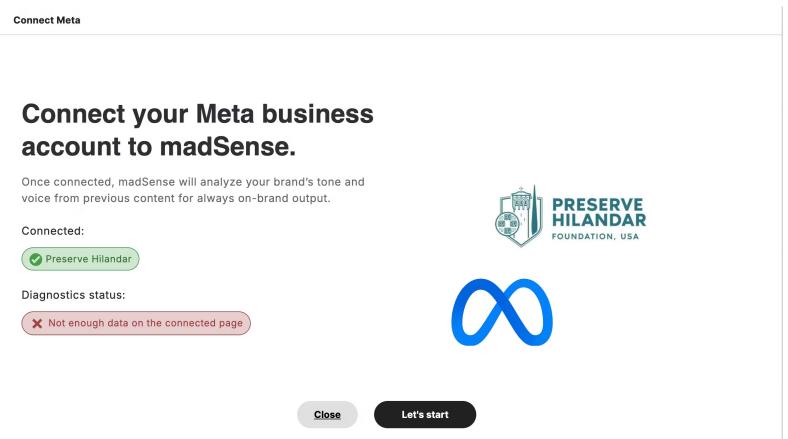
# What we did:

The diagnostics backend was refactored to replace the legacy CSV-to-Python workflow with a new GraphQL-based analytics process.

This modernisation introduces a built-in polling mechanism, resulting in faster and more reliable job tracking, as well as a streamlined system architecture.

Note: Currently, video posts are not included in analytics and will be available in approximately seven days.

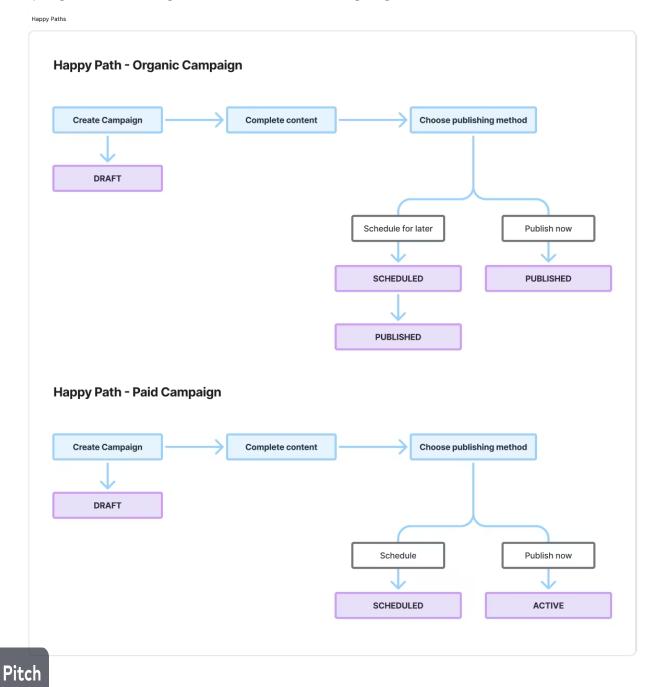






# What we did:

Paid and Organic campaign statuses were streamlined by unifying system statuses under the Delivery Status column and introducing clearer rules for the Organic campaign lifecycle. These changes improve consistency, reduce user confusion, and ensure campaign actions align with valid scheduling logic.



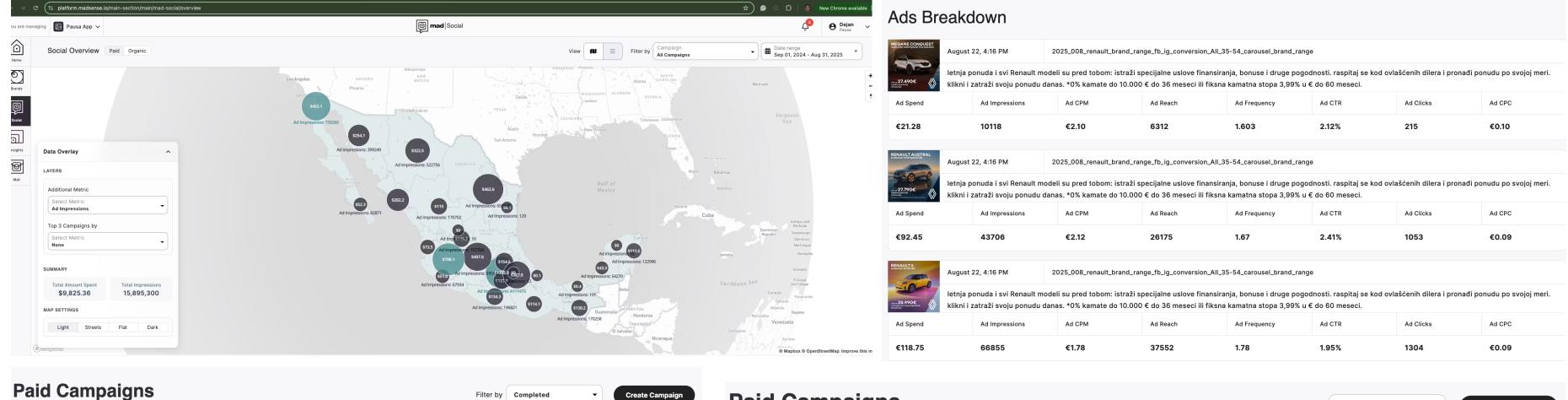
Status	Controlled by	Applies to	Description
DRAFT	User	Paid & Organic	Default status when a campaign is created
SCHEDULED	User	Paid & Organic	Scheduled for future publication
PUBLISHED	System	Organic only	Post has been published to the organic channel
ACTIVE	System	Paid only	Campaign is running (based on Meta delivery confirmation)
PAUSED	User	Paid only	Manually paused by the user
ARCHIVED	User	Paid & Organic	Manually archived and removed from active use
UNARCHIVED	User	Paid & Organic	Restores previously archived content
COMPLETED	System	Organic only	Once the campaign end date exceeds, the campaign is completed
CAMPAIGN OFF	System	Paid only	The Campaign is turned off
ADSET OFF	System	Paid only	The Ad Set is turned off
NO ADS	System	Paid only	No ads in the ad set
ERROR	System	Paid only	There was an error (Various reasons)
REJECTED	System	Paid only	Campaign/Ad set/Ad has been rejected
DELETED	System	Paid only	Campaign/Ad set/Ad has been deleted
BILLING ISSUE	System	Paid only	The account has billing issues
IN REVIEW	System	Paid only	The Campaign/Ad set/Ad is been reviewed
PROCESSING	System	Paid only	The Campaign/Ad set/Ad is processing
OUT OF SYNC	System	Paid only	Local data doesn't match Meta's records
SPEND LIMIT REACHED	System	Paid only	The billing settings "spend limit reached"

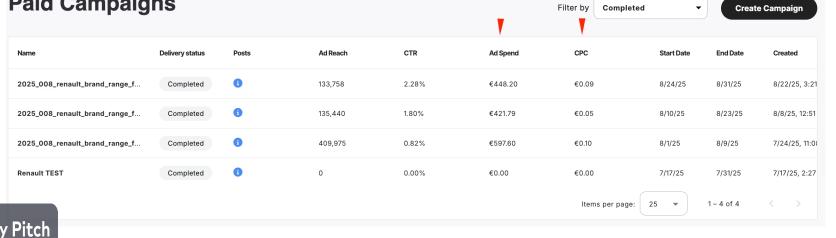
# **ENABLED CURRENCIES IN MADSOCIAL**

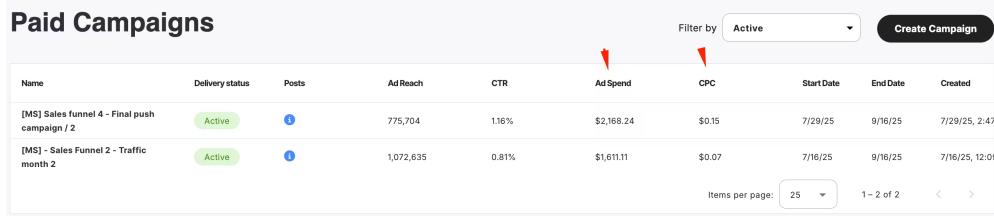
# What we did:

Currency and time zone are now automatically synced from connected Meta Ad Accounts and applied across campaign setup and reporting. This ensures accuracy, prevents mismatches, and delivers a consistent experience for advertisers working in different markets.

Live clients affected by this change: Pausa (Currency US Dollars USD), Hilandar (Currency Euro), Mixal (Currency US Dollars USD), McCann Agency (Currency Euro)



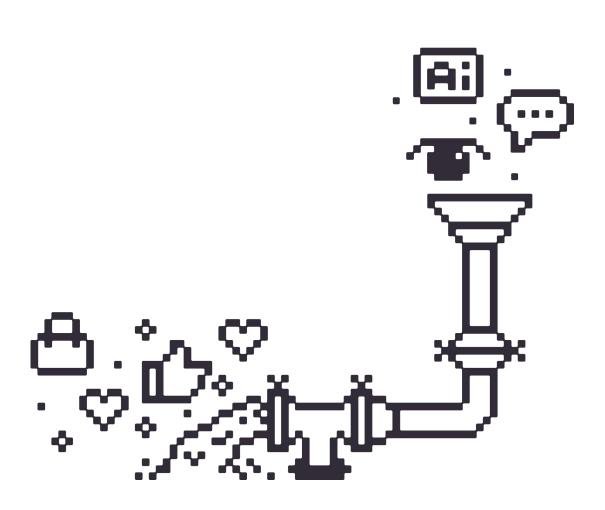




# What we did:

- The Meta Graph API was upgraded to version 23.0 across development, staging, and production environments.
- This update ensures consistency, removes outdated references, and maintains compatibility with Meta's latest standards.









# **UX & STABILITY IMPROVEMENTS**

## What we did:

Users can now view multiple placements per post, benefit from a consistent UI with standardized social media icons, and enjoy improved security with the Admin section restricted to Super Admins.

The bulk upload flow has also been enhanced to allow multiple assets with per-file error feedback, streamlining the upload process and reducing errors.

