This release includes some obvious changes and some not-so-obvious changes.

Changes include...

Improved Configuration Data URL: The BT_appConfig.txt file that is included with source-code downloads may have a dataURL value (from that apps control panel). This URL is used to poll for new content. It works in conjunction with the reportToCloudURL. If you remove the dataURL from the configuration file in the Xcode project you probably mean "don't check for updates online." Many users were running into problems with this because even after removing the dataURL a previously cached version of the data (that was downloaded before the dataURL was removed) was being used and this previously cached version included the dataURL. It was nearly impossible for an average user to figure this out. This has been updated and the software will ignore a possible cached version if the dataURL is removed from the BT_config.txt file included with the download. Also, if you remove the dataURL from the BT_config.txt file the Refresh button on the home-screen will not appear.

Memory Warnings: Some devices were experiencing "out of memory" errors when running applications with hundreds, and sometimes thousands of screens of content. The problem is almost always exclusive to older devices that don't have much memory to begin with. The dynamic nature of the software is memory intensive and it's important that unused screens are "unloaded" and freed from memory as often as possible. Some adjustments were made to try to better monitor how many screens are "alive" in an effort to free up memory faster on slower devices.

Image Uploader: An Image Uploader screen as been added to the buzztouch control panel and is designed to allow app-owners to gather images taken by end-users and store them on their websites. The Image Uploader screen will also upload images to an apps buzztouch control panel. Today, we are limiting the number of images an Image Uploader can send to the buzztouch control panel to 10 images. We are doing this to try to encourage app-owners to store and manage their images themselves. It's very very costly for us to store literally tens of thousands of images but we also understand the importance of "showing you how it works." So, today we're limiting it to 10 to give you an idea of how your site could manage the images. – this limitation may change. Also, this release is scaling the images before uploading them. We've been experimenting with the best size image to upload. It's difficult because the original image (the one taken by the device) is very very large (and gorgeous) but also takes forever to upload. We have settled on a medium size image to upload but ould love to hear your feedback on this.

Image Emailer: A new screen has been added to the control panel, an Image Emailer. This screen is incredibly useful and is primarily designed to allow end-users to send app-owners images without the complexity of Image Uploader's and backend processing. It's also very very useful to "feed" images to a Flickr or Facebook (and many others) account via email. RSS feeds of images from third parties are often driven by photos that were emailed to the service.

International Characters: We thought we had the international character set problem solved with the last release. We didn't. We think we have now. We have re-built our backend database cluster entirely to support Unicode. Our international users have been very patient with us while we figured this out and we once again hope we have!

Advertising: Didn't make it in this release. We are waiting on one more Ad Partner and hope to have this released soon. We realize lots of folks are waiting for this and it has been at the top of the priority list for a very long time.

Search Screens: In the next few days (mid-week) you will see an "Included in Search Results" option in the Advanced Settings of every screen on the control panel. We made some adjustments to this release to support this feature but need to roll-it-out on the control panel before finalizing it in the iOS source-code. The idea is this: App owners create a "search screen" so users can find content. When configuring screens on the control panel, app-owners can "include in search results" or not. When a user searches, only these screens will appear. It's a complicated matter because there are lots and lots of screens types and loading the appropriate "feature" or "screen" when a user selects a search result is far more complicated than it appears. Step 1 is app-owners marking screens to be included in the results. Step 2 is us looking at this data more completely before finalizing the mobile software.