

Some changes in this release are visible in your control panel, some are not.

Changes include...

Improved Version Control: This buzztouch v1.5 release is code-named “Schooner” and future releases will have different code-names while maintaining a nautical theme. This will help us and you when support or advice is needed. Check the README.txt file in your software download if you're unsure what version you're running. Why the nautical theme? Because we love sailing (sorry power-boaters) and it's what we dream about doing while we're working on buzztouch. Plus, Google locked up the desert market.

Image Gallery Improvements: Image Gallery screens now support titles (captions). Titles are optional and flexible. If an image uses a title it is displayed in the gallery “on top” or “on the bottom” of the image, app owners control this using their control panel. Adding image captions is as easy as entering an Image Title to each image in the control panel, or by providing an imageTitle data point in the JSON data provided by an Image Gallery's dataURL. “Miereter” and a few others recommended this in early April and we're happy to finally get it implemented. A minor bug was also fixed in Image Gallery screens. Previously, if an app owner set the Status Bar to “hidden” for an Image Gallery, the gallery would wrongfully display the Status Bar after the navigation bar and footer toolbar re-appeared when tapping the image. This has been fixed.

Image Uploader Improvements: When using an Image Uploader screen, users may now enter a title (caption) for the image they just uploaded. This title is passed to your backend script (the script that handles your image uploads) as an “imageTitle” element in the POST variables. You will need to modify your upload handler script to make use of this. You can freely ignore the imageTitle in your backend implementation if you choose.

Search Menu: This entirely new screen type is designed to help end-users (and app owners) quickly and easily find content (screens) buried deep inside an app. This screen is especially useful for quickly testing your screens. Do this by creating a Search Menu and setting it as your home-screen. Next, while you're designing and building the app use this screen to easily load any screen from one long list. You can then remove the Search Screen (or move it to another more strategic location in the app) before you release the final version. Advanced Settings in each screen allow you to prevent any screen from showing in the search results. “TheHoogler” has been patiently awaiting this feature and we appreciate his idea.

iAd Integration: This long awaited for feature allows you to include ads on most screens. We planned to support AdMob and MobFox along with iAd in this release but still have not ironed out some important details with those ad providers. Geez those giant companies move slow! Depending on the type of screen you implement iAds on, the ads may appear at the top of the screen, or at the bottom. This is determined on a screen-by-screen basis. Advertising Revenue: If you implement advertising in your applications they may or may not produce any

revenue. If they do, you'll have to decide who to share the treasure with. Wives, husbands, roommates, kids, partners... it's up to you. We have zero "hooks" or "connections" into your advertising revenue. This is intentional and a very very important consideration when deciding what app builder system you decide to work with now or in the future. We are not interested in "taking a cut" of your hard earned advertising revenue. It's your content, it's your revenue.

Orientation Control: Managing screen orientation options is complex. Previous releases supported portrait and landscape screen orientations on all devices. This was problematic in some cases. There are lots of examples of applications that should not rotate when used on smaller devices. Many application owners lack professional design skills and mediocre designs look OK in portrait but amateur in landscape. Allowing owners to not-support landscape orientation for small devices should help improve the professionalism of their creations. Large devices (iPad) should always allow both portrait and landscape and as such the control panel will not allow an iPad to work in landscape only mode. "mutzy" recommended this feature in late March and we appreciate it.

Significant Code Changes: Major changes to the source-code are implemented in this release. Developers and enthusiasts will understand these changes, others probably not. Previously, each buzztouch screen type (all the files in the BT_Screens folder) were sub-classes of the native iOS UIViewController class. This release introduces a new base class (BT_viewController in the BT_Layout folder) and all BT_Screens are now sub-classes of BT_viewController. This major change accomplishes a few things. First, it increases performance significantly. Second, it allows for a common base to implement adjustments found on all screens such as advertising or screen rotation settings.

Huge Thanks: Giant thanks-you's to "Everest", "Mutzy", "Ninjasel", "TheHoogler", "erichopf", and "elaine" for their significant forum participation. Today, saying thank you is the best we can do and we sincerely appreciate the help. Many many buzztouch users have benefited from their hard-earned time spent in the forums. Not to mention allowing David to take a break sometimes!!! If you see any of these names in the forum, be sure to give them a shout-out.