

Some major changes and some minor changes have been made for this release. The most significant changes relate to the way the application downloads, parses, and saves data.

Changes include...

**Xcode 4 and iOS 4.3 Support:** Prior to this release, compiling and running the application for iOS 4.3 caused intermittent crashes, especially on iPad. This has been resolved.

**Internet Connection Errors:** End-users were not being properly notified when internet connectivity was necessary for the app to function but was unavailable. The application will now alert the user if internet connectivity is necessary and not available. It will NOT alert the user if internet connectivity is ideal but not required (in the cases where cached data can be used). Change the alert text in the Localizable.Strings file if you're not using English.

**Background Images / Scale:** We have re-designed the background image placement logic (again!) and have re-introduced the background image scale option in the control panel.

**Hide Status Bar:** The control panel now supports hiding the status bar globally for all screens or for individual screens. Note: Apple strongly encourages you to keep the status bar visible.

**Hide Navigation Bar:** The control panel now supports hiding the navigation bar globally for all screens or for individual screens. Note: This is almost never a good idea. How will users navigation from screen to screen? There are cases (usually with tabbed apps) where this is useful for a specific screen.

**List Menu, Prevent Scrolling:** Like document behaviors, List Menu's can now be "locked" and will not scroll if selected.

**Button Menu, Prevent Scrolling:** Like document behaviors, Button Menu's can now be "locked" and will not scroll if selected.

**Map Location Pin Colors:** Individual locations can have one of three different pin colors. Red, Green or Purple. We have begun work on allowing Images / custom icons for Map Locations and look forward to introducing this.

**Color Picker:** The control panel now has a "color-picker" where appropriate for color settings.

**International Characters:** We have struggled for months to solve the problem of saving data that includes international characters like these: ¥ å ø We think we have finally solved this. Here's how it works: The application will always "try" to download and save data using the default iOS character set. If it fails, it reverts to a more "international friendly" character set.

**Advertising:** We have begun the process of supporting necessary frameworks in the app to support multiple advertising partners. We have also begun work on control panel settings

related to your selected advertising partner. Advertising is not yet supported but lots of ground-work was accomplished for this release. Look for this in the very near future. We hope to offer a new release each Sunday for a few weeks in a row in order to work out the guaranteed hick-ups associated with in-app ads. However, we're stoked about this and look forward to helping our Early Adopters earn some \$ for their publishing efforts.

**Simplified Offline Availability:** Prior to this release, it was necessary to have a deep understanding of how the configuration data for each app was processed in order to setup an app to work 100% offline. This has been simplified greatly. Because all of the configuration data (BT\_config.txt) is included in your app's source-code, the app no longer needs to "contact buzztouch" in order to work. To setup an app to work 100% offline, remove the dataURL, and the reportToCloudURL in BT\_config.txt. This assumes of course that the screens in the app don't need internet data too.