***Big Buck HD - Release Change Log***

***Changelog information does not constitute hardware approval.***

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# Server Change - March 1st, 2019

* 3G Cell Modems can no longer be activated, requires new 4G modem
  + Verizon is retiring the 3G network at the end of 2019

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# v8.52 - March 1st, 2019

* *Patch Size: 9.5 mb from v8.50*
* Cell Modem info thread now runs regardless of online state
* Fix to run connection startup script if Quick Offline Reboot file doesn’t exist
* Fix for environment rendering bug if continuing from trek 3
  + Trek 3 assets properly unload when continuing to trek 1

v8.51

* Added skip option to File Test
* Added Quick Offline Reboot mode (for game maintenance) to Utilities menu
* Fixed Target Trek logo display when continuing adventure
* Fixed Target Trek cash pile display on adventure select for Wildebeest

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# v8.50 - January 7th, 2019

* *Patch Size: 11 mb from v8.48*
* Showdown now defaults to OFF in game software as well as database
* Added further support for 4G cell modems
* Fixed Bonus Only plaque sizes for Buckzilla Bonuses (Colossal Foot, Super Pappio, Triceraplop)
* Fixed Buckzilla bonus games in shootout awarding both players when shooting same target
* Fixed missing bull in Gemsbok shootout trek 1 site 3
* Fixed missing critters in Buckzilla shootout trek 2 site 5
* Fixed Promocode usage to send players to arcade mode instead of Pro

v8.49

* *WC 2018 software*
* Added animal names to bracket tournament site select

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# v8.48 - October 4th, 2018

* *Patch Size: 80mb from v8.43*
* Fix for In Case of Zombies game end bug
* Added additional logging for Premium Content

v8.47

* Fix for In Case of Zombies game start Bug
* Removed WC 2018 changes

v8.46

* *WC 2018 software*
* Added functionality to bracket tournament for Zombie Whitetail Deer sites
* Added Zombie Deer intro movie - headshots only

# Database Change - October 1st, 2018

* Pro mode now requires v8.45
* Pro Shootout Practice mode enabled on v8.45

**~~v8.45 - October 1st, 2018~~**

* *Patched Games back to v8.43 on October 2nd, 2018*
* *Bug: In Case of Zombies game start issue*
* *Patch Size: 11.5mb from v8.43*
* Added new admin adjustment to enable/disable Pro Shootout Practice game mode
* Big Buck Pro - improved transition between seasons
* Bug Fixes for v8.44

v8.44

* Disabled Cell Modem Activation for 4G modems (they do not need/use it)
* Updated Game Select menu to include Pro Shootout Practice game mode
* Added Pro Shootout Practice game mode
* Added new admin adjustments for Pro Shootout Practice game mode

# v8.43 - July 23rd, 2018

* Fix to display of custom tourney attract leaderboard when Pro disabled

v8.42

* Update Qualifier leaderboard graphics to show Las Vegas instead of Chicago

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# Database Change - July 11th, 2018

* Fixed National Leaderboard to correctly use current month instead of lifetime data

v8.41

* Added support for new 4G LTE modem (Novatel 551L)
* Player login now permitted for custom tournaments when Pro disabled

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# Database Change - June 4th, 2018

* Buckzilla now requires v8.39 or later
* Big Buck Pro now requires v8.40 or later
* National adventure leaderboards now use only scores from current month

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# v8.40 - June 4th, 2018

* Fix incorrect streak calculation when not starting from the 1st trek

# v8.39 - May 21st, 2018

* Attract Mode
  + Improved delineation between skill and wildcard on qualifier leaderboards
  + Target Trek leaderboard now shows total Prize pool instead of top prize
* Game Select
  + Fixed back button at pay-up screen for turn-based Classic to return to prior menu
* Added new cost adjustments for Offline Trek and Offline Adventure
  + These adjustments control price when Big Buck Pro is not available
* Offline Trek play now uses the new continue menu with replay option
* Fixed remaining “Monster Island” references to say “Buckzilla”
  + Intro/Outro movies
  + Multiplayer leaderboard banner

v8.38 - unreleased

* Fixes for v8.37
  + Attract Mode
    - Fixed missing qualifier leaderboards on Canada
    - Target Trek and Qualifier leaderboards hidden if content is disabled
  + Casual
    - Buckzilla doe icon now shown with No Doe-Out enabled
  + Pro
    - Fixed ability to cause overlapping screens in Pro player UI
    - Fixed blue bar positioning on expanded Target Trek page
    - Fix for overlapping expanded pages in site select
    - Target Trek rivals updated properly on continue
  + Diagnostic
    - Fixed game reset after changing some adjustment
    - Prizes/Leaderboard will not be requested from database if content disabled
  + Added Trophy coins to site select for buckzilla
  + Fixed random movie crash (causes a timeout instead)
* Known Issues
  + New QR Codes not functional

# Databaes Change - May 1st, 2018

* Enabled Buckzilla for games running v8.37+
* Enabled Big Buck Pro for games running v8.37+ that are not otherwise prohibited

# v8.37 - April 29th, 2018

* Database Change
  + Ranked Play (Pro) disabled for older software
  + Ranked Play (Pro) disabled for games using non-default currency
  + Ranked Play (Pro) disabled for games registered in NJ
  + Ranked Play (Pro) disabled for home units or otherwise prohibited locations
* Fixes for v8.36
* Removed Target Trek from Canada
  + Update player UI on Canada to remove mention of Target Trek
* Known Issues
  + Canada: Attract mode Qualifier leaderboards not displayed
  + Target Trek and Qualifier leaderboards still present when trophy club is disabled

v8.36 - unreleased

* Fixes for v8.35

v8.35 - unreleased

* Added Buckzilla animal adventure
* Added 3 bonus games: Tricera-plops, Colossal Foot, and Super Pappio
* Updated Game Select
  + Arcade mode now Big Buck Hunter Casual
  + Ranked mode now Big Buck Hunter Pro
  + Custom/national tournaments now under Big Buck Spotlight
  + Added graphical rotation of tournament plaques to Spotlight
* Big Buck Pro game mode
  + Added Trek Select
  + Updated continue offer to allow replay of the completed trek
  + Updated Player UI
    - Removed stat tracking information
      * All still available on bigbuckhd.com
    - Added Rival leaderboards for current trek, qualifier, and target trek
    - Removed Ticker bar
    - Added Ladies Qualifier widget
    - Added Qualifier time remaining widget
* Added Target Trek tournaments
  + Accessed by playing in Big Buck Pro
  + Game now submits trek scores
  + 5 best scores for the Trek combined
* Added support for seasonal competitions
  + Accessed by playing in Big Buck Pro
  + 5 best scores for every trek combine for an overall score
  + All scores combine for a cumulative score
  + Players ranked by both overall and cumulative
* Added support for global competition
  + Enabled for seasonal/qualifiers
  + Enabled for Target Trek tournaments
  + Unified global end time of 6am UTC
* Added Pappy tooltip/info widget
* Updated attract mode qualifier leaderboards
  + Changed vertical side-by-side display to a stacked horizontal display
* Updated default advertisement images
* Removed Instant Tournament and Instant Tournament High Stakes

# Database Change - March 5, 2018

* Security Update - software older than v8.22 will no longer connect

v8.34

* Fixed incorrect text on bracket tourney matchup screen - changed “bet” to “be”
* Fixed buck tip displaying incorrect during tournaments
* Fixed incorrect trek count during bracket tournament championship match
* Added ability to disable/enable Player Calibration within Hardware Adjustments
* Known Issues
  + Adjustments
    - Changing currency type causes a game reset
    - With Premium Content buyout, changing cost to play causes a game reset

# v8.33 - September 5th, 2017

* Improved wifi connection for HP705 G3
  + Fixes some cases when adapter would fail to obtain an IP address without a hard reboot

# v8.32 - June 14, 2017

* Startup script now checks that an msr90 card reader is connected to the right port
* Fixed error with Irish Elk shootout sites being blank introduced in v8.30

v8.31 - unreleased

* Fixed disappearing “Money In” attract mode text introduced in v8.30
* Fixed flickering transition scroll introduced in v8.30
* Fixed glass break selection in Bonus Only on timeout
* Fixed loss of dongle returning to generic splash screen instead of *Insert Dongle* screen
* Additional pages removed from attract mode in *No Hunting* mode

v8.30 - unreleased

* Updated GTX 1050 driver
* Updated CentOS version
* Updated software restore process
* Support for msr90 card reader
* "Just Bonus Only" adjustment changed to "No Hunting Mode"
  + Mode now allows Zombies to be played
  + Hunting removed from attract mode
* Updated Tourney Leaderboard
  + Winner's List now only shows winners
    - Full list shown if pump is held
  + Fixed player icons overlapping during scrolling
* Updated physical game tracking
  + Video card info now submitted to database (card name, driver, resolution)
* Fixed gemsbok trophy coins
* Fixed big game trophy scoring in showdown

# Database Change - April 1st, 2017

* Enable Gemsbok adventure

# v8.29 - February 21, 2017

* Support for nvidia Geforce GTX 1050 graphics card

# v8.28 - February 8, 2017

* Fixed updating Duck Dynasty national leaderboard on units with offline content buyout
* Fixed Bighorn scores on showdown
* “No Doe-Out” adjustment
  + Fixed doe tally in a “no doe-out” site
  + Fixed tally of trophy/streak. Doe penalty can only nullify the main site score.

v8.27 - unreleased

* Added “Just Bonus Only” adjustment
  + When ON, the game goes straight to bonus only when started
  + “Bucks” column removed from leaderboards for Bonus Only
* Added “No Pigs” adjustment
  + When ON, the pig and its wheel are removed from the Moonshine Factory Bonus
* Added “No Doe-Out” adjustment
  + Only affects Arcade Mode
  + When ON, the site does not end if the player shoots a doe
  + Each doe incurs a point penalty for the site score
  + Site scores can not go negative
* Showdown
  + Showdowns with no opponents (due to connection issues) will no longer perform replays
  + Now permits opponents from identical locations
  + Big Game Bonus animals are now included into the trophy score
* Arcade Mode
  + high score name entry now always shows the timer
  + Fixed the Big Bucks in Bighorn shootout shot report
  + Fixed Gemsboks being easier than intended (always one shot kills)
* Fixed errant diag inputs when using the second player gun
* Player Gun Calibration
  + Players can calibrate cabinets by swiping player card in attract & entering their guncal pin
  + Guncal pin can be set through the bigbuckhd.com website, under account settings
  + Gun calibrations are now logged in the database

# v8.26 - November 7th, 2016

* Fix for player name appearing censored

v8.25 - unreleased

* Fix for rejected matches resetting site data for web display

v8.24 - unreleased

* Added “pump held” signal to bracket tournament site select
* Fixed Bracket Tournament winner’s name not being displayed
* Fixed fuzzy texture on wildcard badge

v8.23 - unreleased

* *Bug: Winner’s name no longer displayed when bracket is completed*
* Updated bracket tournament attract/winner ui
* Added sponsored round functionality to bracket tournaments
* Added Hunting Party name to showdown lobby
* Showdown replay skipped if playing solo

# v8.22 - June 6th, 2016

* Fix for trophy coin icons during tournaments
* Update cached position on main WC qualifier leaderboard after each qualifier play
* Fix for checking tourney eligibility (now checks all sites/bonuses against each upgrade option)
* Fix for syslog messages about failing to install promotion menu in offline games

# v8.21 - May 4th, 2016

* Changed how a qualifier is flagged as a ladies tournament for displaying leaderboard art and header
  + For the 2016 qualifiers, pre v8.21 units will display the same leaderboard art for both the
  + ladies qualifier and the WC qualifier

# Database Change - April 1st, 2016

* Enable Bighorn Sheep adventure

# v8.20 - March 31st, 2016

* Fix for inverted identification of Bighorn Sheep and Gemsbok in data files
  + Fix: Bighorn Sheep bonus instead of Gemsbok now in Arcade mode Bonus Only
  + Fix: Bighorn Sheep leaderboard instead of Gemsbok shown in attract
  + Fix: Bighorn Sheep bonus instead of Gemsbok used in Showdown/Arcade randomizer

# v8.19 - March 28th, 2016

* Fix for graphical glitch introduced in v8.18

v8.18 - unreleased

* Stricter profanity rules - outlaw c-word as a substring
* Cabinet Suspend feature removed - operators should be unregistering the unit instead
* Supermarksman will check for a win more frequently

# Database change - February 1st, 2016

* Disabled 10 player High Stakes Instant Tourney
* Enabled 5 player High Stakes Instant Tourney

# v8.17 - January 25th, 2016

* Fix for alpha object sorting and rendering
* Fix for a false error message indicating location registration has failed when it actually succeeded

**~~v8.16 - January 11th, 2016~~**

* *Patched games back to v8.15 on 1-19-16*
* *Bug: On some site versions, alpha objects (branches, brush, etc.) are incorrectly sorted and rendered*
* improved cell modem detection after a usb disconnect/reset
* profanity check for player names on login - will replace name with dashes
* patch system refreshes screen to prevent console messages from causing positional glitches
* fixed icon glitch in duck dynasty shootout bonuses
* fix for big game bonus in arcade shootout

# v8.15 - November 4th, 2015

* Player Names displayed during Shootout bonuses in top left/right
* Shootout bonus scoring changed (point values are now 2.5x normal)

v8.14 - unreleased

* showdown lobby timer extended - obeys admin database adjustment
* added advertisment for player cards at showdown continue
* player icons shown during showdown for logged in players
* Added Arcade mode animal adventure high scores
* Added adjustment to block Wild West bonus and use Clockwork instead

v8.13 - unreleased

* Shootout bonus scoring revamp (point values doubled)
* Player Names displayed during Shootout sites in top left/right
* Site Scores sent to database for bracket tournaments

v8.12 - unreleased

* Fix for promo code use to redeem for the value of Arcade mode play if non-default cost is set
* Showdown refreshes display after name entry
* *Bug: Introduced inverted identification of Bighorn/Gemsbok in some game modes*

v8.11 - released for China field test and show only

* Fix for reticle disappearing too soon during showdown name entry
* Added China country support
* Added partial Chinese translations for key instructions and some subtitles

# v8.10 - August 24th, 2015

* Added name entry to Showdown arcade mode
* Added asynchronous play to Showdown when live players are not found
* Revamped Showdown lobby UI
* Fix game flow for promo code redemption to go into Arcade mode instead of adding $1 credit
* Fix for foreign dollar displays in Zombies

# v8.09 - June 19th, 2015

* Extended wait/cache times for upgrade/premium content msgs to help games with spotty connections maintain content
* WiFi connections now use longer wait/cache timers
* Game title now controlled by database instead of game to prevent a spotty connection from causing the game title to change on CoinUp
* Super marksman defaults to OFF for Canada
* Fix for currency adjustments returning to default on restore rather than syncing to database
* Updated hard-coded IP address for AU server
* Fix for gameplayinfo not being sent for turn based game starts

# v8.08 - June 9th, 2015

* Fix for Duck Dynasty Shootout when no custom tourneys are present
* Game will no longer display High Stakes option if High Stakes template is not found
* Login is now before payment for Classic Tournaments
* Reduced restrictions on profanity filter during operator registration
* Fix for rare case of not counting animals shot after dangerous trophy appears

# v8.07 - May 18th, 2015

* Added offline version of “Big Buck Classic” regular mode with name entry
* Removed outdated and unused “Trek/Adv Cost” Adjustments - Ranked Play cost is used instead
* Altered non-US default Showdown cost to reflect single trek play
* Fix for non-currency (coin/swipe/token) pricing of bought out premium content to NOT be related to the online cost of a single trek
* Fix for Instant Tourneys showing up erroneously as High Stakes when tourney templates are out of date
* Fixed Custom Tourney showing Dangerous Trophy ui graphic for Big Game Trophy critters

# v8.06 - May 6th, 2015

* Fix for Irish Elk in custom tourneys causing a delay at the end of a site

# v8.05 - April 29th, 2015

* Added name entry to arcade shootout
* HP705 usb warning screen updated to reflect use of USB card
* Payout table shown during Instant Tourney Coming Up screen
* Adjustments made to Op Registration terms of service page to reflect updated fee schedule

# v8.01 - April 3rd, 2015

* support for HP705 computer - requires USB expansion card

# v8.00 - March 30th, 2015

* Support for Big Buck Wild content which goes live April 1st
  + New Animal Adventures in staged releases
    - 2015 Irish Elk + 3 new bonuses
    - 2016 - Big Horn Sheep + 3 new bonuses
    - 2017 - Gemsbok + 3 new bonuses
  + In Case of Zombies premium content
  + Revamped online experience
    - Ranked Play - earns skill ranking
    - Instant Tourneys
      * play against others of equal skill ranking for money
      * High Stakes option with bigger buy-in for a bigger prize pool

# v7.61 - March 9, 2015

* Preparation for Big Buck Wild

# v6.71 - November 12, 2014

* Turns off Vsync to fix frame rate performance problem in v6.70

# v6.91 - November 4, 2014

* fixes backward patching
* fix for abnormally large collection values when PC bios clock is significantly out of date
* updated USB libraries
* *KNOWN ISSUE - In some cases, for Dell machines, USB library update causes gun disconnects.*

v6.82 - unreleased

* WC 2014 software - adds keypad support for accepting/declining

# v6.70 - September 30, 2014

* Fixes issue with memory failure when playing videos with transparency
* Fixes crash bug after playing adventures for a long time
* uses new memory manager
* uses G6 (Aliens Armageddon) game engine
* new tournament selection screens and flow
* remote collection functionality
* AU - adjustment to set coin 2 as credit card
* *KNOWN ISSUE - Adaptive Vsync causes inconsistent frame rate on graphics cards that do not support the feature. Affects older cabinets with nvidia GTX550ti cards, which have not been restored from disc.*

# v5.37 - August 26, 2014

* promo code functionality

# v5.36 - August 13, 2014

* WC 2014 qualifier reminder image
* 10 best score tournament format support
* Players best 10 scores updated in local cache
* Reset Credits will no longer cause memory corruption

# v5.33 - August 11, 2014

* Rollback patch to investigate crash reports
* returns to old memory management system
* returns to older BBHD game engine

# v6.12 - August 9, 2014

* Increased memory pool
* *\*Crash\* - memory failure if trail guides adjustment is off*

# v6.10 - August 7, 2014

* updates to move BBHD to G6 (Aliens Armageddon) game engine
* new diag request functionality
* New memory manager
* WC 2014 qualifier reminder image
* new promo code functionality
* *\*Crash\* - memory failure if trail guides adjustment is off*

v5.40 to v6.00 - unreleased

* internal changes

# v5.32 - May 1, 2014

* Modification to wifi scan data collection

v5.31 - Unreleased

* arcade mode now present for units under offline configuration
* personal bests fixed

# v5.30 - April 17, 2014

* Yuan currency type available for all countries
* Changed path for gun firmware file

v5.20 - unreleased

* Yuan currency type functional for China
* Improved sound test
* Gun firmware now uses a target version to check for updates

v5.10 - unreleased

* China Export locale now supported
* Buck Points now awarded consistently for continuing showdown, classic tourney, and mega AoT
* If connected via WiFi, during online sync, game attempts reconnect on all channels
* WiFi channel now shown on diagnostic screen

v5.00 - unreleased

* Any currency type allowed for custom tournaments - price adjusted according to trek cost
* For AU/NZ units, Player Account money explicitly display AU$, while charge amount indicates NZ$

# v4.90 - February 20, 2014

* Changes to prevent duplicate serial numbers during factory setup
* Changes to prevent connecting to incorrect country during factory setup
* pay audit messages queued on reboot no longer zero restore sequence field
* Patch now uses locales instead of languages
* DLC price no longer scales for non-default monetary currencies (still scales for coin/token/swipe)  
  DLC price is fixed according to PlayMechanix pricing structure
* Modem activation no longer requires modem to be idle
* Cell contract can no longer be accepted if unable to communicate with database

# v4.80 - February 4, 2014

* Improved connection type auditing
* Blank State/Territory field allowed on AU to accommodate NZ
* Added credit card usage analytics
* # button on keypad can be used to skip a gun during calibration
* Improved usb device checks for HP6005 and HP 6305
* Fix to duck dynasty adventure scores being sent to database without final bonus points

v4.70 - unreleased

* Support for HP 6305

v4.60 - unreleased

* Geocoding enhancement for determining location latitude and longitude

v4.50 - unreleased

* New Zealand currency/coin setting defaults now match AU
* Added keypad code to enter gun calibration from attract
  + Contact Coinup Service to have this feature enabled
* Changed last call success to be updated once per hour - no longer updates on coin in/out msgs
* Fixed collection/pay messages that are sent concurrently will now have matching timestamps

v4.40 - unreleased

* Japan support and translations

# v4.30 - December 12, 2013

* PM controlled downloadable attract video system
* Postpone shutdown option - allows units to remain functional if having connection problems
* Ad View audits uploaded daily instead of several times per day

# v4.20 - November 25, 2013

* Duck Dynasty Christmas Special attract ad
* Expanded credits for Duck Dynasty
* Expanded Connection and Details page

v4.10 - unreleased

* Fix to set AU op/loc split to 60/40 on new units
* Added DLC (premium content) continue audit
* Arcade mode exclusive to online units
* Minor graphical fixes for Duck Dynasty premium content

v4.00 - unreleased

* Support for Rosewill N1501UB wifi adapter
* NZ currency allows addon tournaments in AU
* DLC (premium content) permitted up to 24 hours after connection loss instead of 1 hour
* Fix for HP6005 hitch when no ethernet cable is connected

# v3.90 - November 12, 2013

* additional support for player funds loaded onto a Player Card
* credit card timeout extended

v3.70 - v3.80 - unreleased

* Internal Changes

# v3.60 - November 11, 2013

* New Game Modes - support for Premium content (Duck Dynasty) and Arcade mode

v3.00 - v3.50 - unreleased

* Internal Changes

v2.92 - unreleased

* fix for patch system where files of an exact size would fail to process

# v2.91 - August 30, 2013

* 2013 WC Qualifiers
* Screensaver mode for screens that may remain up for extended durations
* New warning screen if unit has not connected for several days
* Cell Modem contract parameters displayed on acceptance screen

v2.70 - v2.90 - unreleased

* Internal Changes

# v2.65 - August 1, 2013

* Gun usb port detection (on PC’s using usb expansion card such as HP 6005)

v2.63 - v2.64 - unreleased

* Internal Changes

# v2.62 - July 8, 2013

* Offline to Online functionality

v2.60 - v2.61 - unreleased

* Internal Changes

# v2.53 - June 19, 2013

* Attract mode no longer displays AoT ad video if AoT are not available on unit
* Fix for critter challenge tracking
* Fix for potential negative trophy score

v2.52 - unreleased

* Internal Changes

v2.51 - unreleased

* Fix for negative trophy bonus score
* Support for Dell 3010

# v2.50 - May 23, 2013

* Network configuration cleared on factory reset only

v2.40 - unreleased

* Improved AoT robustness
* Added unitID to wifi scan tracking

v2.30 - unreleased

* Fix for trophy animal head/heart shot kill challenges
* Fix for rare AoT crash

v2.20 - unreleased

* showdown match start requires all players to vote
* visual changes to showdown lobby
* Take Offline tweaks
* AoT data caching change

v2.10 - unreleased

* Expanded cointypes for use with Collections and coinup.com
* Added “Tokens” currency type
* Date/Time adjustment only present in Offline games

v2.00 - unreleased

* “Take Offline” option added to Online Debug Menu - requires response code from Coinup Service
* Added pump assist mode
* Added “Slow Wait Times” option to Online Adjustments - for use with slow/weak internet connection
* Swiping player card or cash card in attract mode will display
* Braggin’ board now displayed after a single trek when only 1 player is present
* Location of game machine displayed for players during showdown
* Added trek, site, and score to Facebook/Twitter posts.
* Added date/time adjustments to Adjustments menu

# v1.93 - March 14, 2013

* Support for new model of Wireless adapter: Rosewill RNX-N150UBE

v1.92 - unreleased

* Support for Nvidia GTX650 graphics card

# v1.91 - February 13, 2013

* Escalating system of usb/gun resets and pc reboots to attempt to recover disconnected/faulty guns
* Added Connected Guns adjustment
* Improvement to gun connectivity and error detection - added Advanced Gun Monitoring menu
* Zip code requested on credit card use when both tracks are not read properly
* Game no longer reacts to credit card swipe if credit card use is not enabled
* Added clarification message regarding refund that occurs when player entry into an addon trny fails
* Telemetry and challenge data now sent up in bulk bundles to reduce bandwidth usage
* UK now requires 11 digit phone numbers
* UK address entry now requests a “county” instead of state/province
* UK postal code format added to support 6 or 7 digits
* Volume level displayed in attract when vol+/- switches are used
* Message displayed in attract if game somehow left factory without finishing Factory setup
* Bracket Tourney Mode added (game side only - no web side creation support)

v1.37 - v1.90

* Internal Changes

v1.365

* Further improvement to security dongle detection
* Cabinet/Operator registration address entry skipped if address format not found

v1.363 - v1.364

* Internal Changes

# v1.362 - November 10, 2012

* Minor fix to adjustment control for Coinup Admin
* Minor improvement to security dongle detection
* Support for UK

v1.361

* Internal changes

# v1.36 - November 2, 2012

* Fix for CA patch

v1.35

* Internal Changes

# v1.34 - November 1, 2012

* Adjustments added to pulse Coin Meter on Credit/Cash/Player card usage
* Fix for pulsing Coin meter when coin slot value is greater than coin base unit value
* AU add-on tournaments enabled
* Fix for AU hunter hero and national average
* AU coin defaults changed to $1.00

v1.30 - v1.33

* Internal Changes

# v1.29 - September 20, 2012

* Support for Canada
* Australia Pin entry format changed to (12)-1234-1234
* Australia Date format changed to DD/MM
* Restore now on 3 single layer DVD discs
* Added Hardware Adjustments - Monitor Size
  + Changes IR array LED brightness for use with larger monitors

v1.24 - v1.28

* Internal Changes

# v1.24 - August 29, 2012

* World Championship Qualifier Tournaments
* Fix for Australia default currency and player cost settings
* Fix for Australia coin base unit value

v1.18 - v1.23

* Internal changes

# v1.173 - August 16, 2012

* Supports Australia

# v1.172 - August 13, 2012

* Difficulty adjusted to be easier
* Trail Guide Adjustment added
* Second version of shootout sites made playable
* Input Latency test changed
* Fix for bass response on Dell 390
* Improved gun reconnection system
* Improved shot report - accuracy & critter details visible when skipping through
* Player Ranks added to Player Profile

v1.09 - v1.16

* Internal changes

# v1.08 - June 12, 2012

* Initial Release - Dell Optiplex 390 & Nvidia GT630