***Aliens Armageddon - Release Change Log***

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

v4.12

* Fix to disable IR array in attract

v5.01 - July 14, 2017

\*Release intended only for use on Dave & Busters cabinets with Alien Covenant artwork

* Fixed copyright text being overlapped by money in text
* Changed Armageddon text to Covenant in ending credits

v5.00 - unreleased

* Changed attract mode to display Alien Covenant logo instead of Alien Armageddon

v4.11 - May 5, 2017

* Support for HP Elitedesk 705 G3

v4.10 - March 3, 2017

* Added support for nvidia Geforce GTX 1050 graphics card

v4.00

* Support for HP Elitedesk 705 G1

v3.90 - October 27, 2014

* Chinese text fix

v3.80 - October 6, 2014

* New adjustment - recoil strength

v3.70 - unreleased

* Italy locale added - supports English & Spanish languages, defaults to Euro currency
* BugFix: Multiple guns no longer appear on top of each other
* BugFix: Targets on queen no longer visible when queen attacks
* BugFix: Gun reticles now turn off correctly
* BugFix: “Press Start/Money In” text no longer overlaps in Spanish

v3.60 - May 20, 2014

* Fix for Spanish translation in gun calibration

v3.50 - unreleased

* Fixed bug where programs were loaded by using locale rather than language
* Fixed text backgrounds for speech during the game (Spanish only on non-spanish locales)

v3.40 - unreleased

* Online menu removed - games are now strictly offline
* Continue cost adjustment added
* Language adjustment added for locales that support multiple languages
  + Spanish translations added
  + China translation corrections
* Lamp test redesigned
* Bug fixed where *Insert Cash* text would not appear in a 2-player game
* Setting the country code in Factory setup only allowed for USA locale dongles

v3.30 - unreleaesd

* Improvement to object update loop to avoid potential crash on starting Chp 4
* China translation fixes
* Fixed Card reader reconnect bug
* Fixed bug after failing chp 4 boss that would cause game to bog on China units

v3.20 - unreleased

* Added more Chinese data files
* Engine modified for Big Buck HD compatibility
* Added central USB connection manager

v3.10 - March 26, 2014

* Volume increased on HP 6005
* Beston Enterprises removed from credits
* Added Yuan currency type

v3.00 - unreleased

* Support for Chinese translation

v2.90 - March 19, 2014

* Added memory pool for large resource loading to help reduce memory fragmentation

v2.80 - unreleased

* Fixed bug for in-game credit charge message when player cost changed from default
* Updated driver for nVidia GTX 750
* System volume decreased 80%
* Improved IO system

v2.70 - unreleased

* Corrections to credit list to fix incorrectly spelled names
* Support for Nvidia GTX 750 graphics card
* Maintenance reboot for offline games changed to once every 24 hours
* Changes to further reduce chance of memory fragmentation and allocation failure

v2.60 - unreleased

* Fix for minor memory leak causing corrupt texture

v2.50 - February 7, 2014

* Change from 5pt gun calibration to 1pt calibration system on deluxe units

v2.40 - February 1, 2014

* Initial Release
* HP 6005 or HP 6305 computer
* Nvidia 650ti graphics card