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# Amaya Game Development Platform - Release Notes

## v1.0.24

**New Features**

* **[Integrations, Documentation]** - Updated documentation to include the new flashintegration swc v2.7. This library is not used for game development.
* **[Casino 4]** - Added notifyGameStart and notifyGameEnd methods to GameServices. Flash games must use these methods to indicate the start and end of a game (ex. start and end of a spin).
* **[Casino 4]** - Added notifyPreloadEGIStart, notifyPreloadEGIProgress, and notifyPreloadEGIComplete methods to GameServices. EGI games can use these methods to inform the framework of loading progress that occurs after the EGI adaptor has loaded. These methods are not used for standard game development.
* **[Documentation]** - Separated documentation into two main categories, "rgf" for developing native game and "integration" for docs related to integrated external games and the platform.
* **[Sample Slots]** - Added new calls for integration support. Games **\*must\*** be sure to add calls to gameServices.notifyGameReady, gameServices.notifyBonusGameStart and gameServices.notifyBonusGameEnd. Flash must additionally call gameServices.notifyAutoPlayStart and gameServices.notifyAutoPlayEnd if applicable.
* **[Casino 4 Harness]** - harness.html has been updated to work with the latest version of the framework.
* **[Casino 4 Harness, Casino 5 Harness]** - build.prepare has been updated to download and store the configuration files from their new location.
* **[Casino 5]** - Updated the GameServices.gameSettings.addAutoSpinControl method to no longer require a title for the auto spin control. The framework now assigns the title directly. Any existing calls that pass a title parameter will continue to function but the title value will be ignored.

## v1.0.23

**New Features**

* **[Mock CGS]** - Added new support war for GeoLocation
* **[Casino 4]** - Updated to lib version 4.1.334 which includes support for accessing the auto spin values through the game profile. All Flash games that provide an autospin feature must use the values provided by GameServices.profile.autoSpinValues() as the options the player can select from.

**Bug Fixes**

* **[Casino 4 Harness, Casino 5 Harness]** - Updated the build.xml in both harnesses to correctly configure the proxy to the geolocation servlet.

## v1.0.22

**New Features**

* **[Casino 5 Harness]** - Improvements to the sound selection screen on mobile devices.
* **[Casino 4] -** Updated publish dimensions in game template.
* **[Casino 4 Harness, Casino 5 Harness]** - Added mock response for geolocation request.

## v1.0.21

**Bug Fixes**

* **[Casino 4 Harness]** - Added a line to the build.prepare target to disable the taskservlet request.
* **[Casino 5] -** Updated Casino 5 libraries to version 1.37 to fix a call to an undefined method (GetCurrencyDescription) when multiple profiles are active for a game.

## v1.0.20

**New Features**

* **[Casino 4 Harness, Casino 5 Harness]** - Updated to include the new currencyconfig.xml file when performing the build.prepare phase.
* **[MockCGS] -** Added new FrameworkCasino4 support war

## v1.0.19

**New Features**

* **[Casino 4 Harness, Casino 5 Harness]** - Updated to work with the new location of the frameworks on the server. This is required to properly perform build.prepare and get the latest framework updates.
* **[Casino 5]** - Updated to Casino 5 Library 1.35 which provides support for integrations and session-based resume.
* **[Casino 5]** - Removed usage of createjs.Ticker by the framework. This allows the game to have complete control over the framerate assigned to the Ticker class without impacting the framework. The framework does set the FPS to 50 at launch. Games may override from there.
* **[Documentation]** - Added documentation about frame rates.
* **[Documentation]** - Added documentation about the postMessage API used by the framework to communicate with a host page (documentation\client\casino5\libs\integration\amaya\_postmessage\_api.x.xx.docs.zip). This is not relevant to game development.
* **[Documentation]** - Added documentation about the Platform Integration library used by a host page to send messages to the framework (documentation\client\casino5\libs\platform\amaya\_platform.x.xx.docs.zip). This is not relevant to game development.
* **[Casino 4, Documentation]** - Added libraries and documentation for Flash Casino 4 framework integrations. This is not relevant to game development.
* **[Tools]** - Added tools/clientharness/RGF1 Client Harness. This is the old legacy client harness that works with RGF 1.0 games that pre-date HTML5. Do not use this unless you specifically know you are working on an old-style project.
* **[Mock CGS]** – added new replay.war which will allow replay urls to behave more like a real CGS instance, URLs in javascript and other helper files for replay should now correctly redirect from replay/remote to casino/remote. This should allow for more similar behavior between how replays are displayed on a real CGS and the Mock CGS. – Thanks to Helmut Messerer for initial replay.war design

**Bug Fixes**

* **[Casino 5 Harness]** - Fixed a bug in the harness that prevented the egiURL, egiExtGameId, and data properties from being parsed out during the build, making them inaccessible during runtime.

## v1.0.18

**Bug Fixes**

* **[Mock CGS]** - Fixes the "encoding error" that was present in the 1.0.17 release.

## v1.0.17

**New Features**

* **[Development Environment]** - Updated RGF Manifest Plugin to 1.7. Run the install script to install the new version of the plugin. **Important:** **This version is required to correctly manifest sound files.**

**[Casino 5]** - Updated SoundJS library to 0.5.2 - <https://github.com/CreateJS/SoundJS/blob/master/VERSIONS.txt>

**Important:** **This version has changed how sound preloading works and now requires that all sounds be in the same directory. You must move all sounds located under the sound/<sound format> directories to the root of the sound directory.** Refer to the migration chart below:

|  |  |
| --- | --- |
| **Old Location** | **New Location** |
| webapp/casino5/sound/m4a/example.m4a | webapp/casino5/sound/example.m4a |
| webapp/casino5/sound/mp3/example.mp3 | webapp/casino5/sound/example.mp3 |
| webapp/casino5/sound/ogg/example.ogg | webapp/casino5/sound/example.ogg |

* **[Casino 5]** - Updated PreloadJS library to 0.4.1 - <https://github.com/CreateJS/PreloadJS/blob/master/VERSIONS.txt>
* **[Casino 5]** - Updated EaselJS to 0.7.1 - <https://github.com/CreateJS/EaselJS/blob/master/VERSIONS.txt>
* **[Casino 5]** - Updated TweenJS to 0.5.1 - <https://github.com/CreateJS/TweenJS/blob/master/VERSIONS.txt>
* **[Casino 5 Harness]** - Removed support for custom Splash Screens. Instead, these have been replaced with a standard "enable sounds? Yes/No" selection screen. Game should remove all the splash screen source and compressed files from the game project.
* **[Casino 4 Harness]** - Updated the build.xml file to download the new network.swf file from the framework. You will need to update the build.xml in your casino 4 harness in order to correctly compile the assetstream.bin file.

## v1.0.16

**New Features**

* **[Casino 5 Harness]** - Added support for EGI.
* **[Mock CGS]** - Documented Tomcat's need to enable crossContext feature.

**Bug Fixes**

* **[Casino 4 Harness]** - Fixes a bug that caused live mode to fail to load.
* **[Mock CGS]** - Fixes a bug that causes Flash games to generate a null pointer exception when requesting the menu data.

## v1.0.15

**New Features**

* **[Casino 5]** - Updated Casino 5 API and SDK libraries to versions 1.26
  + Added GameServices.egiInfo object for developing games on the External Game Interface platform. Note: For native RGF game development, this object is not applicable.
  + Fixes a bug that caused an exception when multiple profiles were set up and one of the profiles included a credit value of 1000 or more. This fix results in amaya.sdk.utils.NumberUtils.toShorthand being renamed to "toShorthandFormat".
* **[Tools, Casino 5]** - Added tools/icons/icon.psd and tools/icons/icon.jsx. This a template for creating icons for use by bookmarks and home screen icons. The icon.jsx file is a Photoshop script that automates saving out the file in various sizes with the correct name. For complete information, see the Application Icon section of the Casino 5.docx.
* **[Casino 5 Client Harness]** - Changed the build.prepare target to download the configuration file from the CGS instead of the Casino 5 Framework webapp.
* **[Casino 4 Client Harness, Casino 5 Client Harness]** - Harnesses in examples games and in games generated from the template are not "pre-prepared" any more (ie they have not had the "build.prepare" call made to cache the framework files from a server for local use). This was a convenience in the past and simply requires that you run "ant build.prepare" ***before*** running "ant build.standalone" or "ant build.live" for the first time.
* **[Tools]** - Added a "clientharness" directory which contains "RGF2 Client Harness". In this directory you can find an unconfigured copy of the harness useful when upgrading an existing game to the latest version of the harness. To upgrade, simply backup your properties files, delete the harness directory (either from casino4 or casino5) and copy the "tools/clientharness/RGF2 Client Harness/casino4/harness" or ''tools/clientharness/RGF2 Client Harness/casino5/harness" directory into the corresponding client in your game. Replace the existing properties files with the ones you originally backed up.
* **[Game Template]** - Added a new step in the template generation process to define the gameId. This values is only used in the client harness' live.properties file. If you have not been assigned a gameId, you can safely leave this as the default of 0. Note that you cannot use the live harness without an assigned gameId.

## v1.0.14

**New Features**

* **[Development Environment]** - Updated RGF Manifest Plugin to 1.5. Run the install script to install the new version of the plugin.
* **[Game Template]** - Update the root pom.xml of the game (in the directory with the client, server and assembly dirs) with additional build information required for releasing games. Please diff this pom against any projects created from an earlier release of the Game Development Platform and incorporate the changes.
* **[Sample Slots]** - Updated game icons
* **[Casino 5]** - Reintroduced TweenJS 0.5.0. If your game includes this as a lib, please remove it.
* **[Casino 5]** - Updated Casino 5 API and SDK libraries to versions 1.24
  + New Object: GameServices.autoSpin - Provides methods used when implementing autospin using the new auto spin game settings control.
  + New Method: GameServices.gameSettings. addAutoSpinControl
  + New Object: amaya.sdk.utils.PathUtils
    - toRemoteGame( relativePath ) takes a relative path and resolves it to an absolute url of the game's "casino5" directory. For example, PathUtils.toRemoteGame( "test.png" ) would resolve to "http://www.myserver.com/casino/game/remote/MyGameName/casino5/test.png. This method should always be used when post-loading content.
    - filterLang( string ) takes a string a replaces instances of the "{lang}" token with the current language. This is typically used in paths and often used in conjunction with the "toRemoteGame" method. For example, to postload a translated image, you might call PathUtils.toRemoteGame(PathUtils.filterLang("test\_{lang}.png")).
  + New Method: GameServices.frameworkInfo.isSpinButtonEnabled() to allow the game to query the current state of the spin button.
  + Fixed GameServices.frameworkInfo.isModalDialogDisplayed(). The function was being overwritten by the value instead of assigning to the value that the function should return.
  + New Object: NumberUtils, which currently includes one method for shortening the display of large numbers (i.e. 1500 -> 1.5K, 1000000 -> 1M)
  + New Event: GameServices now dispatches OrientationChangeEvent to inform the game when the orientation of a device has changed and what the new orientation is.
  + New Method: DeviceUtils.isMobileSafari() which detects if the browser is Safari running on a mobile device.
  + DeviceUtils.getAndroidVersion() incorrectly checked if the platform was Android.
  + DeviceUtils.getIOSVersion() incorrectly checked if the platform was iOS.
  + DeviceUtils.getWindowsPhoneVersion() incorrectly checked if the platform was Windows Phone.
  + GameSettings.addBooleanControl specified the wrong control type.
* **[Casino 5]** - Now supports the selection of Play For Real or Play For Fun during the loading phase of the game. This feature is disabled by default and is enabled through the frameworkconfig.xml file.
* **[Casino 5]** - Now supports selection of a game profile during the loading phase. The selection menu appears if the server is configured with more than one profile for the game in the current account.
* **[Casino 5]** - Added support for Auto Spin via the Game Settings panel. To enable, use the game settings API to add an auto spin control. Note that creation of the control is only the first step to integrating auto spin fully. To complete the implementation, game's must add some important code to communicate the progress of the auto spin with the framework. For complete information, refer to the Casino5.docx file.
* **[Casino 5]** - Added support for non-localized splash screens. "splash.png" and "splash.jpg" are now valid in addition to localized versions (i.e. splash\_en.jpg). This reduces the number of files required for splash screens that do not require translated text.
* **[Casino 5]** - Added support for localized loading screens as well as the option to use a JPG instead of a PNG. See the Casino 5.docx file for information on overriding the loading screen.
* **[Casino 5]** - Added support for overriding the text properties for the loading screen text. This allows the color, x, y and alpha properties to be customized to suit the loading screen.
* **[Casino 5]** - Added UTF-8 charset declaration
* **[Sample Slots]** - Integrated auto spin
* **[Casino 4]** - Updated library version to 4.1.309.

**Bug Fixes**

* **[Sample Slots]** - Paytable icons were cut off due to resizing of the game icons in the previous release. This has been corrected.
* **[Sample Slots]** - Icon backgrounds are now white instead of transparent
* **[Casino 4 Harness]** - JQuery filename was incorrect

## v1.0.13

**New Features**

* **[Casino 5]** - New Mobile UI for HTMl5 games. This change results in some very important changes which must be integrated into the games.
  + Buttons that previously overlayed the game (Menu, Close, Game Settings and Paytable) have been relocated. Menu is now on the lower-left of the bottom bar. Game Settings is now on the lower-right of the bottom bar. Paytable is now an item within the menu. Close button is no longer required.
  + The Spin button remains and continues to work as it did in the previous releases.
  + The Casino 5 framework now contains the game settings panel. Games must add the controls they require by using the new "gameSettings" object of GameServices, providing parameters such as values, default value and label. For complete information on using this new service of the framework, please refer to the Casino5.docx.
* **[Casino 5]** - Updated Casino 5 API and SDK libraries to versions 1.16.
  + New methods: notifyGameStart, notifyGameEnd (**IMPORTANT**: Both are required to be integrated into all games)
  + New methods: frameworkInfo.isLowQuality, frameworkInfo.isStandardQuality, frameworkInfo.isHighQuality
  + New object: GameServices.gameSettings
  + Removed methods: showPaytableButton, hidePaytableButton, enablePaytableButton, disablePaytableButton, showGameSettingsButton, hideGameSettingsButton, enableGameSettingsButton, disableGameSettingsButton.
  + Added events: GameSettingsCloseEvent, GameSettingsOpenEvent, GameSettingsChangeEvent, MenuCloseEvent, MenuOpenEvent
  + Removed events: CloseGameSettingsEvent, ClosePaytableEvent, OpenGameSettingsEvent, OpenPaytableEvent
* **[Casino 5 Framework]** - Updated EaselJS library to 0.7. Please refer to the release notes at <https://github.com/CreateJS/EaselJS/blob/master/VERSIONS.txt> if your game uses the Easel library. There have been some important new changes which may affect your game.
* **[Game Template]** - Added a new folder to "client/casino5/src/main/webapp/casino5" called "paytable". Added default paytable.html file to this location. All games must provide at least a basic paytable using this page as the root. As many images or additional pages can be added here. For complete information, refer to the Casino5.docx.
* **[Sample Slots] -** Updatedthe game to use the new Game Settings controls and API provided by the Casino 5 framework. Removed in-game controls from "Standard" quality versions and enlarged reels.
* **[Sample Slots] -** Removed high\_1.33, high\_1.6 and high\_1.77. These were never properly completed and will be included again in the future when retina support is complete in the framework.
* **[Sample Slots]** - Added the paytable.html for in-menu paytable support.
* **[Sample Slots]** - Refactored some classes.

**Bug Fixes**

* **[Casino 5 Client Harness]** - Corrected the loading of splash screens so that it works with jpg's and png's and also allows for localization.
* **[Sample Slots]** - Fixed a bug that caused payline indexes in a resumed game to be off by 1.
* **[Casino 5 Client Harness]** - Added a meta tag to prevent Google from asking players if they want the page translated.
* **[Casino 4 Client Harness, Casino 5 Client Harness]** - Corrected the case of EgiUrl to EgiURL.
* **[Casino 5 Client Harness]** - Fixed a bug that would cause the game to fail if passing in resumedGame=0/1 in live mode.
* **[Casino 5 Client Harness]** - Fixed a bug that would cause the resume servlet to be ignored in live mode.

## v1.0.12

**New Features**

* **[Casino 4 Client Harness]** - Fixed a bug that caused the flash harness to fail to launch properly. This was broken in the 1.0.8 release.
* **[Sample Slots]** - Added game resume functionality to the Casino 4 (Flash) version of the game
* **[Casino 5]** - Added support for splash screens in multiple languages. Please refer to the Casino5.docx documentation for complete details.

## v1.0.11

**New Features**

* **[Casino 5, Documentation]** - New directories under "webapp/casino5/preload" are now recognized. These direcotries are called "high", "low" and "standard". The function very much like the current quality\_ratio directories except that the corresponding quality directory is additionally preload along with the contents of the quality\_ratio directory (i.e. Both " webapp/casino5/preload/standard" and " webapp/casino5/preload/standard\_1.33" are now preloaded if the framework detects standard quality and 1.33 ratio). This allows files common to all ratios of a given quality to be kept and cached in one location instead of three. Additional documentation has been added to the Casino5.docx file to provide details and examples.
* **[Sample Slots]** - Moved some common files from quality\_ratio directories to the new quality directories.
* **[Game Template]** - Added "low", "standard" and "high" directories under the preload directory.
* **[Casino 5]** - Added the option to use splash screens formatted as jpg's as well as png's. Since these type of screens typically compress better as jpg's, the system will attempt to load the file as a jpg, then fall back to the png and finally fall back to the default splash screen of the framework.

**Bug Fixes**

* **[Game Template]** - Games generated from the template were missing the "about.xml" file (and corresponding map entry) in the client harness. This would cause the game to fail when running in standalone mode.
* **[Game Template]** - The client/casino5/pom.xml was missing a file set for sounds. This results in the build not adding sounds to the game manifest.
* **[Casino 5 Client Harness]** - Fixed a bug that caused an exception if no splash screen was provided in the game and in the framework.

## v1.0.10

**New Features**

* **[Development Environment]** - Updated RGF Manifest Plugin to 1.4. Run the install script to install the new version of the plugin.
* **[Casino 5 Framework]** - Updated EaselJS library to 0.6.1
* **[Casino 5 Framework]** - Updated PreloadJS library to 0.3.1
* **[Casino 5 Framework]** - Removed TweenJS library. Add this library directly to the game if required.
* **[Casino 5 Framework]** - Updated JQuery to 2.0.3
* **[Casino 5 Framework]** - Updated custom Modernizr build to detect Canvas, JavaScript, CanvasText, GeoLocation, FontFace, Video, Audio, LocalStorage, and SessionStorage. These can be access by checking the state of each feature in the "Modernizr" object.
* **[Casino 5] -** Included a license statement into the Amaya JavaScript library files.
* **[Casino 5] -** Added alpha support for audio in the amaya.sdk.sound package. Refer to the SoundSystem and SoundInstance classes in the SDK documents.
* **[Casino 5] -** New DeviceUtils Method: isBlackBerry - Detects "BlackBerry" or "BB10" in the UserAgent
* **[Casino 5] -** New DeviceUtils Method: isPlayBook - Detects "PlayBook" in the UserAgent
* **[Casino 5]** - All sound is controlled through a single "Sound On/Off" option. GameServices.options.dealerVoice() and GameServices.options.ambientSound() methods have been removed. Also the DEALER\_VOICE and AMBIENT\_SOUND constants have been removed from the amaya.api.events.OptionChangeEvent object.
* **[Casino 5]** - Full Animations option has been fully removed. GameServices.options.fullAnimations() method has been removed. Also the FULL\_ANIMATIONS constant has been removed from the amaya.api.events.OptionChangeEvent object.
* **[Sample Slots]** - Added audio to the HTML5 Sample Slots game.
* **[Sample Slots, Game Template]** - Changed the POM version to 2.0-SNAPSHOT. All game built from this platform should be version 2.x. Version 2.x games denote that the WAR file supports multiple clients (Flash, HTML5 etc). Your game may increment the minor version as required for releases but should keep the major version number as 2.
* **[Game Template]** - Added "url", "scm", "distributionManagement" and "extensions" nodes to the trunk pom.xml. These are required in order for the game to be added to Amaya's Continuous Integration system.
* **[Game Template]** - Added default folders for casino5/splash and it's quality/aspect ratio subdirectories
* **[Game Template]** - Added default folders for casino5/sound and it's sound format subdirectories
* **[Documentation] -** Added documentation about sound and the SoundSystem API to the Casino5.docx
* **[Documentation] -** Added documentation about the SoundSystem API to the SDK documentation
* **[Documentation] -** Added documentation about splash screens for mobile devices to the Casino5.docx

**Bug Fixes**

* **[Setup]** - Fixed a bug in the install script that would use the wrong version number in the pom for the game manifest plugin.
* **[Casino 5 Framework]** - Fixed a bug that caused localized image sets (myfile\_en.jpg, myfile\_de.jpg etc) to be incorrectly indexed in the GameServices.assets object making them inaccessible by the game code.
* **[Casino 5 Framework]** - Fixed a bug in the standalone engine that prevented multiple map nodes from having multiple requests. Each "responses" node in the map can now have multiple "response" nodes and each will be cycled through separately.
* **[Mock CGS]** - Fixed a bug that prevented some browsers from correctly launching the HTML5 game through the Mock CGS

## v1.0.9

**Bug Fixes**

* **[Game Template]** - The game template provided had a number of files and settings associated with Sample Slots in the server portion of the generated game. This has been cleaned up.

## v1.0.8

**New Features**

* **[Mock CGS]** - Disabled GameMenu on both Casino4 & Casino5 FrameworkConfig.xml
* **[Mock CGS]** - Added Gaming Guide support. MockCGS will now forward gaming guide requests to the proper RGF game.

## v1.0.7

**New Features**

* **[Documentation] -** Added documentation about localization processes to the Casino5.docx
* **[Documentation] -** Added documentation about the Casino 5 User Interface to the Casino5.docx. This information explains the games interaction with the user interface and provides helpful information about the size and position of the relevant elements.
* **[Mock CGS]** - Implemented AboutServlet support
* **[Mock CGS]** - Updated Mock CGS to utilize correct game.html and underlying html & JavaScript files
* **[Mock CGS]** - Updated README.txt
* **[Casino 4 Client Harness]** - Updated to use new flash.min.js from CGS

**Bug Fixes**

* **[Casino 4 Client Harness, Casino 5 Client Harness]** - Fixed a bug in the client development harness that would prevent deleted files from being removed from the "target" directory. This was accomplished by having Maven clean the project before packaging.

## v1.0.6

**Bug Fixes**

* **[Casino 5]** - Fixed a bug that prevented the client development harness from attempting to contact the menu builder servlet when running under live mode. This would cause a 404 error that would prevent the game from loading.

## v1.0.5

**New Features**

* **[Casino 5] -** Updated Google Closure Compiler maven plug-in to version 1.1. This version supports passing in the compilationLevel and outputManifest arguments. The new plug-in must be installed by running the setup script.

**Bug Fixes**

* **[Casino 5]** - Fixed a bug that prevented the client development harness from downloading the correct localized files.

## v1.0.4

**New Features**

* **[Tools] -** Added playerhandle.air application. This app allows the user to generate a playerHandle for a given player on a given server.
* **[Documentation]** - Added information on generating playerhandles to the Casino 5 document.
* **[Documentation]** - Added information on generating playerhandles to the client development harness README.txt document.

## v1.0.3

**New Features**

* **[Casino 5] -** Updated to use version 1.12 of the Casino 5 Libraries. This version expands the API with several new methods and events. For complete information, see the Casino 5 library release notes. At a high level, functionality has been added to the framework to provide:
  + Common buttons for "Paytable", "Game Settings" and "Spin" which can be used to provide a consistent user experience. These buttons are particularly helpful for developing phone-centric layouts. Please refer to the documentation in the documentation/client/casino5/Casino5.docx for complete details. Also note that the graphics in this release are placeholders only and will change in future releases.
  + New methods allowing the game to display the "Balance", "Wagered" and "Won" fields as credits. Once enabled by the game, the user can click the Balance/Wagered/Won area of the status bar to switch from a cash-based view to a credit-based representation of their financial information.
* **[Casino 5]** - Added a clock to display the server time to the player. This is to support jurisdictional requirements and is disabled by default.
* **[Casino 5]** - Added optional query string parameters that can force the aspect ratio, quality (low/standard/high), and fallback logic. For complete information see the Developer Tools section of the documentation/client/casino5/Casino5.docx

|  |  |
| --- | --- |
| Key | Value |
| ratio | Any positive floating point value, defining the ratio of width to height, that indicates the desired viewport ratio. Specifying this value overrides the measured viewport ratio. Example, set the value to 1.33 to force a 4:3 (1.33) viewport ratio. Note that the value of ratio does not have to be exactly 1.33, 1.6 or 1.7. For example, to test how content would appear on a device with a 1.5 ratio, pass "ratio=1.5" and the system will respond as though the viewport had measured a 1.5 ratio. |
| quality | One of the values "low", "standard" or "high". Specifying this value overrides the measured quality based on the view size. |
| fallback | Either 0 or 1. Any value other than 1 is treated as 0. Default is 1. When 0 is specified, the system will not fall back to other game implementations when the ideal implementation is not provided. For example, if a game implements "standard\_1.33", "standard\_1.6" and "standard\_1.77" but the framework determines the best game implementation for the viewport is "low\_1.6", the framework will NOT use "standard\_1.6" instead of "low\_1.6". Instead an error will be displayed. This is useful when used in conjunction with the "ratio" and "quality" parameters to force a specific game implementation on a specific screen (for example, viewing a phone-centric layout on a desktop development browser). |

* **[Examples/SampleSlotGame]** - Added complete implementations of "low\_1.33", "low\_1.6" and "low\_1.77" version of Sample Slots for Casino 5.
* **[Examples/SampleSlotGame]** - Updated all implementations of Casino 5 Sample Slots to use the new common buttons for "Paytable" and "Spin". Only the "low\_1.33", "low\_1.6" and "low\_1.77" make use the "Game Settings" button which opens a panel providing access to change the bet and credit values. In the tablet-centric implementations, there is enough space to display these controls directly on the screen and therefore the "Game Settings" button is not used.
* **[Examples/SampleSlotGame]** - Updated the Casino 5 Sample Slots game to use the credit displays in the status bar. The Balance/Wagered/Won area can now be clicked to toggle to a credit-based view of the financial information. This is particularly useful for phone-centric layouts which have limited space.
* **[Documentation]** - Added "Using the Credit Displays" section to the Casino 5 document
* **[Documentation]** - Added "Using the Built-In Game Buttons" section to the Casino 5 document
* **[Documentation]** - Added "Developer Tools" section to the Casino 5 document

## v1.0.2

**New Features**

* **[Casino 4 Client Harness, Casino 5 Client Harness]** Jetty has been replaced by Tomcat as the webserver used by the harness. This was done for a few reasons:
  + Jetty 8 would not allow overwriting of the files while it was running. This meant that for developers to rebuild their game, they would have to stop Jetty, rebuild their game, and then restart Jetty. This was not an ideal workflow.
  + Tomcat is the webserver used by the AGS
  + Jetty did not seem to correctly respect Apple's custom META tags properly leading to issues with the display of the game. Tomcat has proven to be better at handling these tags.
* **[Documentation]** Client documentation related to the harnesses has been updated to refer to Tomcat instead of Jetty.
* **[Documentation]** setup.docx has been updated to require a JAVA\_HOME environment variable be specified (Required for Tomcat to operate).
* **[Casino 5]** Updated to use version 1.10 of the Casino 5 Libraries
* **[Examples/SampleSlotGame]** - Added a basic implementation of a "low\_1.77" version of Sample Slots. This version is not fully complete but is playable. It helps to illustrate how the quality and aspect ratio settings can be used to run alternate code and different layouts.

## v1.0.1

**Bug Fixes**

* **[Casino 5 Client Harness]** Added code to inherit the domain and port from the launch url instead of being hardcoded to localhost. Allows hitting the webserver in live mode from a machine other than the one the jetty instance is running on.

## v1.0.0

**New Features**

* **[Casino 5]** Added devicePixelRatio to GameServices.frameworkInfo.
* **[Casino 5]** Removed V2Game.initWithCanvas method. Use V2Game.init to perform startup messaging and use the new amaya.sdk.ui.canvas.CanvasManager class to create a full screen canvas and manage resizing.
* **[Casino 5]** Added support for Retina displays
* **[Casino 5]** Added configuration to disable retina display delivery
* **[Casino 5]** Added an image that is displayed in portrait mode to inform the user to rotate the device to landscape mode
* **[Casino 5]** Added support for the game to use a custom loading screen background (Optional)
* **[Casino 5]** Added a meta tag for iPhone 5 fullscreen webapp support.
* **[Casino 4, Casino 5]** Updated default framework skins to use the new Amaya brand
* **[Examples/SampleSlotGame]** Added a custom loading screen to the Casino 5 implementation of the game.
* **[Documentation]** Added Glossary.docx (List of domain-specific terminology) and ReleaseNotes.docx.
* **[Examples/SampleSlotGame, GameTemplate]** Updated the client development harness properties to point to the opal.chartwelltechnology.com server

**Bug Fixes**

* **[Casino 5]** Viewport measurement always treats the long dimension as the width when generating a canvas. This prevents the system from basing the aspect ratio on the portrait-width when opened in portrait mode.
* **[Casino 5]** Orientation changes are now detected as part of the resizing code. Previously this was done using the onorientationchange event and the window.orientation values. The timing of the event and the value of window.orientation proved to be unreliable and inconsistent across various devices and browsers.

## Alpha Pre-Release

**New Features**

* Initial Release of the Amaya Game Development Platform

**Bug Fixes**

* None