

Version 0.7 release notes

Date: 2012-10-08

Whats New

Now possible to list all alarms added previously.

Mini-games have been added but they can only be tested by manually activating them in the NotificationActivity sourcecode for the moment. This will be resolved in later versions of the application.

Changes in this release

Adding an alarm now uses an alarm controller that adds the alarms to a database and manages that instead of using the built-in AlarmManager.

Known bugs and limitations

- Alarms does not fire correctly at their set time
- Toggling the alarm enable state in the alarm list does not toggle the alarm correctly in the database.
- If you add and then remove a value in CalculusGame the TextWatcher will try to parse an empty string to integer.
- A concurrent issue in the WhacAMoleGame can sometimes occur when the gamethread tries to read the list including what buttons are left while also trying to change the list's value.