

Version 1.0-final release notes

Date: 2012-10-22

Whats new

- *The add alarm activity has been updated thoroughly and one can now set an alarm with desired settings. Settings include sound customization, vibration customization, snooze customization and game/puzzle customization.
- *Added an alarm list where you can see and remove all of the currently existing alarms. Alarms may also be activated/deactivated directly from this list.
- *Ability to preview and choose sound from the device's soundfiles.
- *Functionality to play non-standard android sounds have been added. I.e your own mp3 files.
- *Ability to pick a set of songs and the alarm then plays one of the chosen at random upon activation.
- * Added the ability to set the days an alarm should repeat on.
- *The GUI has been mostly reworked/remade to offer a better UX.

Changes in this release

- The database table is now auto-generated instead of manually written and updated after each change in the table structure.
- (Programmatically) creating a new Alarm is now much easier by use of Extras class.
- The notification activity and add alarm activity is now both locked to portrait mode.
- The "Next Alarm:" text is now working properly and will update with the next alarm time.

Known bugs and limitations

- You can't edit an alarm.
- The dismissAlarmLayout will not get visible again after playing a game on an android 2.3 device
- Clicking snooze will add a alarm duplicate and will show up in the alarm list.
- Alarms going off when the phone is "resting" will not cause it to wake up.
- If you set an alarm and then lock your phone. The alarm may be severely delayed or not triggered at all.
- If you choose to snooze an alarm a new alarm is added to the database and will be listed in the "Alarms" - menu.