Changelog Genius 4.0

# CORE

- Fixed: support of integer issues

- Fixed: support of Linux distributions (please report issues)

- Added: BOA framework with large set of bidding strategies, opponent models, and acceptance strategies

- Added: the ability to specify parameters for negotiation strategy components

- Added: ability to specify options to run a tournament (time/rounds, session generation, logging, visualization)

- Added: option to run a distributed tournament

- Added: large set of quality measures which can be enabled in tournament options

- Added: random scenario generator

- Added: option to run a tournament without UI

- Added: option to run acceptance conditions in parallel

- Added: save/load tournament setup

- Added: ability to set discount factor and reservation value for a preference profile

- Added: classes to facilitate agent creation (automatic generation of all bids)

- Improved: timeline to optionally feature rounds instead of time

- Improved: amount of rounds/time can now be varied for a single session and a tournament

- Improved: low level bilateral classes to support multilateral

- Improved: reduced complexity of UI

- Improved: editing the domain and agent repository using Genius

- Improved: efficiency of Pareto algorithm

- Improved: memory requirements

# REPOSITORY

- Added: all ANAC agents to agent repository

- Added: all ANAC domains to domain repository

- Added: all components of ANAC2010 and ANAC2011 agents to BOA repository (working on ANAC2012)

# DOCUMENTATION

- Improved: documentation of main classes

- Improved: manual