Table of Contents

[Acme Release Notes 2](#_Toc453765794)

[Bug Fixes 2](#_Toc453765795)

[Known Issues 2](#_Toc453765796)

[Features and Enhancements 2](#_Toc453765797)

[Social Media Enhancements 2](#_Toc453765798)



# Acme Release Notes

This document describes the Acme x.x updates and improvements uploaded in Google Play Store.

## Bug Fixes

* Removed warning messages and dead codes that resulted in Application crash when email string have Null value.

## Known Issues

* Crash in cards screen due to **IndexOutOfBoundsException** in **String.subString()** and play store version
  + **Work around**: This is a string related memory leak in Java 1.6 and is fixed in substring implementation of Java 1.7.
* Crash when **InviteFriendsActivity** is launched from deep link.
  + **Work around**: Use the **Go** button on your mobile keypad instead of using the **Sign-in** button on web view.
* Error due to **rename** issues
  + **Work around**: Acme recommends that you rename all instances of **UltraSound** to **Ultrasound**.

## Features and Enhancements

Acme improves your user experience through improved accessibility and security. The list of features and enhancements are:

* Increase of OTP timeout from 15 seconds to 30 seconds during sign-up.
* Display card holder name in receipts
* Addition of redeemed coupon flow
* Support multiple photo bills upload
* Change success message in upload bill
* Display success/failure message after selecting **Send Log**
* Addition of phone numbers in the profile screen
* Addition of **invite to earn** and **redeem code** entry points in the Hamburger Menu

## Social Media Enhancements

Acme focus on social media enhancements have resulted in:

* Improved inbox scrolling lag without jitter.
* Improved performance by stopping the Inbox from adding many rows during initialization.
* Use of **SendMoneyAdapter** class in **BankDetailsActivity** class instead of **ContactsAdapter** class.