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| ***Folder*** | | ***Ver*** | ***Date*** | ***File*** | ***Purpose*** | ***Notes*** | ***Config.h*** |
| *Original* | *Now* |
| ControllerApp | 1.1.5 | 1.1.5 | 9-March-12 | 6/7/13 | Latest & Greatest  in my Prototype | * Numerous optimizations, but I think largely untested code. * Then the lighting and humidifier over temp code got added to what must have been a 1.1.2 baseline and is missing from here * UI\_Table.\* -> UI\_Table.\*, UI.\* | LIGHTING\_FAIL\_SAFE added, and implementation controlled by #if |
| ControllerApp\_1\_1\_1 | 1.1.1 | 1.1.1 | 2-Feb-12 | 3/3/12 | Original release |  | Mostly same   * #if Prototype used |
| ControllerApp\_A100 | 1.1.3 | 1.1.3 | 23-Feb-12 | 3/3/12 | Released to MJB | * Added LightingRegulator to turn off lights when above certain temperature * Sensiron.\* added to project * Wprogram.h -> Arduino.h * Extra output for lighting * Shut off Humidifier if too hot[?] |
| ControllerApp2 | 2.0 | 1.1.3 | 23-Feb-12 | 3/3/12 | Hack Job for unknown purpose, never released | * UI removed from Main * No UI.\* UI\_Table.\* * LiquidCrystal.cpp,.h added to project |