V1.9 Aug. 19, 2016

Enhancements:

- Now you can transfer games to EasyGo via WiFi, that is, You can upload files to EasyGo using your browser on Mac or PC.

- Supports importing TYGEM .gib file, and even better, now you can download and import TYGEM user games directly in EasyGo.

- Tags are now also saved in the exported SGF file, and tags will be kept after importing.

- Now you can set or remove tags in batch.

Problem Update:

Thanks to user hanspi for the feedback, the solutions of the following problems have been updated.

- Tesuji No. 27, 96, 106, 107, 108, 111, 123, 124, 129, 196

V1.8 Jan. 8, 2016

• Now you can share games/problems with other users on EasyGo server. Easy export and upload, easy download and import. Share games/problems with others to get EasyGo points, which can be used to download games/problems shared by others.
• Under My Games, mulitple problems can be selected and exported to a PDF file, which can be then emailed or printed directly by AirPrint. Header and footer can be set, and number of problems per row and rows per page can also be configured. (Just the problem itself will be printed, solution won't be printed, and problems under system library are not supported right now.)
• Problem update: the solution for Life and Death, Easy No. 189 has been updated.
• Other bug fixes and performance improvements.

V1.7.2 Feb. 27, 2015

Enhancements:

• Added a Joseki practice mode, which is similar to the problem pratice, however you have to practice all the variations one by one. As the demo of the new Joseki mode, 32 common invasion patterns(Joseki) are added to the bundled system library, please have a try. Joseki mode for the problems under "My Games" is also supported. Added a Joseki game type for game edit, Joseki type is special mode of problem type. For problems with Joseki type, after walking through one variation, you're prompted to try all the other variations one by one. If all the variations have been tested, the side will be switched and all the variations from the other side will be tested again. Currently there is another difference between problem and Joseki type, for the problem type, all the variations are wrong varations except main line. You have to

put "right" or "correct" in the comment of the last move of the varaiton to mark it as correct variation; For the Joseki type, all the moves are correct by default. please long tap the node in the tree view to toggle it as bad move.

• Two finger tap to switch side during problem practice

• for the problem mode, the system will play the next move for you, and ask you for the move after that

• for the new Joseki mode, the current position will jump to the first move.

• Now the game type info(normal game, problem or Joseki) is saved in the exported SGF file, and the game type will be kept after importing.

• Shows file name in the list/grid view if the game name property(GN) is an empty string or string with only space. Added an option to force show file name instead of game name property.

Bug Fixes:

• After creating a problem from scratch, if switch to problem test without saving first, then when switch back to game edit mode, the game is gong.

V1.7.1 Nov. 4, 2014

Enhancements:

• iOS 8 support, iPhone 6 and iPhone 6 plus support

• When a zip file is handled to EasyGo via "Open In" from other apps, the import file view will be displayed automatically

• Stone graphics enhancements:

* Added an option to adjust the gaps between adjacent stones.

* Bundled a new set of stone images with multiple grain patterns(Thanks EdLee and RBerenguel on lifein19x19 forum)

* A group of custom stone images can be set, EasyGo will display them randomly on the board.(please name them as blackstone01_01.png, blackstone01_02.png, etc.)

* Added an option to turn on/off stone shadow(If the custom stone images has built-in shadow, please turn off this option)

Bug Fixes:

• In problem mode, for auto zoom feature, prevent the border from being clipped when the clipped area is very close to the border

Problem Update:

• Basics - Life and Death: 75

• Life and Death Medium: 90

• Tesuji: 88, 122

Misc:

• Changed the minimum iOS requirement to version 6.0

V1.7 Feb. 27, 2014

Enhancements:

• Fuseki search support: now Fuseki indexes can be rebuilt for existing games in user library, and there is an option to create Fuseki indexes during game import. Once the indexes are created, you can swipe right in the variation table to search follow up moves, and you can get all the matching games by tap the follow up moves in the variation table.
• Favorites and Tags support: Besides bookmarking system problems to user library in the previous versions, now any game or problem can be added to Favorites, and tags can be assigned to any game or problem for easy retrieval.
• Improved zip file compatibility
• (iOS 7+ only) Bluetooth keyboard support: In the game edit/reply mode, you can use the left arrow and right arrow to go backward or forward, up arrow and down arrow to go 10 moves backward or forward, Command + Up or Down to go to the beginning or the end of the game.
• Now board sizes other than 9x9, 13x13, 19x19 are allowed when creating new game (Max board size is 19)

Misc:

• Now the Japanese black is also converted to white in the comments if color swapped in problem mode
• During zip file import, any file beginning with __MACOSX will be ignored.(They are special

files created by OSX while creating zip file on Mac)
• Retain the current selection when switching between list and grid view

Bug Fix:

• Fix for imported problems with board size less than 9x9(Existing problems need to be re-imported)
• If random color is enabled in problem mode, then after switching to edit mode, the comment isn't revert to the original

Problem Update:

The answers to the following problems have been improved: (Thanks to user Eric)

• Life and Death Easy: 123, 215, 224, 234, 251, 305, 327, 413
• Life and Deatch Medium: 101

V1.6 Sep. 20, 2013

Enhancements:

• Supports iOS7, iOS 7 style on iOS 7
• Add two additional coordinate type: raw SGF and Japanese style
• Pinch gesture to zoom in and out in the tree view
• Add an option to show coordinates in the tree view
• Swipe in the variation table to toggle between "show next move list" and "show alternate move list"
• Besides export to Zip file, now multiple games can be exported to a single SGF file(multi-part

SGF)
• For cropping part of the current board position to create a new problem, add a "crop all" button to select the whole board quickly, and add an option to configure how many follow up moves to copy
• Optimization of the line width on the board(now thinner line on small board)

Bug Fix:

• No correct/incorrect variations highlights in the tree view for newly created problem through "create problem" function
• Upon startup, the restored search result might not be correct
• On iPad, while in search, after rotation, the search bar might disappear
• If the current move is setup move(for example, add black or add white), then the number of moves with move number displayed might not be the same as configured

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V1.5 Jul. 1, 2013

Enhancements:

• Add a problem test mode, and the previous problem test is now called problem practice. In the new problem test mode, you can take standard test(20 problems in 10 minutes) or custom test, in which you can customize the total problem number, test time. During problem test, the restart, try, show solution button are all disabled. The standard tests for the bundled problems are integrated with game center leaderboard. Test history is saved automatically. And you can review all the problems answered incorrectly in any test later.
• Problem practice: instead of responds with random variations, the opponent now by default responds to first variation first, after you have solved the problem once and tap the restart button to retry, the app will responds randomly if there are multiple variations.
• Add an option to show alternate moves in problem mode or game mode. The alternate moves are marked with a solid blue rectangle. In problem practice mode, if long tap the alternate move mark, the opponent’s move will be changed to that position. That is, you can choose which variation the opponent will respond.

• The function of the "show answer" button during problem practice has been enhanced. Now, tap the button will just show hint for the next move: actually show all the correct variations (green dots) and incorrect variations (red dots) for a while. Long tap the button will show the solution automatically. Instead of just show the main line in the previous versions, now you have the option to control how the solutions are shown: Main line first, then random (default);Main line only; Random
• During problem edit, by default the variations in tree view are highlighted in green or red based on the correct move or incorrect move. And the highlight can be turned off in settings.
• During game edit, it's now possible to rotate or flip the board
• Add option group support for spaced repletion study(SRS), now you can create several SRS option groups, and assign one of them to any folder.
• Auto lock is now disabled while importing
• Now the game type(problem or normal game) can be manually set
• Now the folder detail view is also available for system folders where there are no problem directly in it(For example, Basics), and the tried, correct, wrong statistics are aggregated from the stats of sub folders. (Please note, the stats for SRS are still not aggregated now, and reset statistics won't reset the stats for the sub folders)
• When use "Open In" to handle a game to another application, the fixed name openinfile.sgf is used in previous versions. Now the original file name is used if the game was imported. Or the SGF game name property(GN) will be used if the game is created from scratch in EasyGo.
• If a game is imported via paste SGF from clipboard, then the export file name is fixed to new.sgf in previous versions. Now the game name(GN) property is used as the file name.
• Changed the smallest auto replay interval to 0.3 second from 0.5 second
• Add an option to display coordinates in bold font.
• Add more content to the bundled help file, and on iPad, you can also open help view in full screen.

Bug fix:

• If modified a game without saving, then start SRS session, the game won't be saved
• Sort options are now kept when opening full screen grid view.
• If the modification to a game is discarded by the user, the game should be restored to the original
• The "double tap to zoom" options in game settings doesn't work as expected until restart the app.
• When create a new folder, the folder stats should not be shown

Problem updates:

The solutions to the following problems have been updated:(thanks to user dgxsdr, hanekomu and Johan)

• Basics - Ladder: No 19
• Life and Death - Easy: 121, 188, 197, 201, 236, 247, 348
• Life and Death - Medium : No 22, 82
• Tesuji: No 56, 64, 73

V1.4 Feb 14, 2013

Enhancements:
• Spaced repetition study
• Added per-folder statistics support
• The current node position of the last opened game is remembered when the app is restarted.
• Grid view (thumbnail view) has the same sort options as list view. The option can be set in either view and the chosen option is kept when you switch back and forth between views.
• Changed the default stone image. "Big stone" is now on by default.
• Random rotate/swap color and double tap to zoom can be configured in game settings as well as in global settings. The chosen settings still apply globally.
• Either "right" or "correct" can now be used in the comment of the last node to mark the correct variation. The key word is case insensitive and can be surrounded by other words. For example, “Ko is correct.”
• Separate toggles for stone click sound and result jingle sound.

Bug fixes:
• During game edit, if the prev/next button was on the left, the markup symbol (triangle, square, cross, etc.) did not shown in the toolbar after being selected. And on an iPad, if the button was tapped again, the app crashed.
• From problem test to game edit, the game is restored to the original if random rotation/swap is applied.
• The stats were not always shown correctly after switching profile or resetting stats.
• On iPad landscape mode, the app might crash upon close the full screen grid view.

Problem updates:
The solution to following problems have been updated:
Life and Death - Medium : No 8, 21, 40, 51
Tesuji: No 109

V1.3.1 Sep 23, 2012

Add suport for iPhone 5 and iOS 6.0

V1.3 Sep 9, 2012
Enhancements:
• multi-part SGF support
• in batch edit, copy games/folders is now supported
• open in support in file manager
• long tap a stone on the board to jump to that position
• on iPad landscape full screen mode, two finger swipe up to hide status bar and navigation bar, swipe up again to hide bottom toolbar, two finger swipe down to restore
• on iPad landscape mode, add a button to show the game in full screen(the same function as two finger tap on the tree view)
• add prev, next move button in replay mode
• add an option to set the default game mode: edit(default), replay or remember the last mode
• add an option to put the prev, next move button on the right (default On on iPad, off on iPhone)
• add an option to show move number in the tree view
• add an option to only show the move number of the last one, two, five, ten moves
• add an option to only show the last two digits of the move number
• move number on the stone is now bold
• add an option to show bigger stones
• add an option to adjust the auto replay interval increment
• the maximum board zoom level was increased from 2.0 to 2.5
• the red triangle marking the current move is a little bit larger if the move number is not shown
• performance tuning: the app responds more quickly now if the custom stone image is very big

Bug fixes:
• black won shows w+resign. and now supports game result set by Igowin HD
• crash on Fuseki db
• crash if variation tree depth is very large (such as one classic problem with more than 3000 moves on the main line)
• custom board image showned upside down
• zoomed in at the lower right corner to enter problem, then go back to root node, the board is shown at the upper left corner.
• iPad portrait mode, if try to mail a folder, after the warning message, the sidebar still greyed out unless terminating the app; if paste sgf fail, after the warning dialog, the sidebar is still greyed out.

V1.2 Jun. 18, 2012
Enhancements:
• supports the showing of sgf tree view for very big game file such as Kogo's joseki dictionary.(Note: the performance will be degraded compared with prior versions, in which the tree view was just disabled for big game files. In V1.2, if the size of the tree view is small enough, the tree view will be disabled)
• supports SGF file splitting by variations(especially useful on Kogo's joseki dictionary for faster response and easy lookup)
• add a built in browser to facilitate the downloading and importing of sgf files, import game from URL
• import game from clipboard
• create problem from the current board position
• double tap to zoom support(option to turn on/off, default on on iPhone/iPod, off on iPad)
• continous zoom
• swap black and white in comment if color swapped
• option to configue custom image as board background, stone texture(need to add image files via iTunes file sharing with name as board01.png, board02.png, blackstone01.png, whitestone01.png, etc.)
• pinch to adjust the font size of game comment
• remember the last move when opening again(only in memory)
• swipe left/right on the board to switch between up to 5 games recently opened.
• SGF PL property support, now you can set white player first without entering any solution/variation when preparing problems
• full screen support for problem mode on iPhone
• new iPad retina display support

Bug fixes:
• sometimes, the tool button image might not be correct.(for example show black stone although the next move is white)
• fixed a crash issue on iOS prior 4.3: during problem test, if the computer have multiple variations, then app will crash

• on iPad, in game/problem grid view, when tap the full screen button, it's an empty window on iOS 5.0+
• if no email account configured, all the function regarding sending email will lead to app crash
• on iPad and iOS 5.0+ and portrait mode, the full screen grid view will show incorrectly

New Problems: Added 285 problems on endgame.

Problem updates:
1. The solution to following problems have been corrected: (thanks to user Eric)
Basics - Oiotoshi - No. 35
Basics - Capture Race - No. 72
2. The problem itself updated :
Basics - Ladder - No. 24
3. Alternate solutions were added to some problems.

Known issues:
On iOS 5.1/iPad, on portrait mode, tap the new button on the toolbar in the popover will lead to a crash. Solution: upgrade iOS to at least 5.1.1 or tap the new button only on landscape mode.(It works fine on iOS 4.3, 5.0)

V1.1 - Mar. 1, 2012

Enhancements:

- Performance tuning: the time takes to import games, batch delete has been reduced significantly.
- Sort game/problem by black name, white name, game name, date
- Shuffle game/problem(especially useful for problem practice)
- Search game/problem by black name, white name, game name, date
- For problem practice, randomly select one of right variations to test whether you know all

the response to the opponent's move instead of always use the first variation
- For problem practice, the "next/restart" button on the board is now semi-transparent
- (iPad Only) Added a full screen game edit view for landscape mode, two finger tap the tree view to activate. Supports two layout schemes, two finger tap the tree view to toggle.
- Add a variation table view to complement the tree view, node name(if any) will also be showed
- Add an option to toggle the showing of next move marker: always show, never show, show only there are variations
- Add a button to back to the most recent branch point
- Add a copy to clipboard button in show SGF window
- In game view settings, removed three sliders to adjust view size, now you can drag the resize handle to adjust the size of board, comment, tree, variation table view.
- During import, if tap cancel button, a confirm window will show, you have the options to continue importing, or keep the current imported file or just delete all the imported files.
- In Version 1.0, when importing big files, the UI is not responsive for a while after tap the import button, this was fixed in Version1.1

Bug fixes:

- If input some special characters that can't be handled by current encoding, after saving the game, the whole content of the game will be empty, which will also lead to crash if scroll to the game next time
- Batch move destination should exclude the sub folders of current folder, otherwise data will lose.
- If the game name ended with a dot and a white space, then the file name in the exported zip file will not be ended with .sgf
- On iPad, In grid view, when tap the sort button second time, the sort option window will open again
- On iPad, in game edit view, if you tap action button, then Open In, then tap action button again, the open In window won't be dismissed.
- When open a big game, such as kogo's joseki dictionary, the app might crash. The reason is that the current approach to draw tree view will demand a lot of system memory. For version 1.1, the tree view for big game is disabled. The tree view drawing will be optimized in future versions.
- The next move marker will overwrite any markup at the same position

Problems update:
The solutions for the following problems have been corrected

- Basics - Oiotoshi - No. 43
- Basics - Capturing race -No 40

Misc:
Change iOS requirements to 4.0+

V1.0 Jan.10, 2012　Initial release.