

# Release notes for ZX Touch firmware v1.12a

## Welcome to the Firmware Update v1.12a for the ZX Touch Gaming Console

This release serves as a patch to the recently released firmware v1.12, addressing a few minor bugs identified post-launch. It is a continuation of our commitment to refine and enhance the ZX Touch, ensuring the highest quality experience for all users.

**Important Note:** This v1.12a patch builds directly on the improvements and features introduced in v1.12. We highly recommend reviewing the release notes of v1.12 before updating to this version to fully understand the enhancements and the minor corrections now implemented.

As always, the firmware can be updated using the stand-alone FUT application built into the console, ensuring a smooth and reliable upgrade process. For a flawless integration, please refer to the detailed instructions available in the user manual, especially regarding settings adjustments post-update.

## CHANGE LOG:

### 1. POKE Tool Navigation Error

In the v1.12 firmware, users experienced an issue within the Miscellaneous menu when exiting the POKE tool. Instead of returning to the Miscellaneous menu, the interface redirected users back to the Icon menu. Additionally, subsequent entries into the Miscellaneous menu would erroneously direct users straight into the POKE tool. This bug, specific only to version 1.12, has now been corrected.

### 2. Improved JPEG File Handling in ZTG Tool

The ZXT has always supported only Baseline JPEG files within the ZTG tool. Previously, attempting to use a non-Baseline JPEG file could cause the software to freeze and shut down the console. To address this issue, the detection mechanism from the Image viewer has now been integrated into the ZTG tool. This enhancement prevents the tool from attempting to open non-Baseline JPEG files, thereby avoiding crashes and ensuring the console only processes compatible files.

### 3. Refinement of the Auto Start/Stop Feature in Tape Player

With the introduction of the Tape player featuring the Auto start/stop tape functionality, an unintended behavior was noted during the gameplay of specific games. Certain games, such as Joe Blade 2, accessed the audio input in a way that the Tape player misinterpreted as a command to load data. This has now been aligned and corrected.

### 4. Enhancements to Sw AY Sound Emulation

In version v1.12, we introduced software-based AY sound emulation, referred to as Sw AY. After user feedback and further testing, we have corrected minor details that previously resulted in occasional clicking on certain notes during audio playback. These refinements ensure a clearer and more accurate reproduction of sound, enhancing the audio experience on the ZX Touch.