

## **Terminator Salvation - Release Change Log (42" and Super Deluxe)**

### **Changelog information does not constitute hardware approval.**

#### **v1.41 - January 16, 2015**

- Support for nvidia GT730 graphics card
- Support for China export locale

#### **v1.38 - June 18, 2013**

- Support for Optiplex 3010

#### **v1.37 - November 19, 2012**

- Fix for Optiplex 390 bass response
- Support for Optiplex 790

#### **v1.33 - v1.36**

- Internal changes

#### **v1.32 - May 17, 2012**

- Support for Dell Optiplex 390 and HP 6005 PC's (Updated Operating System)

#### **v1.27 - v1.31**

- Internal changes

#### **v1.26 - February 14, 2011**

- Support for USB expansion card

#### **v1.25 - September 19, 2011**

- Support for Mitsubishi EX320U-ST projector (Super Deluxe version)
  - Projector fails to meet necessary distance requirements - never approved for use
- Projector settings stored as audits (Super Deluxe version)
- Fix for gun firmware update

#### **v1.23 - v1.24**

- Internal changes

#### **v1.22 - June 1, 2011**

- Fix for rare crash during level transition
- Fix for rare crash in "View Log"
- Fix for lingering healthpack at the end of Mission 2, Level 1

#### **v1.21 - April 26, 2011**

- New ethernet driver to support Optiplex 380
- New nVidia driver to support GT440 card
- Support for flashing gun firmware on first reboot

#### **v1.20 - April 7, 2011**

- Adjusted damage amounts to respond more consistently to the Minimum Game Time

- Added health packs for Chinese and Japanese versions
- Added Expert Mode adjustment (along with Expert Mode leaderboards)
- Fix for cabinet gun tracking lights (always on at the correct times)
- Support for Epson Powerlite 1770W Projector (Super Deluxe version)

v1.19

- Internal changes

**v1.18 - November 24, 2010**

- Service dongle fix

v1.15 - v1.17

- Internal changes

**v1.14 - September 25, 2010**

- New gun code is now default, with other modes removed

v1.13

- Internal changes

**v1.12 - August 11, 2010**

- Service credits fix

**v1.11 - August 4, 2010**

- New gun code, new gun tracking mode type
- Slight graphical correction ("white chunks")

v1.10

- Internal changes

**v1.09 - August 3, 2010**

- Coin meter correction

**v1.08 - July 7, 2010**

- Projector Menu in diagnostics for Super Deluxe
- \$2.00 default start cost for Super Deluxe
- Gun sensor test fix

**v1.07 - June 25, 2010**

- New projector image for Super Deluxe version
- Chinese version has new alternate attract movie ending

**v1.06 - June 17, 2010**

- Added translations for Chinese version
- Looping sound bug fix for attract mode
- 47" screen support

**v1.05 - May 21, 2010**

- Improved in-game card swipe prompt
- More gun code improvements

**v1.04 - April 21, 2010**

- Improved gun code, less frequent "step back" messages
- Final Japanese text changes

**v1.03 - April 9, 2010**

- Improved gun camera support
- Japanese translation corrections and additions
- No friendly fire damage
- Improved diagnostics options
- Sound volume corrections

**v1.02 - March 18, 2010**

- First external release