

Idle Master Release Notes

Version 1.4:

- Added a new option for idling behavior, where Idle Master will first idle games with more than 2 hours of playtime, then idle games with less than 2 hours simultaneously. This option has been set as the default idling behavior for new installations.
- Added additional localized languages: Czech, Dutch, Greek, Hungarian, Japanese, Korean, Norwegian, Romanian, Russian, and Thai.
- Idle Master will now only kill steam-idle processes that have been started by the current Windows user.
- Idle Master will now fail gracefully if the Enhanced Steam API server is offline when it attempts to get card values for sorting. Rather than throwing an error and crashing the program, it will now simply use the default sorting order.
- Updated the "Idling Complete" message to indicate that no more card drops are available. This will hopefully reduce confusion for some users.
- Fixed a bug that caused skipping to the next game or blacklisting the current game to break automation.

Version 1.3:

- Added a statistic page (Help -> Statistics) that will keep track of the total time spent idling as well as the total number of card drops you've received to date with Idle Master.
- Added support for localization. You can force the interface into a particular language in the program's settings. You can help with the translation at translate.steamidlemaster.com.
- Fixed a bug that could potentially show "Signed on as..." without the user actually being authenticated with Steam.
- Fixed a bug that caused Idle Master to not detect all games from users with more than 4 badge pages.
- Fixed a bug that would cause the user to be completely logged out if Steam's servers were unavailable while Idle Master updated its information. The application will retry every 10 seconds for a total of 3 minutes before being logged off.
- Fixed a bug that could sometimes cause games with available card drops that you have crafted a badge for to be counted incorrectly and potentially not idled.

Version 1.2:

- Added checks in Idle Master to see if the user's authentication details had expired. This previously caused some users' badge information not to load correctly.
- Fixed a bug that would cause Steam Guard codes not to be properly recognized by the system. This was due to a change Valve made for clients using IE7 Standards rendering mode.
- Fixed a bug that could sometimes cause Idle Master to get stuck while displaying "Idle Master is saving your information" after logging in.
- Fixed a bug where "Idling Complete" would not be visible to the user under certain circumstances. This caused some confusion because the program otherwise appeared to be functioning normally although nothing was happening.

Version 1.1:

- Idle Master now has an option to either idle games individually or idle games simultaneously up to two hours, then individually. While simultaneous idling in this case is more effective, some people wanted the option of idling games individually.
- While idling multiple games at once, Idle Master will now list which games it's idling and their corresponding number of recorded game hours.
- Game hours on record will now be displayed in the lower left of the game image while idling a single game.
- While idling multiple games at once, the "Game" menu at the top of the application is now disabled, as the context of this menu does not apply to multiple games ("skip", "blacklist current", etc).
- While idling multiple games, the application will now check the status of these games every 6 minutes (0.1 hours) to achieve maximum efficiency during this process.
- Fixed a bug that would cause multiple games to idle simultaneously while also attempting to idle the first game in the idling order, resulting in 31 games open at once rather than 30 and resulted in higher than usual play time for some users.
- Fixed a bug where usernames with unicode characters were not displaying correctly.

Version 1.0:

- Increased program stability and reliability.
- Idle Master will now run multiple games simultaneously when it begins if it detects multiple games that have less than 2 hours of playtime.
- Idle Master will now check for new games with card drops each time it changes games.

- Fixed a bug in remaining card drop calculation due to changes made by Valve.
- Idle Master will now check (and attempt to restart) any steam-idle.exe process that isn't running when it's supposed to be.
- Added basic error logging that will output to an error.log file, which can be helpful in troubleshooting certain scenarios.

Version 0.9:

- Fixed an error that could be thrown as the result of the Steam API not responding to appdetails requests.
- The program will now detect if the badges page fails to load for the user, and will retry every 10 seconds until the page loads.
- An option was added that allows the user to ignore the Steam client status. This is useful for users who do not run both Idle Master and Steam as the same Windows user.
- Idle Master will now "time out" after attempting to save your Steam information for longer than 30 seconds.
- Fixed an issue where the timer could potentially get stuck at 0:00 which caused Idle Master to stop working.
- An option was added that when enabled will show the logged in user name on the main form.
- Added global blacklisted appids to prevent games like the Summer Sale app from attempting to idle

Version 0.8:

- The application can now prioritize games with the highest card values. This can be configured in the settings.
- The number of drops remaining for the game you're currently idling is now a button you can click to manually check that game's card drop status with Steam.
- A new "Authentication Data" window was added, so that you can view and/or manually edit the authentication data that Idle Master uses to connect to Steam. You can access this feature by clicking the lock button in the settings menu.
- A new menu option is available to quickly add the current game you're idling to the blacklist. You can do this by selecting Game -> Blacklist Current Game.
- The Steam logon form has been updated so that it will now clear any session and cookie data that was previously saved. This will make it easier for people with multiple accounts to switch

between them easily.

- A new menu option links to the application's release notes where you can read about the changes made in each release. This can be accessed by selecting Help -> Release Notes.
- Idle Master will now wait between 3 and 9 seconds (at random) before it starts idling the next game on the list. This is to ensure that the previous idling process has completely shut down, and to make the program more closely simulate human interaction.
- The application's version information is now shown correctly on the About window.
- The icon on the blacklist window for deleting an item has been changed from an X to a trashcan, to reduce confusion.
- Some additional games with unicode characters in their names will now be displayed correctly.
- A link has been added to the official Idle Master Steam group from within the program. You can access the group by selecting Help -> Official Group.