Houdini
Versions: 19.4.7
Release Notes

Updating your Houdini Machine is a relatively simple process. During the update process, none of your current settings will be changed.

To install the update . . .
1) Download the update code and put on a USB Stick (FAT32, minimum 2GB)*
2) Turn on the machine
3) Open the coin door and access the USB extension cable. It should be anchored to the right side wall of the cabinet
4) Insert the USB stick into the extension cable
5) After a few seconds, the main display should say that code is being updated. The code update process takes approximately 5 minutes
6) When the update is complete, a new message will appear, in green text, that the process is complete. Shut down the game, remove the USB stick, power the game back up.
7) Play some Houdini and try to become a master magician

*if your current code version (shown on screen during boot up) is earlier than 18.8.5, you need to rename the file to houdini-gamecode.pkg

CHANGE LOG

19.4.7

Fixed – Volume Changes via coin door not saving correctly
Fixed – Audio Knocker causing reboot
Fixed – Magic Shop + Multiball end of ball bug

19.4.6

New — Clear Credits added to Utilities menu in the service mode
New — Magic Stand-up, regardless of insert color, will advance the current mission one step, if the mission has had a least 1 shot made.
New — new attract mode feature called 'today in Houdini History' as been added, there are now a Dozen dates were bits of history will appear instead of the trivia and game tips.

New — player scores from last game carried over between power cycles
New — pricing plan 2 for 1, 5 for 3
New — during handcuff king, a clean shot to the key target will remove a cuff
New — Settings to control brightness of back panel, stage spotlight and trunk spotlight — Dimming can result in some flicker and may cause strobing when streaming game play.
New — support for water torture mod

Modified — added incremental adjustments for volume
Modified — display graphics and lightshows during master magician
Modified — jackpots in the third stage of Man From Beyond increase in value as jackpots are made
Modified — ball save when catapult sequence is running leading up to MB
Modified — Vsync handling to remove occasional curtain tearing

Fixed — after over hitting start when entering initials, and game not on free play and there are no credits would result in the 'last scores' screen showing all 0s
Fixed — issue where pricing info did not update immediately after changing
Fixed — issue where sometimes during MB a ball would end, rather then just MB, when draining at the same time a ball enters the Magic shop
Fixed — high score entry screen now correctly shows all categories the player earned
Fixed — if in metamorphosis the ball bounced out of the stage on last shot, an extra ball could be put into play.
Fixed — depending on how install factory default was being done it would fail
Fixed — order in which high scores are entered if more than one player has a high score
Fixed — crash when hitting start button when viewing stats
Fixed — bug where starting return from beyond and master magician would result in things freezing after running out of flips

18.12.12
New — adjustment for right lock if it is having trouble releasing the ball to the scoop or if two balls are being released. The double release can occur if the machine is set very steep. This adjustment can also be used if you find that sometimes the ball does not feed to the scoop from the subway every time. If you need guidance on adjusting this, contact support.
New — high score will automatically exit after 30 seconds of no activity

Modified — The "Encore bonus", awarded for performing all stage modes, now requires a shot to the stage, after the last stage mode ends, to collect the bonus. Added lights and sounds to the sequence.
Modified — adding a player now shows a score of 0 vs score being blank
Modified — elephant animations
Modified — pricing schemes
Modified — light show improvements throughout
Modified — pressing start during match sequence will start a new game, assuming credits or free play
Modified — bonus sequence wraps up faster on flipper escape
Modified — hit both flippers in attract will go to last scores screen
Modified — playfield lights turn on quicker after a trunk throw

Modified — various animation tweaks
Modified — Jail escapes will award at least 5K if completed
Modified — Trunk MB will now re-light jackpots once the ball reaches the VUK when super jackpot is lit, vs waiting until the super was awarded
Modified — the timer will no longer pause when the ball is going through catapult sequence if a multiball is active
Modified — Trunk Multiball super jackpot will be awarded even if ball misses both trunk and upper catapult
Modified — sequence of reporting a mission completion, extra ball and Houdini letter being earned when all three occur at the same time
Modified — Houdini letter voice calls
Modified — handling of Houdini letter for stage modes that end by draining

Fixed — In secret missions, behavior of lamps when it would show the next shot, when the previous shot was not fully completed.
Fixed — bug in Master Magician that could result in a reboot
Fixed — bug in master magician where it would both prompt for initials and continue on in game play for the last player, in certain multiplayer scenarios.
Fixed — Bullet catch not properly diverting the ball to trunk in some scenarios
Fixed — issue where the scoop would sometimes fire extra hard when doing things in service mode
Fixed — Elephant mode would score extra points on a ball drain
Fixed — issue with match not firing knocker for each match and in some cases not awarding more than one credit on multiple matches.
Fixed — issues with starting a new game by holding start button for a few seconds while a one player game is in progress. Also a setting added, that must be set to On for this feature to work, defaults to 'Off'
Fixed — bug where count of multiplayer game in audits was being updated incorrectly, this change will correct existing data, but historical data may still not be 100% accurate
Fixed — after selecting an illusion during magicians choice, the displayed illusion would change if a flipper button was hit, the player would still get the selected illusion.
Fixed — Trunk MB sometimes being a four ball multiball when it should be
Fixed — a trunk miss on Trunk MB super jackpot shot would put another ball into play
Fixed — bug that would crash system if king of cards timed out and no flipper was hit
Fixed — bug on Haldane where a spinner switch hit before the intro completed would cause a crash
Fixed — film master mystery was not awarding 10,000 points for starting it
Fixed —the 'you have earned a Houdini letter' would play more than once
Fixed — stage alley arrow being lit during séance MB for no reason
Fixed — fourth ball being put into play at start of séance if a ball was not ejecting cleanly from the scoop
Fixed — if a multiball was running and séance letters were hit the display would not properly show that, and if the spelling of séance was completed, any letters hit during the MB would not be displayed when the display would show séance multiball as being ready
Fixed — voice calls on ball save won't repeat if the ball falls to make it to the shooter lane and falls back into the trough
Fixed — issues were master magician would start when other modes or items were still running. The player must finish any modes, escapes or multiballs that are in progress
Fixed — when earning a Houdini letter, sometimes only the letter would be seen, not the whole status screen
Fixed — return from beyond and escape death were allowing magic standup targets to still assist a paused stage or movie mode
Fixed — bug where visit to Escape Death would resume from where any previously failed attempt failed vs properly resetting things.
Fixed — bug where a left orbit shot was not awarding a hurry up when jail escapes set to easy
Fixed — lock 2 insert would not always turning off after MB runs
Fixed — bug where when in séance MB, shooting a ball to the trunk to start trunk MB, while also draining the other ball still in play, could result in the ball ending, not getting the trunk MB and not being able to get that MB for the rest of the game.

Fixed — bug where shots to the magic shop hole, depending on various game states and behavior of the subway switches, would put more than one ball back into play.
Fixed — bug on Master Mystery when using a flipper escape with halt sounds on flipper escape set to off, that could sometimes result in the mode not fully starting.

18.8.5
Fixed — system hanging if an invalid formatted custom_message.png file is added
Fixed — animation issue in king of cards
Fixed — issue where on some multi-player games the system would reboot at end of game.

18.8.1
New — added an additional main audio track (now 4 different tracks), existing tracks have been improved
New — sound effect on increase jackpot
New — sound effect at start of game
New — sound effect on shooter lane
New — Flipper escape on Magic Shop, currently only available on visits 1,2,5,8
New — voice calls for NY cop for Great Escape opening
New — "progress ribbon" on 'last scores screen' that shows what you did on each of the major objective areas.
New — points per second — shown on the last scores screen, shows who is the most strategic/efficient.
New — Most Efficient Player Recognition — requires a game of at least 2 minutes to qualify
New — Support for Custom Message — to use, put a png formatted file, named custom_message.png with width of 1360 and height of 768 on a USB key and insert into the USB extension cable as if were doing a log dump or code update. Following directions on screen, after reboot, go to settings -> Standard to enable it.
New — Mini-Magician mode for Secret Missions
New — Master Magician Mode — a little rough still, will get cleaned up in next release
New — Reset High Scores — Go to Settings -> Utilities -> Reset Scores
New — adjust ball save time on Trunk Multiball
New — adjustment for ball save time on Séance
New — 10 second ball save on Return from Beyond
New — 10 second ball save on Escape Death
New — consecutive ramp and loop scoring now have a 1 time 500K payout on the 7 consecutive shot, normally the 7th shot will go back to the start of the ladder.
New — Added support for mechanical knocker — kit availability soon
New — support for Euros on the pricing/credits display
New — support for Pounds on the pricing/credits display
New — support for Kroner on the pricing/credits display
New — setting to control how much the shaker is used. Setting it to 'Low' will remove shaker in the pops, setting it to 'Heavy' will enable it for catapult build up.
New — Ball save in Man from Beyond when balls 2 and 3 are put into play
New — Voice calls for magicians choice
New — Voice calls for Movies — new voice is a more of a movie preview voice, and is the default, you can switch back to the female voice in settings or choose random, which will use both, but each ball will be just one voice.
New — Voice calls for some of the newer joke hat pulls
New — Voice calls for straitjacket
New — Voice calls for Bullet Catch
New — Insert coin animation in attract mode (show if no credits)
New — Press start animation in attract mode (show if credits or in free play)
New — ball save at start of Movie Binge
New — Stage Mode Status screen now shows Green for a mode completed and red for a mode started by failed
New — Bonus for completing all stage modes, total points earned on the modes, plus the average score multiplied by the number of modes completed. (Straitjacket: three jackpots to "complete", Needles: 75 needles, Bullet: 1 jackpot, cardking: 4 hoops).
New — cop Easter egg
New — Presets — under service -> Settings -> Presets,
        * You can now load a set of settings change to make the game extra easy, extra hard, etc
        * Can also save your current settings and then re-load them later (e.g. hosting an event, need to change some things, easy to now go back to what you had)
        * Can also restore factory settings from preset menu

      * As a reminder factory restores, presets and code updates do not impact pricing setup, stage calibration or coil strength.

Modified — upgraded jail escape animations and sequences
Modified — minor changes to point value of hurry ups
Modified — Player choice now properly named as Magician's choice
Modified — improved animations for straitjacket multiball
Modified — Stage Eject feature, while not 100%, it is now working reasonably well and you check it out by enabling it via settings.
Modified — new and improved animations for milkcan escape
Modified — if knocker installed, when gun fires in bullet catch — knocker will fire
Modified — improved magic shop door animation
Modified — improved trunk animation for increasing jackpot
Modified — improved trunk animation for metamorphosis
Modified — improved Houdini speech animation for metamorphosis
Modified — metamorphosis — stage now open for final shot, with stage eject
Modified — improved Houdini speech animation for handcuff king
Modified — improved Houdini speech animation for king of cards
Modified — improved Houdini speech animation for walk through walls
Modified — softened the edge of the spotlight animation on stage act intro
Modified — for all of you who get insulted easily, the announcer will only insult your skill shot prowess starting on the second ball if you have not made a skill shot. Once you make a skill shot you will not hear the insult the rest of the game.
Modified — added positive comments from narrator on some skill shots
Modified — increased scoring values on secret missions
Modified — behavior of secret missions, after starting a mission, hitting the original first shot of the mission will continue the mission from that point vs just cancelling out the current attempt and requiring the magician to start over.
Modified — Shooting the trunk during Bullet catch will now also award a ball lock if appropriate
Modified — Magic shop magic points are not random if tournament setting is turned on
Modified — on Straitjacket MB, the ball save timer is 5 seconds longer if you choose inverted.
Modified — Stage will no longer check the front of stage switch before closing. This prevented a ball search from freeing a ball stuck on the lip of the stage. The risk of the curtain closing and creating ball jam was viewed as unlikely.
Modified — opening sequence/animations for film modes
Modified — ice breaking animation on Many From Beyond for lower required stage hits
Modified — a tilt switch not being hit in 30 games will not cause a credit dot, but will still show as red in switch test.
Modified — tweaked needless opening animation/sequence
Modified — brightness of eyes when yellow and red when time running out
Modified — Stage entry processing to confirm there is only a single ball in play
Modified — handling of shooter lane fallbacks and shooter lane switch failures
Modified — Magic shop increases bonus is now +3
Modified — Removed maximum on bonus multiplier
Modified — it escape death and return from beyond were both already earned, then magic shop will award points instead
Modified — movie binge scoring does not use playfield multiplier

Fixed — issue where a rapid double drain with ball save active would not save both balls.
Fixed — outlane modes inserts are no longer lit during multiball since they are not active.
Fixed — spinner in needles was scoring double — sorry guys and gals
Fixed — when earning a lock at magic shop or skill shot, it will not affect the state of the lock lit
Fixed — issue with timer not always pausing correctly in magic shop if entry was off the pops
Fixed — bug where switch error indicator would show a warning/credit dot, if 30 games in a row were single player games.
Fixed — bug where a séance super jackpot would not count as a jackpot towards Houdini letters or return from beyond.
Fixed — if finished Elephant during a multiball and extra ball was being put into play
Fixed — bug where getting a joke magic hat item and also starting escape could result in an extra ball being put into play
Fixed — 'no credit' voice calls would not play on start button press if within 30 seconds of boot up
Fixed — some modes not properly halting speech on flipper escape when that setting is enabled
Fixed — Tilt not triggering in various times when it should
Fixed — Bullet catch not starting the aiming from the far left.
Fixed — Bullet catch not always lighting the secondary shot that will score a jackpot
Fixed — Bullet catch not always awarding a jackpot on a missed catapult throw

Modifications to Operating System
- Adds support so that future code updates will include the release number in the file name
- When inserting the USB, the system will first note the insertion, and then either take you to code updating or just copy the logs on to the USB stick, with appropriate on screen messaging.
    - Note: code Updates will not work if there is more than one update package on the USB drive. A message indicating this will appear.
- When update code, there is a 10 second countdown, this lets you power down if you did not mean to do a code update (e.g went to pull logs/audits but had a code package on the USB stick)
- Logs will now be zipped Into a single file and timestamped when put on the USB stick