

**Subject:** Re: PlayerTour: working development environment for iOS version, changes applied to iOS version, efficient problem solving  
**From:** Michal Siemaszko <mhs@into.software>  
**Date:** 10/11/22, 01:06  
**To:** Jürgen Albert <j.albert@data-in-motion.biz>

Hi Juergen,

Juergen, as I mentioned via Slack yesterday (Monday, 10.10), I need to take a break.

I have not received a reply to this email I sent Friday/Saturday night (below) – some of these items I repeated and expanded upon during our call yesterday (Monday, 10.10) as well on Slack.

To expand on this further:

- Server issues continue since January this year, are worsening, and are ignored to this day, despite causing disastrous side effects – see email I sent few minutes ago, with screenshots and screencasts;
- I've waited for iGolf data since December until May;
- Store/in-app-purchases issues continued since May and are still not solved until looked at in a debugging session, as I clearly explained;
- Lack of professionally set up iOS development environment where code can be debugged and works across restarts;
- Communication issues, canceled meetings, delays, and what looks like deliberate acts of negligence and attempts to shift responsibility for these unto me;

I will gladly continue once you address problems I described in email from Friday/Saturday, expanded during call and on Slack yesterday, as well as those above listed. Specifically, I need to ask you to confirm in writing you understand these issues exist, that those are not caused by my negligence – since I both informed about them and offered help numerous times – and set deadlines for these problems to be solved and assign them to where responsibility lies, e.g.:

- Moritz to have working iOS development environment based on VS Code by end of this week,
- Moritz to commit all iOS modifications to <https://gitlab.com/datainmotion/theplayertour/app> repository on a dedicated branch
- Guido or Mark or yourself to solve server issues,
- Store/in-app-purchases issues to be looked into in a debugging session once iOS environment is properly set up
- Messaging issues to be looked into once iOS environment is properly set up

I will await this information from you and I hope we can continue working together once these are addressed.

In the meantime, all code I've worked on recently is committed to both repositories (<https://gitlab.com/datainmotion/theplayertour/app> and <https://gitlab.com/datainmotion/theplayertour/backend>), and new release will be out today (11.10).

I will not be able to attend this week's meetings – neither on Tuesday (today, 11.10), nor Wednesday.

Regards,

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On 10/8/22 02:23, Michal Siemaszko wrote:

Hi Juergen,

Replying to message I sent about two weeks ago (below), where I quoted some of my earlier communication on the topic of features developed being properly tested on iOS and bugs fixed if those appear; I've communicated much more on this topic – those quoted below is just a small sample – including multiple times these past two weeks since that message with summary was sent on 2022/09/20.

I admit I am very surprised, considering how much time has passed, and how many times I've reached out with help, about what transpired this week, i.e.:

- a) I deliberately reached out again to Moritz and yourself, proposing a debugging session, where this "pending transaction" issue can be seen in real time / any other problems with iOS version;
- b) I've scheduled a preliminary meeting with Moritz on Thursday – before our Friday meeting – to make sure he can properly debug running version; we spent over one hour on the call, and I left off confirming he can properly debug running version;
- c) I communicated multiple times the purpose – both in writing and on the call on Thursday – that the whole purpose of this is to connect device where errors happen, to be able to see those problems in real time.

Not only was Moritz not in the office on Friday to be able to connect your device – despite what we agreed on and was confirmed – but what was working a day earlier, as described above, was not working again, i.e. his environment was broken again.

This is going on for over 5 months now.

There is nothing more important that to have a working development environment, and that means ability to set up breakpoints so problems can be efficiently debugged when these arise.

During our call on Thursday it also turned out Moritz cannot browse source code in IDE (Xcode) – he opens source files in a test editor, with no feedback from the IDE whether there are any syntax or compilation errors, etc.; this is beyond ridiculous.

If Xcode is not suitable, a different IDE must be configured (e.g. Visual Studio Code) so this is resolved. See [https://www.google.com/search?q=vscode+mac+flutter&source=hp&key=yAY8uFC0cys&btnq=I&w&rlzq=A3K0e8AAAAAYQD1Vne4\\_258EgQZHD3\\_F4CUlRoT16&ved=2ahUKEwjl\\_nv7w8\\_6AhUDGexKt4W5PPPEQdUDCAc8uact=5&qg=vscode+mac+flutter&gs\\_lq=Fqnd3Mrd2I6uAFD-AEBMoYQABgeGBYyBhAAGBAYFtJGEAAyHhQWMyQABgeGBYyBhAAGBAYFtJFEAAyHgPCAg5QlhAB8BjHARiBACBAGGIAEGNOCwGIEAAyGATCAGUQlhABMlCCxYuGIAEGMcbGK8BwqlIEAAyHhQGA1ImyEQAF3IHHAeADIAQCQAOQCQYAW5qAe0JqgFEEMTcuMQ&scit=ows-wiz](https://www.google.com/search?q=vscode+mac+flutter&source=hp&key=yAY8uFC0cys&btnq=I&w&rlzq=A3K0e8AAAAAYQD1Vne4_258EgQZHD3_F4CUlRoT16&ved=2ahUKEwjl_nv7w8_6AhUDGexKt4W5PPPEQdUDCAc8uact=5&qg=vscode+mac+flutter&gs_lq=Fqnd3Mrd2I6uAFD-AEBMoYQABgeGBYyBhAAGBAYFtJGEAAyHhQWMyQABgeGBYyBhAAGBAYFtJFEAAyHgPCAg5QlhAB8BjHARiBACBAGGIAEGNOCwGIEAAyGATCAGUQlhABMlCCxYuGIAEGMcbGK8BwqlIEAAyHhQGA1ImyEQAF3IHHAeADIAQCQAOQCQYAW5qAe0JqgFEEMTcuMQ&scit=ows-wiz) – i.e. search using keywords: vscode mac flutter

Another problem – and I've asked Moritz for this several times as well – is no changes made to iOS version were ever committed by Moritz to repository; he made numerous changes to configuration, etc., but never committed those to a separate branch in <https://gitlab.com/datainmotion/theplayertour/app> repo. It is very important these are kept in repository, and we can use this when setting up CI/CD environment.

Regarding what you applied yesterday to backend code – i.e. commented out code I've had in purchases service before – as I mentioned on Slack:

- a) we agreed only consumables are supported
- b) the error seen in crashlytics logs was about "pending transaction", that is why I needed to collect those diagnostics / purpose of debugging session;

I cannot be expected to repeat things tenths of times over the course of several months, deal with canceled meetings so often or broken arrangements; or not being able to properly collect diagnostic information because no properly configured development environment for iOS exists to this day.

Hopefully these problems can be resolved so we can respectfully work together.

Regards,

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On 9/20/22 22:28, Michal Siemaszko wrote:

Hi,

As per message subject, I wanted to make sure you have proper background about how long this feature worked and iOS problems which were allegedly solved long time ago.

1. Store / in-app-purchases feature was added **in release no. 11** (April 2022) – in my email from April 6<sup>th</sup> I provided information about which accounts were added to Testers in Google Play Store, I asked if any additional accounts should be added, and I provided information about configuring accounts. I'm attaching that email. I repeated this info several times, including in notes for release no. 12, and during meetings we had.
2. iOS problems with store / in-app-purchases were discussed numerous times, via Slack, email and during our meetings; e.g.:
  - a) in Slack, on May 12, you, Juergen, wrote: (...) "I clicked on it multiple times, to provoke the error. I was able to finalize the purchase though." (...) <https://dlm-c.slack.com/archives/C01V3GR7EUQ/p1652360001290609>
  - b) in Slack, on June 1<sup>st</sup>, I wrote: (...) was this issue fixed by creating separate test sandbox account, as you suggested @Moritz Weber (...) <https://dlm-c.slack.com/archives/C01V3GR7EUQ/p1654116390572199>
  - c) since I received no response, in email I sent to you, Juergen, on June 7<sup>th</sup>, I wrote: (...) do you know what is the status of the work we discussed on the Slack #playertour channel on May 12th? I.e. Moritz mentioned he'd create a test sandbox account, saying he suspects that is where the problem is – but he has not followed up since then. (...)
3. In MongoDB dump, I see successful purchase transactions going back to May 27<sup>th</sup> (data model changed that is why there are no earlier transactions, even though this feature was there since April).

Hopefully this can be resolved once and for all when you meet with Moritz this week – as you can see, it's been 5 months already, and as with each topic, I've been actively following up for months, and helping where I can help.

Regards,

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On 9/8/22 17:56, Mark Hoffmann wrote:

Hi Michael,  
thank you for the answer!  
Regards,  
Mark  
See comments inline  
Am 08.09.22 um 17:27 schrieb Michal Siemaszko:

Hi Mark,

**1. Regarding Google Play Console / Android version:**

There are two places where new addresses need to be added:

- "License testing"  
<https://play.google.com/console/u/0/developers/4732445104444293801/license-tester>

- "Email lists" -> "DataInMotion"  
<https://play.google.com/console/u/0/developers/4732445104444293801/email-lists/4704404014251888697/update-email-list>

Your address was not present in "License testing" email list; I added both addresses now ([m.hoffmann@data-in-motion.biz](mailto:m.hoffmann@data-in-motion.biz), [markhoffmann77@gmail.com](mailto:markhoffmann77@gmail.com)).

THANK YOU for that.

I think we should put all that documentations together to a guide-line soon.

I mentioned this previously in release notes, also during meetings - here is more info: <https://developer.android.com/google/play/billing/test>

If you have multiple accounts configured on the physical device, problems may appear.

Sure, but as I said I think its an edge case until we see something other.

I did not change anything in the plugins, code, or configuration for quite some time now. To me, this looks like malicious intent or security breach - as it coincides with sharing access to main account.

To me it looks like the Google Synchronization into all Systems took a while. Jürgen just added me today with markhoffmann77. Because my phone wants to take the google play payment account all the time, it might be possible that the errors occurred because markhoffmann77 wasn't active for google play-ment. Because it asks me now how to pay all the time. This wasn't the case before lunch.

**2. Regarding Apple / iOS version**

As you know, I am not tasked with creating iOS releases nor configuring sandbox environment where these test purchases are done on Apple side; I did configure products offered and it was confirmed multiple times that this worked with no problems, quite some time ago. Please see my earlier email (from September 5th) which contains summary, after I analyzed Firebase Crashlytics logs, configuration, plugins, etc.

I will talk with Moritz about that. We will check the firebase logs.

**3. Client side**

It would be good to keep client (PlayerTour people) in the loop on this, as it became quite a big problem, and their view is that things do not work - as if they do not remembered all these did work, nor understood what I explained in the past week multiple times (email, meeting). We should make them aware this works after all - we do not know yet why it fails so often / does not work all the time. Speaking of which ...

The client feedback is indeed positive. I was on the course last week with Mathias and as I realized how track and play worked, he was really happy. I tracked the whole game for 2 holes that Moritz played and it worked well. But we have to clarify some usability improvements.

Now that purchase works also for me and hopefully tomorrow on the s8 as well, we are back on the track for final fine tuning.

**4. Escalating this to Google Play / Apple support**

Should these issues be reported to Google Play and Apple support? How else will we know what is causing these issues, if, again, we had all of this working for quite some time already. We cannot be regressing to months back, spending time on this, because they messed up something or there's a security breach.

Regarding Google, I would like to test everything on my old S8. But we need to switch the SIM for that. The S8 Google Payment does not work over Wifi only. It always tells us, we are in the wrong country.

The Apple stuff should be checked first. I didn't took a deeper look into this until now, but will do together with Moritz.

Regards,

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On 9/8/22 14:45, Mark Hoffmann wrote:

Hi Michael,

Strange thing!

He had lunch, I came back with the idea to test my [m.hoffmann@data-in-motion.biz](mailto:m.hoffmann@data-in-motion.biz) account. So I provided credit card information to this account. I deinstalled the playtour app, re-installed it, logged in as [m.hoffmann@dim.biz](mailto:m.hoffmann@dim.biz) and tried to purchase something. For whatever reason it took my [markhoffmann77@gmail.com](mailto:markhoffmann77@gmail.com) playstore account for payment. But I didn't care, pressed buy, and it worked exactly as you said.

Maybe the synchronization takes a while. This could explain, why it didn't work at the Golf course last week.

The only thing is, if I take the [m.hoffmann@data-in-motion.biz](mailto:m.hoffmann@data-in-motion.biz) for login, the app takes my private [markhoffmann77@gmail.com](mailto:markhoffmann77@gmail.com) playstore billing information, instead of the one from the data-in-motion playstore account. Even if I change the profile in the playstore settings to data-in-motion, it keeps the private ones. But the question is, how important this really is in the wild.

So, from my perspective the Google Payment stuff works and the merit points are visible in my profile!

We tested Apple Jürgens iPhone again, and in the purchase history from Jürgen iPhone the purchase is marked as invalid. BUT Jürgen logged in using its Google account and trying to buy something, he got the iTunes payment information and ended up with the invalid purchase.

We also tried logging in using his apple id instead of the google account on his iPhone. When he clicks to purchase merriit points (one of the 4 items) he directly ended up with "Error purchasing product" error message, without being asked for payment information.

Regards,

Mark

Am 08.09.22 um 00:59 schrieb Michal Siemaszko:

1. I get a "no products found" error for ~ 2 weeks now, intermittently, on both emulator and physical device. What I mentioned regarding the time frame, i.e. strange coincidence.
2. Yes, merit points refresh; incoming Firebase Messaging notification contains metadata which triggers different actions, such as re-fetching list of notifications (profile section), re-fetching merit points (profile section), etc. So once you see that incoming Firebase Messaging notification (as is visible on the clip I attached earlier), merit points are also refreshed.
3. What you see in the logs is old stuff - I have not removed those print statements, I will remove them as I work on the next backend features. Merit points are handled by a dedicated service for ~ 3 weeks now (<https://gitlab.com/datainmotion/theplayertour/backend/-/tree/develop/com.playertour/backend/meritpoints.service>), they are not stored on the player profile anymore.

On 9/7/22 15:02, Jürgen Albert wrote:

I've retested it on iOS. The process works fine. I get the iOS native purchase part and after entering my password I receive a green check mark. The You are all set notification also pops up. The merriit points however remain at 0.

I found the purchase history in the App and it is marked as invalid despite the "you are all set" notification. On The Galaxy S8 I have here it gets even stranger. When I open The App I get a no Products found error and the shop only shows a sinning wheel without anything to buy.

Regarding your video: Did the Merit points change after you bought something? I wasn't able see it in your video. I found the following in the logs, which is why I ask:

```
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:00:35.854088282)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:02:04.831887159)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:02:05.806805089)...
backend_1 | [savePurchase] updating merit points balance (2022-09-07T11:07:07.616928587)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:07:07.916905082)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:07:08.705315466)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:07:08.905505629)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:07:09.175201793)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:07:09.867338861)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:07:10.669651649)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:07:10.772691277)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:07:11.563451307)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:07:23.942004241)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:07:24.758307595)...
backend_1 | [savePurchase] updating merit points balance (2022-09-07T11:11:03.074919914)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:11:03.349715457)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:11:04.187646734)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:11:19.555994101)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:11:20.408652131)...
backend_1 | [savePurchase] updating merit points balance (2022-09-07T11:13:31.464519989)...
backend_1 | [saveProfile] saving profile with 30500 merit point(s) (2022-09-07T11:13:31.689777881)...
backend_1 | [saveProfile] saved profile with 30500 merit point(s) (2022-09-07T11:13:32.501566801)...
```

Am 07/09/2022 um 13:37 schrieb Michal Siemaszko:

Two days ago I provided comprehensive summary after checking logs, configuration, differences in plugins versions, etc. – all that is mentioned in that summary. Features were working for several months and this regression coincides with sharing access to main account – perhaps a coincidence, but it's the same time frame. Purchases and merit points definitely work – short video clip attached. If those do not work on iOS devices, I am not tasked with providing iOS releases. Awaiting your response to below points – addressing / clarifying these issues.

...  
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On 9/5/22 02:13, Michal Siemaszko wrote:

Hi all,

Re: meeting in Jena - I apologize again (including to you, Matt) I could not make it, I explained to Juergen details of this; I will be there some time in September. Hopefully we can meet also when there's a production release party some time soon!

Regarding items from Moritz:

I. Regarding items listed as "**Important points**"

ad. 1:

- Regarding In-app-purchases: this feature worked for several months already, as you all know; there were no configuration changes in the application itself, nor any changes in the underlying packages used by this functionality; I do see intermittent issues on Android (I do not have iOS device) with in-app-purchases for about 1.5 week now, i.e. issues which appear once in a while; this points to some problems with Google Play itself / their infrastructure; on this note, since this coincides with sharing access to main account (Dirk's) through which everything is available (super-user privileges) please be very careful when sharing such credentials and to whom - I do not know why this issue appears, nor am I suggesting anyone from those with whom account access was shared did something malicious, but, alas, we have these problems now;
- As you can see in the Firebase Crashlytics logs for iOS, this problem you described on Slack, Moritz, only appeared in most recent release: [https://console.firebase.google.com/project/pc-api-4732445104444293801-392/crashlytics/app/ios-com.player.playertour/issues/e4bd2230976eadc81d3295c17c26bb1c?time=last-ninety-days&sessionEventKey=a39ab7cd0ccc4cdf837c4a9a4321b5ca\\_1717189481325471501](https://console.firebase.google.com/project/pc-api-4732445104444293801-392/crashlytics/app/ios-com.player.playertour/issues/e4bd2230976eadc81d3295c17c26bb1c?time=last-ninety-days&sessionEventKey=a39ab7cd0ccc4cdf837c4a9a4321b5ca_1717189481325471501) (i.e. first occurrence August 31st)
- Regarding merit points - this works on virtual and physical devices where I tested this (emulator and Samsung Galaxy S21 5G)

ad. 2:

- The naming of "I'm at my hole" is exactly like what I was told it should be named - so it is not "incorrect", it's just a naming change, which I will apply so it's available in next release;

- The button does only concern current hole - it is not even displayed if current hole is not selected; please provide example, including screenshot if possible, where the button did not concern the current hole / appeared without current hole being selected;

ad. 3: As for the above item (#2), please provide example, including screenshot if possible, of cases where stroke visualization did not work as expected; I did not have any such problems on Android devices where testing takes place before each release (in addition to Samsung Galaxy S8).

ad. 4:

- As I explained and demonstrated several times, there are two modes for the measuring tool - automatic and manual;
- Automatic mode kicks in when current hole is known and user is within perimeter of that hole;
- Manual mode is triggered, well, manually, by clicking the measurement icon from top app bar; when in this mode, measurement is done for each section and section is defined by at least two points on the map, and you can place as many points as you'd like and each section between those points is measured;
- Please provide example, including screenshot if possible, as well as supplemental info regarding mode (automatic or manual) where problems you described occur;

II. Regarding items listed as "**Further points**"

ad. 1: please provide screenshot of this problem with navigation bar - I do not have iOS device; also, nothing has changed regarding this for several months now;

ad. 2: the crash problem you describe, just like in the in-app-purchases issue, only appeared with recent iOS release, as you can see in the Firebase Crashlytics logs for iOS: [https://console.firebase.google.com/project/pc-api-4732445104444293801-392/crashlytics/app/ios-com.player.playertour/issues/67b343b1eaa25a7282bact39071c780a?time=last-ninety-days&sessionEventKey=2c0999b5afd9497bbec5f88bed67c3c3\\_1716418367845987610](https://console.firebase.google.com/project/pc-api-4732445104444293801-392/crashlytics/app/ios-com.player.playertour/issues/67b343b1eaa25a7282bact39071c780a?time=last-ninety-days&sessionEventKey=2c0999b5afd9497bbec5f88bed67c3c3_1716418367845987610) - perhaps you removed some configuration ? Please see this item: [https://support.hcltechsw.com/csm?id=kp\\_article&sysparm\\_article=KB0096072](https://support.hcltechsw.com/csm?id=kp_article&sysparm_article=KB0096072) - permissions are required to access camera / photo library; but, again, nothing has changed in this functionality in code I delivered with latest release.

Regards,

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On 9/1/22 14:29, Matt wrote:

Thx Moritz

Re item no. 4, I suggest that the distance is (discreetly yet standadized) displayed as a default setting. Just like on Mark's phone (I believe). Helpful?

Also thx for yesterday's invitation, was fun seeing (most of) you!

Best  
Matt

On 1. Sep 2022, at 09:40, Moritz Peter Weber <[m.weber@data-in-motion.biz](mailto:m.weber@data-in-motion.biz)> wrote:

Hi together,  
these are the notes for yesterday's test run:

#### Important Points:

- In-App purchases do not work (whether only iOS is unclear), and the Merit points do not update on the profile page.
- The "I'm at my Hole" button is called incorrectly. It should be "I'm at my Ball".
  - Furthermore, the button should only work concerning the current hole.
- The golf balls displayed on the map do not always work (they are only displayed sometimes). Additionally, they should be displayed much smaller.
- Measuring the current route with the map is sometimes tricky to handle and sometimes does not work. Furthermore, often only the flight line is calculated instead of adding the individual sections (if these are selected step by step).

#### Further Points:

- The navigation bar at the bottom of the screen should be a bit higher for iPhones. Currently, it is covered at the corners.
- When you log in and want to take a new photo via camera for your profile picture, the app crashes. It should be tested again. It happened on an iPhone and could have to do with the assignment of rights.

Best regards  
Moritz

Am Mi., 31. Aug. 2022 um 00:31 Uhr schrieb Michal Siemaszko <[mhsiemaszko@fastmail.net](mailto:mhsiemaszko@fastmail.net)>:

Hi,

New release is out - I uploaded the Android APK to the shared folder (<https://drive.google.com/drive/folders/1Mb0D3wnDFCj7f9gEKdixcWzqe-pqmPP>)

Major new feature is: **Challenges / playing against each other**

Here are release notes: <https://gitlab.com/datainmotion/theplayertour/app/-/issues/163>

Regards,

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