

Release Notes: **General Loader 2.0- BETA**

(September 2, 2026)

Highlights

- The External Applications menu now refreshes automatically when returning, making newly added VPX tables and external applications immediately available without remounting the USB device.
- External applications can now access system information, including the authenticated Legends ID username, device ID, device name, and firmware version.
- USB write support enables applications to save scores, game progress, settings, and other persistent data.
- Expanded XML metadata support with additional information displayed in the About section before launch.
- Read access to CA certificates simplifies secure HTTPS communication.
- GPU acceleration support is now available for compatible applications.
- NEW: Added support for displaying leaderboard data on the backglass using a local JSON file stored on a USB drive.
- NEW: Added optional logging to the local USB drive.
- NEW: Additional minor bug fixes and performance improvements.

SDK Updates

A new Software Development Kit (SDK) is now available for download. The updated SDK includes:

- Download the latest SDK at <https://www.atgames.net/features/external-apps>
- Docker-based cross-compilation environment.
- Automatic USB package generation under `dist/external/<app-id>/`.
- Two SDL2 sample applications: Brick Breaker and Skyfall.
- Shared input helpers for GameController, joystick, keyboard, and cabinet controls.
- Built-in local leaderboard support and integration tools.
- Optional Node.js online leaderboard server template.
- Updated developer documentation.

Miscellaneous

- For the latest information on future releases, please follow AtGames on Facebook (@AtGamesGaming), Twitter/X (@AtGamesGaming), or Instagram (@atgamesgaming).
- The latest release notes can be found [here](#).