

Release Notes: Legends CE-HD Firmware 1.0.17 for Legends Ultimate CE-HD* (February 28, 2025)

Firmware Live Date: February 28, 2025

Highlights / Bug Fixes

A new System Update v1.0.17 for all Legends Ultimate CE-HD devices is now available! In addition to general stability and performance enhancements, this update includes the following features:

- Renumbered Legends CE-HD Firmware to v1.0.17 to differentiate CE-HD's firmware from those used on other AtGames devices.
- Enhanced filters for All Tables and Games.
- Games from non-pinball AppStoreX™ packs now launch properly (See Note 1).
- The title for ArcadeNet® for Legends Ultimate CE-HD now fits within the button's borders.
- BitLCD now supports marquees for all built-in games (see Note 2).
- RetroPlayer (which will download itself as a separate component update) has the following enhancements:
 - Improved trackball support.
 - Save States properly work for built-in, AppStoreX™, and BYOG games.
 - BYOG games no longer launch a previously played title.

The firmware and component updates will automatically appear for download when you power on your internet connected Legends Ultimate CE-HD device.

NOTE 1: Game pack updates can be found in AppStoreX™

NOTE 2: BitLCD owners will need to perform the following steps to see the updated marquees:

1. Update the BitLCD application in AppStoreX™
2. Go to Settings > Device Update > Legends BitLCD Update > Update

Miscellaneous

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

Known Issues

1. ArcadeNet® for Legends Ultimate CE-HD packages may not sort correctly in AppStoreX™.
2. In rare cases, launching a pinball table may crash and display a black "No HDMI Signal" screen. Pressing any button should return you to the main menu. If this does not resolve the issue, you will need to restart the device. This will be corrected in a future update.
3. The Quick Reference Guide for some games may be incomplete.
4. In rare instances, when exiting OTG the control deck may stop responding. Restarting the device will resolve this issue. This will be corrected in a future update.
5. The Sound Check in the Health Check application does not test the right speaker. This will be corrected in a future update.
6. After several hours of play, users may experience a slow down when navigating the User Interface. Restarting the device will resolve this issue. This will be corrected in a future update.
7. Earlier Magic Pixel tables, when launched from ArcadeNet®, will criss-cross the side-buttons of the Pinball Kit. This will be corrected in a future update.
8. A small number of arcade/console games may experience random audio crackling.