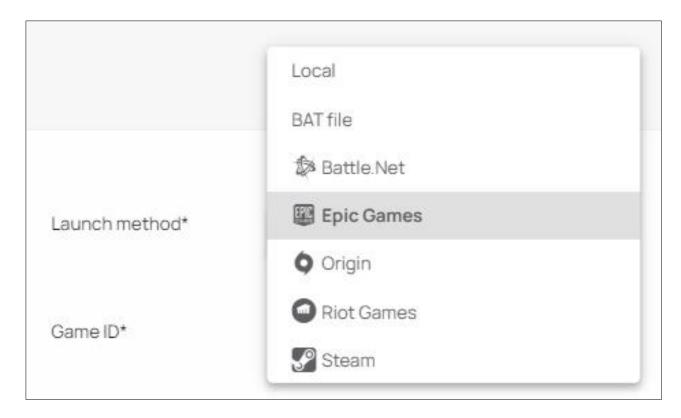
# **Version 46 - Club accounts for Epic Games**

Date: 06.07.21.

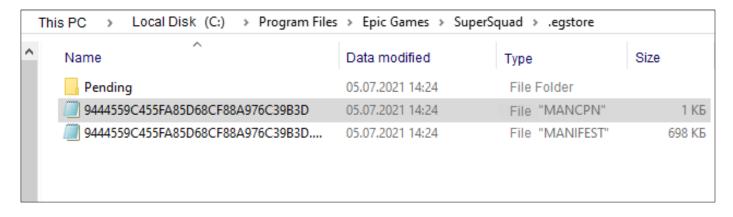
#### **NEW FEATURES**

## 1. Launch Epic Games platform apps in one click.

In this version, we fulfilled the wish of many clubs - we have added the Epic Games Launcher to the list of gaming platforms, which support the Public keys module. This means, that club administrators will no longer need to manually enter the login and password of the Epic Games account to start the game since the distribution of club accounts to clients will be automatic. All you need to do is install the Epic Games platform and it's games on client PCs, create content cards for them, specify their games IDs, and add your Epic Games club accounts.



To find the ID of the game, go to C: \ Program Files \ Epic Games \ "Name of the Game" \.egstore. Then open the MANCPN file in notepad. The game ID will be in the "AppName" field.



Please note, to use the Public keys module for the Epic Games platform, you need to update the E-launcher to version 9.

#### **IMPROVEMENTS**

1. Correct the club map displaying on mobile devices.

We developed a universal design of the "Map" section, which adapts to your mobile device. This will make managing the club from your phone more convenient.

## **BUG FIXES**

- 1. Fixed the bug, related to displaying the club map on iPhone 11.
- 2. Fixed incorrect office displaying on the club map during webpage reloading (for organizations, which have more than two offices).