

## Release Summary

In this release, we corrected minor issues.

## Engine Modifications

- An issue that caused the Remote Control user interface to freeze has been corrected.
- An issue in which RLT was incorrectly requiring OWNER permission to process a `storage.getStorageInfo` request command.
- Previously, RLT was not using the `eventHandler.eventHandlerProfile` command's `timeToLive` attribute value as the retry frequency for `eventHandler.eventReport` commands. This issue has been corrected.
- Previously, when there were multiple logs in one class (`gamePlay`, `download`, etc.), RLT used a single counter for the sequence number, resulting in skipped values in each log. RLT now uses a separate sequence number for each log.

## Transcript Modifications

- An issue in which the data displayed incorrectly in the `eventHandler.eventHandlerLogList` details screen (accessed by double-clicking the message row in the Message Transcript) has been corrected.