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Well, it's finally here. After a year of development, over 10,000 beta users, and installations to more than 28,000 devices, Screubl Pro 3.0 finally hit the Google Play store today. You can [do wnload it here](#)

. Thanks to all of those that participated in the beta. It's taken a bit longer than I expected to get things ready for Pro, as features kept being added and I occasionally put the project on hold for other more urgent work, but I'm pleased with the overall result.

This is a ground-up rewrite of Screubl, with a focus on cool new features, hardware compatibility, battery consumption and simplification. Android is a shifting target lately for an app like Screubl, as Google and hardware manufactures make tweaks to Android builds to squeeze every little second possible out of battery life and improve the overall multitasking experience. Hardware varies dramatically, sensors work differently, and even end-user usage patterns for an app like Screubl vary widely. In the end though, I think that things have reached a point of stability with 3.0 that makes it a no brainer to replace the aging Screubl 2.x code line.

For the first few weeks, Screubl 3.0 will only be available in Screubl Pro. At some point I will release a new version of Screubl Lite as well, which will offer in-app upgrades for the first time ever, but I wanted to reward those of you that have been loyal Pro customers for so long with an exclusive early access to the features of 3.0.

Here are some things to look for in 3.0 that I find particularly useful.

First, **PocketLock** is a departure from the normal Screubl approach to screen management in that it is the first time that Screubl provides a feature that actually *turns the screen on*.

Specifically, if you have PocketLock enabled and you put your phone into your pocket upside down, the phone will lock instantly and turn the screen off. Taking the phone out of your pocket will turn the screen on without touching the power button. This feature does use power, so

when you enable it, you can choose how long you want Screubl to monitor for removal from your pocket -- up to 60 minutes. PocketLock uses the

[Android Device Manager](#)

capabilities introduced in Android 2.2, and as a result, once enabled, Screubl must be removed as a device administrator before it can be uninstalled. This can be a bit tricky for Joe User, so I added a menu option that takes care of the details of unregistering Screubl as a device administrator and also uninstalling the app.

Second, **AppExceptions** is a great way to tweak how Screubl interacts with other utility apps used in Android. A common example is an app like Handcent SMS that registers notifications in the lock screen. If your phone is in your pocket and Handcent displays a notification, the screen can be kept locked on by Screubl. To solve this problem, simply register an AppException for Handcent, and your done! Screubl will not keep the screen on when Handcent is the foreground app.

Third, **Locale/Tasker** integration has gotten much more comprehensive and offers even better control over Screubl. Tweak away!

Finally, **Customization** of the look and feel of Screubl has gotten a lot more sophisticated in 3.0. You have pretty fine-grained control over icon color, added sound indicators, and the ability to remove the icon from the notification bar (not the drawer, unfortunately). I've become very dependent on the sound notifications at this point, and similar to how I use a GPS, find them more helpful than the visual indicator.

I hope that everyone likes the improvements. If you have trouble, let me know. Also, if you're interested in improving or adding translations (some are rough, I know) please download the [english strings file here](#), and send to me your updates as a UTF-8 encoded file.

Finally, if you absolutely HATE 3.0 and want a way to get back to the old familiar Screubl 2.x, just search for and install [Screubl Classic](#) on Google Play. It's free and you're welcome to it, but I will not be spending time supporting this older software.