

Why no cube transition?

If you run Magic Dice under Mac OS X 10.4 or later on a Mac with a G4 or G5 processor, the application will use the 3D cube transition effect when moving from one game screen to another. Unfortunately the method used to get the cube transition working is something of a hack and it does not properly run on G3 processors or versions of Mac OS X prior to 10.4.

On Macs that can not display the cube effect in Magic Dice, a side-scrolling transition effect is used instead.