Read Me First (Release Notes)

266379_PixelRule.tiff ,

Welcome to version 3.0!

In this new version, you will notice several bug fixes over the previous versions of PacMan.   Several additions have been made: sound, music, the ability to talk to a network high score server, and NEXTSTEP 3.0 support.   PacMan will now run on both Intel and Motorola processors and has been adjusted to run on any screen from 640×480 on up to the highest resolution supported by NEXTSTEP and should look better on 2-bit grayscale screens than in the past.

This version of PacMan is based upon the GameKit, an object-oriented kit which may be used to quickly build games.   The GameKit is written by Don Yacktman and the most recent version is available via anonymous ftp from ftp.byu.edu in the directory

pub/next.   The distribution file includes the source code for this game (PacMan) and for NX_Invaders, as well as full source for the GameKit itself.

657316_PixelRule.tiff ,

See also

;Bugs.rtfd;;¬   Bugs in this version