

Technical Notes

Prince of Destruction is fat binary, meaning it runs fast on PowerMacs as well as the other kind. It uses on-the-fly resource and data compression so that despite having oodles of content, it doesn't fill up your hard disk. It supports Sound Manager 3.0 and the new Speech Manager. It runs in real time and is - aside from loading and saving games - modeless.

In "compatible" mode (and on Power Macs) it even acts like a good citizen (giving background applications processing time, and so on).

Prince of Destruction was implemented using Metrowerks CodeWarrior Gold for both PowerPC and 680x0 versions. Earlier 680x0 versions were implemented using THINK C 5.x. The content was created with tools created with THINK Pascal, MacApp 2.x, TCL, and HyperCard, as well as good old ResEdit.