

Hey you, what are you looking for in my resource fork? If they can put little messages to people in the resource fork of Marathon, then hey, so can I.

If you're being nosy because you're thinking about writing some sort of a level editor for Speed Demon, good luck! Most of the stuff is set up in resources, and I even left the templates in for you. I also was nice and left the graphics in unadulterated PICT resources, although I do compress them within the game.

However, some of the earlier game data, such as the materials and 3D objects that aren't set up as 3DMF objects, are in very twisted places and formats. Look in the data forks of the state files for clues. When you give up because you don't realize that most y values are multiplied by two in the game, just send me an email begging for help at fkane@sierranet.net. I'll be glad to help. I might even give you some source code. Hey, I'd like to have a nice gui-based level editor myself!

-Frank