

Rebel Assault™ PowerPC Patch
written by Aaron Giles
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IMPORTANT: This patch is neither sanctioned by nor produced by LucasArts Entertainment Co. It is a homebrew patch to speed up pixel doubling on PowerPC machines. It may crash your machine; it may cause other problems. **USE IT AT YOUR OWN RISK!!** Both LucasArts Entertainment and the patch's author, Aaron Giles, disclaim any responsibility for data loss or other damages incurred through the use of this patch.

ALSO NOTE: This patch cannot work properly while virus detection software is running. Please make sure that you have disabled any virus detectors before applying the patch.

This patch is a quick and dirty attempt to provide some speed gains when playing Rebel Assault™ on a PowerPC machine. It replaces some of the emulated direct-to-screen drawing functions with native PowerPC code. Note that it only works for some window modes: you must have **DIRECT SCREEN BLAST ON** and **LARGE IMAGE SIZE**. However, you will get acceleration regardless of the settings of the Skip Video Rows and Vertical Stretch options.

This patcher has been successfully used to update both version 1.0 and version 1.0.2 of the Rebel Assault™ application. You will need to keep the updated application on your hard drive; however, it will still look for the data files on the CD-ROM, so make sure it is loaded before you begin!

If you have any questions or comments, or wish to report any problems, feel free to email me on the Internet at giles@med.cornell.edu, or on America On-Line at AGiles.

Have fun!
Aaron

This patch application was made with ResCompare, a free resource comparison and patch generation utility. ResCompare can be FTP'ed from most Macintosh archive sites. Send e-mail inquiries regarding ResCompare to Michael_Hecht@mac.sas.com.