

Risk

Technical Help

This section of the help deals with some technical issues which most people won't be particularly interested in.

Application Defaults

Risk stores default preference information in the defaults database. Most may be set using either the preference panel, or the setup panel, but the following defaults have no interface:

ShowPlayerNConsole: Either YES or NO, to automatically show the console for player N when a game starts. N may be any number from 1 to 6. This is handy when debugging computer players, to always show the console.

DMakeActive: Either YES or NO, to automatically have the application become active when it is run. This is useful when working on Risk.