

Known Bugs and Problems

266379_PixelRule.tiff ,

If a specific feature doesn't work as described here in the Help Panel, it should be considered a bug, either in the game or in the documentation.

If you discover a bug in PacMan that isn't listed here, please contact the author so that it may be fixed quickly. ;Author.rtf;¬

Next follows a list of known annoyances, bugs, etc. and possible work-arounds where available.

879113_PixelRule.tiff ,

119829_CheckMark.tiff , Slow launches. After launching, everything is fine. (This is sped up from what was in the alpha, and unfortunately can't get much faster; there's a lot that *has* to be done.)

- Using long sounds will slow things down a little
- Complex background images *really* slow things down during launch.

607389_CheckMark.tiff , Help needs proofreading.

51665_CheckMark.tiff , The Intel version beeps a bit during the launch. I'd remove the beeps, but I don't really know what is causing them! **None** of my code actually calls the beep functions, so it's some side effect in NEXTSTEP that causes them. When I figure out why, I'll fix it. Until then, it is annoying but not debilitating. I think I have some 3.1 specific stuff that might fix it, but then PacMan wouldn't work on a 3.0 Motorola machine, which is unacceptable to me. I want a *real* fix!

514597_CheckMark.tiff , Source code is still really ugly in spots. I'm working on cleaning it up to make it more readable and useful. Getting a GameKit state machine object written up will help this immensely, but

is still a ways off.

657316_PixelRule.tiff ,

See also

;Suggestion.rtf; Sending suggestions via e-mail