Changes Since Last Version

266379_PixelRule.tiff ,

826183_CheckMark.tiff , This version uses the GameKit.   For information about the GameKit, contact the author or send mail to get on the GameKit mailing list at gamekit-request@byu.edu.

119829_CheckMark.tiff , The High Score system has been revamped.   You can now choose between a local high score file (as in the previous version) or a network high score server.   Old high score files will crash this version.

805862_CheckMark.tiff , The locations of most of the windows are saved, so you can rearrange them how you like and PacMan will remember the layout you arrange.

260564_CheckMark.tiff , PacMan is now using NeXTSTEP 3.0 features such as the Dragging protocols, distributed objects, Help, and more.

365346_CheckMark.tiff , Many bug fixes have taken place.

917073_CheckMark.tiff , It's a fat binary!

209557_CheckMark.tiff , Sounds have been added.   If you don't like them, either send me better samples or don't complain.   I've done the best that I can given my circumstances.   (I sampled them off a Ms. PacMan machine, since there are no PacMan machines anywhere near here.   If there's a real PacMan machine by you, send me the best quality tape you can make of all the sounds and music it makes and I will take it from there.)

657316_PixelRule.tiff ,

See also

;NetHighScores.rtfd;;¬ Network high score servers