Customization

266379_PixelRule.tiff ,

894116_CheckMark.tiff , The Preferences... Panel provides several options which allow you to customize PacMan to your personal tastes.

917073_CheckMark.tiff , Here is a list of the controls and what each does:

- · High Scores ± Allows you to switch between using a local high score file or a network based high score system.   In order to use a network system, you should type in the name of the network server in the area labelled ªserver.º

- · Speed ± This allows you to adjust how fast PacMan runs.

- · Options ± These switches change specific behaviors:

    If you don't want alert panels to warn you about trashing games in progress, you can turn them off with the ªAlert Panelsº switch.

    Turn off the ªDemo Soundº switch for silent demos.

The ªAuto Unpauseº feature unpauses the game automatically when you active PacMan or unhide it.   Turn it off if you find this disconcerting.

The ªNew Game On Launchº switch will cause PacMan to automatically start a new game when you launch it.

·   Music ± This allows you to have a MusicKit scorefile play in the background while PacMan is played.

·   Sound Effects ± This allows you to silence the PacMan's noisy eating habits.

·   Background ± Use this pull down menu to change the background image.   You can also drag and drop an image file into the window, or drop in a color.

·   Screen Size ± On screens which are big enough, this will allow you to have a PacMan window that covers four times the area of the small window.   (On systems with small screens, this option is disabled.   This means that you owe it to yourself to get a larger

screen.) If you are running on a slow or memory starved machine, it is probably to your advantage to use the smaller screen size.

355209_CheckMark.tiff , Click the ªSet Default Preferencesº button to return to the original, ªstandardº values used by PacMan.

323703_CheckMark.tiff , The ªSaveº button saves the current values. Preferences values are automatically saved when you quit PacMan, too.