

Well, here's more of the gamekit.

First, here's how to install the stuff: (see notes in gamekit-1 for more info on installation and available options)

Put the gamekit-1/built-fat/libgamekit.a file into /usr/local/lib.
Copy the directory Headers/gamekit to /LocalDeveloper/Headers.

You will also need the CCRMA music kit installed on your system. I am currently using the Makefile supplied with the CCRMA Music Kit source distribution as the makefile for the gamekit, since that was the path of least resistance. I haven't set up the install target properly, though. To simplify things, I have compiled everything already so it should "just work" as is.

Well, this could be considered release 0.00. That's as low as I can go without going negative. Most of what's here works pretty well, but is nowhere near complete nor is it perfect. Much of what is described in the Concepts.rtf documentation is still missing, as you can easily see. I *will* be adding everything that's there over time, however, and making frequent releases as the functionality improves and the bugs leave.

What's here will be useful to some, and very lacking for others. The best thing to do is to bug me about features that you need fixed or implemented. The areas most frequently requested will, of course, receive more (and/or faster) attention. If there's something you'd like added, let me know. If you find a bug, let me know. If you think anything at all about this, let me know.

If you want examples of how to use this stuff, right now there are two ways to go. (1) Look at PacMan. It now uses gamekit objects and serves as a jumping off point. It's as good as the next option which is (2) become a registered user of Columns and then ask me for the source. Columns and PacMan are *right now* using these exact objects! They have a few subclasses of key gamekit objects and everything else is made up of stock gamekit objects, so they ought to be excellent examples! (If you're already a registered user of Columns, just ask me to NeXTmail you the current source files...) One big problem right now is that I haven't had time to include all the template .nibs and update the ones that are here. Without those, you'll probably have a hard time figuring out how this all hooks together. The latest Columns or PacMan, in this case, can be very helpful. In fact, once I get them debugged to my satisfaction, their .nibs will be trimmed back to provide the templates^{1/4} you can get the Columns (or PacMan) .nibs right from the beta binaries and munge them up, registered user or not^{1/4}and the PacMan source is in the GameKit release now.

Again, bug me about any questions and/or problems you have! Answers that would be interesting to anyone on the gamekit list will be posted there.

Share and enjoy!¹

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¹Douglas Adams, The Hitchhiker's Guide to the Galaxy. :-)