Here's the daymisckit.

Please excuse the ugliness of this file; as you can see I know nothing about real typesetting!   ;^)

First, here's how to install the goods:

Install the lib files into /usr/local/lib.   In daymisckit-1/3.0 you will file 3.0-compatible libraries for Motorola CPU's.   In daymisckit-1/3.1 are 3.1-compatible fat libraries.   If you need a debugging library, then copy the daymisckit_g.a file as well as the daymisckit.a file.   After copying the appropriate library, be sure run ranlib on the file(s) in /usr/local/lib.
Copy the contents of the directory Headers to /LocalDeveloper/Headers.

If you wish to rebuild the libraries and install them, first edit the Makefile to taste (note comments on compiling fat/thin, etc.) and then type ªbuilditº in the daymisckit-1 directory to run my clean build+install script.   Both the regular and debugging libraries will be built and the libraries and headers will be installed for you.   (Installation of libraries is in /usr/local/lib and headers are placed in /LocalDeveloper/Headers.)   The script attempts to play a sound when it completes; you will most likely not have that sound on your system, so ignore the error that is generated by its absence.

This should be considered release 0.00.   This is just a collection of generally useful objects.   They are required for use in the GameKit, for example, but aren't included there since they are of a more general nature.

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.   Let me know if you have an idea for a nifty object, too.   The areas most frequently requested will, of course, receive more 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.

License/use is utterly free.   Commercial, shareware, and freeware apps can all use this stuff as much as they want as long as they follow my whims as detailed in the source code.   That means there's no warranty, no support, and you are on your own.   *Note:*   I would consider it really slimy for someone to take this code, package it into their own objects/kit, and then turn around and sell it. If you want to sell a object that makes use of any of this code, or sell one or more of these objects as part of a kit, then contact me to work out something special that would fit the circumstances.   I say this because you never know what some folks might try, and since I've released this as free objects, I'd get **really** pissed to find that someone had to *pay* for any of this!   Shoot, anyone can mail me a disk with return postage and I'll return it with the latest version and anything interesting to fill it up the rest of the way!

Despite the lack of official support, I do want your feedback.   The .m files all recap the license: basically, if you use this stuff, you should acknowledge that fact in your app somewhere and provide info about how to get the latest versions of the objects.   I'd appreciate it if you would send me any changes you make so that others may benefit, too.

Again, bug me about any questions and/or problems you have!

Share and enjoy![1]

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[1]Douglas Adams, <u>The Hitchhiker's Guide to the Galaxy</u>.   :-)