The DAYMiscKit is a kit of simple objects that I find generally useful.   My GameKit makes use of many of these objects as do some of my other projects.   These objects are not part of the GameKit because they are useful for things other than games; hence different libraries.   Note, however, that to use the GameKit you *must* have the DAYMiscKit!

The ªDAYº prefix is to avoid any conflicts with other objects and object libraries.   It is derived from my initials, as you have probably already surmised.   (The ªAº is for ªArthurº, as if it really matters.)

If you find *any* problems whatsoever, please tell me *immediately* so that I can fix them!   Let me know anything else you have to say about the GameKit, too!

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