

# MG Mailbox

## Letters to the Editors

### Where's The QuickTime?

Dear IMG: What happened to the free QuickTime files and other goodies? If it takes an extra \$5 or so per year for delivery on two disks, I'll pay it. And if you're still considering a IMG CD-ROM, I'll pay for that, too. WhizKid603 via AOL

- Unfortunately QuickTime movies take up too much space. If we were to include more QuickTime movies it would probably mean the end of game screen shots, and I'm sure no one would want that. But there's good news, the IMG CD-ROM will have a TON of Quicktime movies (including cool movies of Rebel Assault). For more information on the IMG CD-ROM, check out this month's "Special Announcements." —TD

### I Need My Ho!

Dear IMG: I noticed that for the October and November release lists, Spaceward Ho! 4.0 was on them. For the December list, however, it was deleted. Could you please tell what is happening with this version? Is it going to be an upgrade or a completely new product? DL via Internet

- After talking to Delta Tao at MacWorld Expo we got the impression that Spaceward Ho! 4.0 is still a long ways away. It has been removed from the list until we find out exactly when the game will be updated. Unfortunately for Mac gamers, Delta Tao has other priorities at this time. —TD

### Stereo On An LC

Dear IMG: I have a problem with Sound Manager 3.0. Every time I install it, it will not let me use stereo sound. The option is greyed out. I am running system 7.1 on an LC. Do you know what is wrong? Hziegler via Internet

- Your LC does not have stereo output, hence the option is greyed out. Hope this helps! —TD

### Dropping A Bomb On Atomic Games

Dear IMG: I have been growing ever more annoyed at the recent split between Atomic Games and 360 Pacific. It has become known (on the net) that Atomic has resurfaced at Avalon Hill. While this seems to guarantee the future release of V4V "like" games from AH, it's sad to see that the best war games ever constructed are now being left to rot as far as 360 is concerned.

Personally, I am rather mad at Atomic's attitude in this matter. While I admit that I know nothing about the "inside story" behind the split (nor do I really care), I paid full price for all four battle sets and I figure that entitles me to support. Now I'm being told that I don't deserve support or bug fixes, and this is simply not good enough. I continually end up running these programs on the newest Apple machines, and considering my experiences with the 1.0 engine, I do expect it to break again in the future.

I would like some indication from Atomic that I can expect my four (relatively high priced) battlesets will continue to work and be upgraded in the future. Another part of my anger is generated from the Communications Diskette, which I have been eagerly awaiting for a long time now. Due to the split, 360 is not allowed to distribute this disk, and I feel that I was promised this implicitly when I purchased these programs.

If they are not willing to reconsider these problems, I would like to know their reasons for this decision. Without some indication of support from Atomic, I'm afraid that I will no longer be able to purchase any more games from them. Maury Markowitz via Internet

Letters to IMG. If you have a question, problem, comment, suggestion, or idea, just drop us a line. All letters become property of Inside Mac Games. We reserve the right to edit any letters.