Version History

v0.6.3b - July 12th, 2000

 - Fixed the problem that caused the sound to be terrible when Virtual Memory was on.

 - Fixed the problem that caused v0.6.3a to require InputSprocket to be installed.

 - Corrected an error in the documentation - Boycott requires MacOS 8.5 (although the previous version said v8.1 was okay).

v0.6.3a - July 3rd, 2000

 - Added sound emulation. Thanks to BouKiCHi (DBoy author) for the sound driver code.

 - Added 3x and 5x video modes.

v0.6.3 - May 14th, 2000

 - This release is in sync with the latest Boycott on the PC side. It includes all the changes made between v0.39 and v0.63 on the PC, notably Colour Gameboy emulation and many compatibility improvements.

 - The Mac code is a complete rewrite from the previous version (due to a faulty CD-R). The new code is much more solid than the old code was, although not all the interface features from v0.39b have been implemented. Please let me know if you find any bugs in this release.

v0.3.9b - August 15, 1998

 - This release is an interim version. I still do not have the source code for v0.4.0 for DOS/Unix, so I can't release a Mac version of that.
 - Added the ability to configure keys.
 - Added the ability to configure colours. Boycott supports a 12-colour mode, which can look nice in some games. I plan to have pre-built colour sets for different games in the next release; if you are interested in a tool for creating them yourself, please e-mail me at <titan@indigo.ie>.
 - Added the ability to load GZ-compressed ROMs. The saved states are now gz-compressed too (although Boycott can still open uncompressed ones).

- All dialog boxes are now movable.

v0.3.9a - May 29, 1998

 - Fixed a tiny bug that left the menubar hidden when you used Command-Q to quit the emulator without disabling full screen mode first.

v0.3.9 - May 27, 1998

- Initial Release