

Memory and Color

Poing! requires a monitor that can display 256 or more colors. The more colors your monitor displays, the more memory Poing! will need. This table shows the memory requirements:

256 Colors.....	600K
Thousands of Colors.....	720K
Millions of Colors.....	1100K

To give Poing! more (or less) memory: Quit from Poing!. Click its icon once and select “Get Info” from the Finder’s File menu. Make sure the checkbox labeled “Locked” in the lower-left corner of the Get Info window is not checked. Enter the desired amount of memory in the box in the lower-right corner of the Get Info window. Close the window, and you’re done.

(You won’t be able to do this if Poing! is still running, or if your copy of Poing! is locked, or if it is on a read-only volume such as a locked floppy, a CD-ROM, or a write-protected file server.)

Note: Poing! requires at least 256 colors. Beyond that, Poing! looks equally good (and runs equally fast) no matter how many colors your monitor displays. There’s usually no need to change your monitor setting to play Poing!, unless you usually use fewer than 256 colors, or you usually use more but you want to run Poing! with minimal memory.