

Eek a Bug!

by David Dunham

We have a full plate this month for Eek a Bug, so I'll dive right in. Mars Rising has been out a little over a month now, just long enough for some bugs not encountered in beta testing to crop up. We are working on version 1.0.1 now and it will be out soon. Here are a few issues Dave and the crew have taken care of for the 1.0.1 release:

- Screen resizing rearranges the desktop. When MR resizes the screen it sometimes will leave desktop icons moved over or shrunk. A workaround for this is to deselect the screen resize option. This will be fixed for OS8 and later. The problem is with the finder for earlier operating systems.
- Missing DIME Resource. This was the real mystery. When a user tried to open MR, they got a message saying. "MAP Loading Error: Couldn't load DIME resource. Error Code 0" This took some true detective work, but the cause was tracked down and taken care of.
- Mars Rising now supports InPut Sprockets. Controls can be by mouse, keyboard or a joystick with no configuring.

Here are a few issues still outstanding for Mars Rising:

- Two keyboard key controls. When users try to play two player games with two keyboards set up, MR sometimes doesn't recognize KeyUps. Your Vac-Fighter will just freeze, unsure of where to fly next or it will keep going in one direction. I recommend using a joystick and a keyboard for two player games.
- Problems with third party keyboards. This seems to especially affect Powercomputing keyboards., but also affects Supermac keyboards. Like mine at home ;-(Could be related to the above issue.

At present these are the only outstanding bugs from version 1.0.0. If you are experiencing a problem not described here contact me at help@ambrosiasw.com and I will track down a solution for you. The other project our programmers are working on is an update to Snapz Pro. The outstanding bugs being looked into are:

- SP having to be reconfigured. Occasionally when a program is doing something with low level interrupts when SP is invoked, SP will revert to a mode where it only uses the screen capture tool,

no matter what

the settings are. Even if "Show capture tool palette" is selected, the palette will not appear. A

workaround for this is to trash the SP prefs and reconfigure SP.

•Images sent to the clipboard don't update. When a user is doing a lot of image captures and sending the

images directly to the clipboard to paste into a document, sometimes the images don't update, if this

happens, the first image is pasted in every time.

We are also looking into adding a few new features, stay tuned for the latest info. And again, if you are experiencing a problem not described here, let me know.