

System Requirements

Realmz requires a Macintosh with 1900K free ram, a 68020 processor or better and is capable of displaying 256 colors on a 13" monitor or larger.

Power PC Compatability

I did 99.9% of the development of Realmz on a Mac IIsi and finished the last month or so on my trusty new PPC 6100/60 and it runs like a charm on my machine. I have not had the chance to try it on a 7100/8100 standard/AV so I do not know if it will work.

Known problems with Realmz

- 1) May not work on AV equipped Macs such as the 660AV, 840AV, PowerMac AV or just about any other AV Mac. I am working to try and correct this problem.
- 2) Does not like to deal with screen savers. Disable or deactivate them, so that they do not have the opportunity to take control. The problem here is that I update the game screens in a special way to maximize speed, thus I don't use the normal window update detections. This leaves you with a mass of blank space when coming back from a screen saver.
- 3) Does not switch to the background via selection of (by clicking on) other running programs in the application menu. (Hell if I know why.) To place Realmz in the background, you must select Hide Realmz from the application menu or click on the desktop directly.
- 4) The suggested memory for Realmz is 1900K. The more you give it, the better and faster it will run. 3000K should be enough to maximize the performance.
- 5) The spell list is in the form of a Microsoft document. I plan on adding a look-up feature similar to the bestiary in the menu, but for now, it's up to you to print it out yourself.

These are the known problems with this version, and I am working on fixing all of them. This is a very large undertaking for a one-man operation and I can only work on this during my spare time, so progress has been slow. We labor on, however...