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Tesla 1.0d2

3/11/94

Obstacle testing is totally rewritten using a custom polygon hit testing system, and it works in all directions. Should work for jumping, too.

Interface improvements.

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Tesla 1.0d3

5/25/94

- PixelBlizzard now locks and unlocks GWorlds correctly which fixes all major bugs I know of and is compiled using CodeWarrior DR3 (last version was in DR2 or DR1).

- Late breaking news- huge performance improvement.

- We now check to see if a sprite is visible before including it in region calculations.

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Tesla 1.0d4

5/26/94

- Implemented timing code which works for all Macs.

- Timing facilities improved immensely.

- Scrolling performance is improved 99%.

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Tesla 1.0d5

5/28/94

- Optimized my point-in-polygon routine (we no longer use QuickDraw, which isn't so quick), rewrote pxblz\_Draw entirely, which both cause...

- ... Breakthrough performance. PixelBlizzard is now the fastest sprite kit available for Macintosh. Amazing as it may seem.