History
1.0 • 7/6/92 • First public release

Future Enhancements
There are a number of great enhancements already planned for the next release of Jewelbox.   If you have any enhancements you would like see in a future version of Jewelbox, feel free to send a postcard or an E-mail message to one of the addresses given above and tell me about it.   I'll do my best to put them in.

Known Bugs and Limitations
Although I have attempted to make Jewelbox as bug-free as possible there are still a couple of problems that I have not resolved.

When switching in and out of Jewelbox under Multifinder, using either the Big Cheese key or by selecting "Hide Jewelbox" from the menubar, the color palette is not restored properly.   This leaves the game looking a little wierd. A work-around that I have found is to switch in and out a couple of times by either method and the color palette is usually   returned to the normal Jewelbox palette.

Sometimes, under certain system conditions the sound volume returns to the default volume level of the computer system regardless of what the volume settings are in Jewelbox.   You can restore the sound volume to the desired level by using the Jewelbox Volume menu.

When the soundtrack is playing in the background a sound effect is played during a game, there is a slightly noticiable decrease in the volume of both sounds.   According to Apple this is a design limitation of the Sound Manager. They are working on a solution so until then we'll have to live with it.

If a screen saver kicks in while Jewelbox is the foreground application and is cycling through its introductory screens, you will see a mix of Jewelbox and screen saver graphics.   This is caused by Jewelbox checking for and allowing background tasks to execute.   This does not have any adverse affect on your system, Jewelbox or your screen saver.