

8/16-Central

The Journal for Apple II Programmers

January 1991 • Vers. 1.0

One of the cool things about being an editor is that the boss feels compelled to send you to exotic places like Long Beach to cover exotic events like AppleFest. Dennis Doms, the editor of *A2-Central*, and I flew out one day early just so we could harass the people at Mac/LA, which was being held in conjunction with AppleFest. I was a tad underwhelmed on the Mac side. Yeah, it was bigger than the Apple II side, but not so much that you'd notice. And most of the people there were in suits and ties. There were real people on the Apple II side.

The only major announcement at AppleFest came from Apple Computer. HyperCard IIgs was announced (see What's New on the disk for more information).

Beagle Bros was there with their new paint program, called Platinum Paint. It has just about every feature that a person could want...except bottled talent. Unfortunately, my stick people still look like stick people - but they're the best stick people I've ever drawn! :) Look for a review of Platinum Paint in an upcoming issue (yes, it's a development tool, Virginia).

SSSi was showing off the latest

version of Genesys. Version 1.2 is a great leap forward from the previous version. Look for a review of Genesys in the February issue of *8/16-Central*. I had a chance to talk to SSSi about features that will be included in version 2.0 and it looks like the program will take another big leap forward.

The Roger Wagner Publishing booth was full of people at all times. Every hour they had people showing off different projects done with HyperStudio. One of them, created by Nick Lenz, was a playable version of Dragon's Lair using HyperStudio for a front-end. Dragon's Lair, as you may remember, was the first arcade game

that used a laser disc for play. By hooking a IIgs up to a Pioneer LaserDisc machine, Nick was able to create a system for playing the game (he scavenged the actual DL laser disc from who-knows-

where). It was very hip looking. Dirk the Daring was dashing all over the Apple IIgs screen while a little floating palette let you control his actions with mouse clicks. It was demos like that that made people realize the Apple IIgs (and HyperStudio) was more powerful and capable than they previously thought.

Apple II DTS set up a bug busting room during AppleFest. Unfortunately I

didn't know about it before hand and left all my buggy code in Kansas City.

The GENie party held Saturday night was very nice. There wasn't as much to eat and drink as at the America Online party, but we had so many people there that we overflowed the room and took over the hallway outside (it was held in the Hyatt Regency). A lot of Apple people showed up, exhibitors from the 'fest floor, and just plain ol' people (like me). I got to juggle in the hallway with Chan Wilson, the creator of A2FX. Roger Wagner and I brainstormed about 14 different subjects ranging from prefix handling in HyperStudio to making a million dollars (neither of those subjects ended with a firm solution, by the way <grin>) while Pam Wagner and I discussed the best way for me to find a wife (no, that one wasn't resolved, either). Andy Nicholas was taught the proper way to care for an original floppy (inside joke - be there next year) and Lunatic filled Andy's head with thoughts for a better Finder.

The response to AppleFest was much better than Exposition Management, Inc. expected. In fact, next year they're planning on going back to a three day affair.

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Coming soon (within the next few months) to a disk near you:

- Applesoft Tips and Tools
- CopyPixels in Pascal
- HyperCard IIgs Scripting
- Using the MIDIsynth Toolset
- 8-bit Screen Painter
- ...and the infamous "much more."

Bug Alert! No bugs in this issue! (None that I found before printing this, anyway.)

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/ES.CENTRAL.9101

In the root directory you'll find ABOUT.THIS.DISK, which is an editorial. It also includes a complete catalog listing of the disk. DLT8 and DLT16 also live in the root. If you're a IIgs user, launch DLT16 (with GS/OS active) and then you can read all the articles this month simply by clicking the mouse. 8-bit users should launch the program DLT8 from BASIC.SYSTEM (which is also on the disk) DLT8 was created by Karl Bunker. DLT16 was created by Jay Jennings using HyperStudio (thanks, Roger!).

/ES.CENTRAL.9101/Advertising

For sale, for hire, etc., can be found in CLASSIFIEDS. If you'd like information on running an ad, read ADVERTINFO for details.

/ES.CENTRAL.9101/Apple.II/CharGen

The last in a series of simple hi-res animation techniques by Jay Jennings. This installment shows how to create and use a high res character generator. 8-bit assembly written with Merlin.

/ES.CENTRAL.9101/Apple.II/ZBasic

Ross Lambert slips in with a selection of string handling routines that will be beneficial for anybody that uses a high-level language, not just ZBasic Zealots.

/ES.CENTRAL.9101/Apple.IIgs/Hardware

David Gauger shows us how to build an audio digitizer for the IIgs for about \$20 worth of parts from Radio Shack. This article includes digitized photos of the project.

/ES.CENTRAL.9101/Apple.IIgs/GeneriPrint

A generic module that shows how to use the Print Manager in your own programs. Written by Alex Xzeva, it includes a linkable Merlin module. Also includes source code that can be converted to Orca/M.

/ES.CENTRAL.9101/Apple.IIgs/HyperLab

A regular column devoted to the technical aspects of HyperStudio, HyperCardIIgs, and any other hypermedia programs that pop up. This month we

have a collection of hints and tips on using HyperStudio as a development environment, as well as a few other tidbits.

/ES.CENTRAL.9101/Columns

In WHATSNEW you'll read about the latest tools and utilities available for programmers.

/ES.CENTRAL.9101/Goodies/Mr.Z

Launch the BIN program from BASIC on a IIgs and stand back. Scrolling words in the border. Yes, I know it's impossible. :) And guess what? Source code is included! Thanks, Mr. Z!

/ES.CENTRAL.9101/Goodies/...

Check out this subdirectory for more subdirectories that contain sample source code, utilities, and lots of things to look at.

/ES.CENTRAL.9101/MiscInfo

If you'd like to write for *8/16-Central*, read the AUTHORGUIDE and ARTICLESWANTED files for special tips. We've also included a listing of previous *8/16* articles in BACK.ISSUES (and info on ordering back issues on disk).

/ES.CENTRAL.9101/Q.And.A

Letters to us, answers from us. Write in with a suggestion, comment, or question and become famous. This month we debut Online Tech-Talk, which is a collection of questions, answers, tips, and hints, from the online services.