A2-Central™

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Summer Conference

July 22, 1992

Hi Gang!

Welcome to Kansas City. Welcome to NOMDA. Let's have a great conference!

In this packet you'll find:

- **Map of NOMDA Conference Center**
- **Abbreviated and detailed conference session schedules**
- **Conference attendee lists by name and by company**
- **Cassette tape order form**
- **Conference evaluation form**

Meals. Your registration fee includes lunch on Thursday from 12:00 to 12:50 and Friday from 12:30 to 1:40. All lunches will be served in the main dining room of NOMDA.

Refreshments will be available mornings and afternoons in the hall next to the patio.

CREATIVE Black Tie Anniversary Celebration :) Resource Central is sponsoring a reception at Avila on Thursday from 6:30 to 8:30. This is open to all attendees. An hors d'oeuvre buffet will be the meal of the evening and will be served from 6:30 to 7:30. The entertainment will be a 'roasting' of a well known Apple II celebrity.

Resource Central. Should you have any questions or need any assistance from **Resource Central** staff members during the conference, check at the registration desk just inside the doors in the main hall or look for **Resource Central** staff members wearing gold name tags.

Resource Central Store. The Resource Central Store will be open Tuesday, Wednesday, Thursday, & Friday in room 106. (See NOMDA map.) This is where you need to go for essentials such as blank 3.5' disks and to turn in your order for audio tapes of the conference sessions. We will also have lots of other items available, including many APDA products.

Audio tapes of sessions you missed. Included in your packet is an order form for cassette tapes of the conference sessions.

Contacts. A great part of the value of a conference like this is the opportunity to meet other people who share your interests. We hope that the lists of conference attendees we've provided will facilitate that.
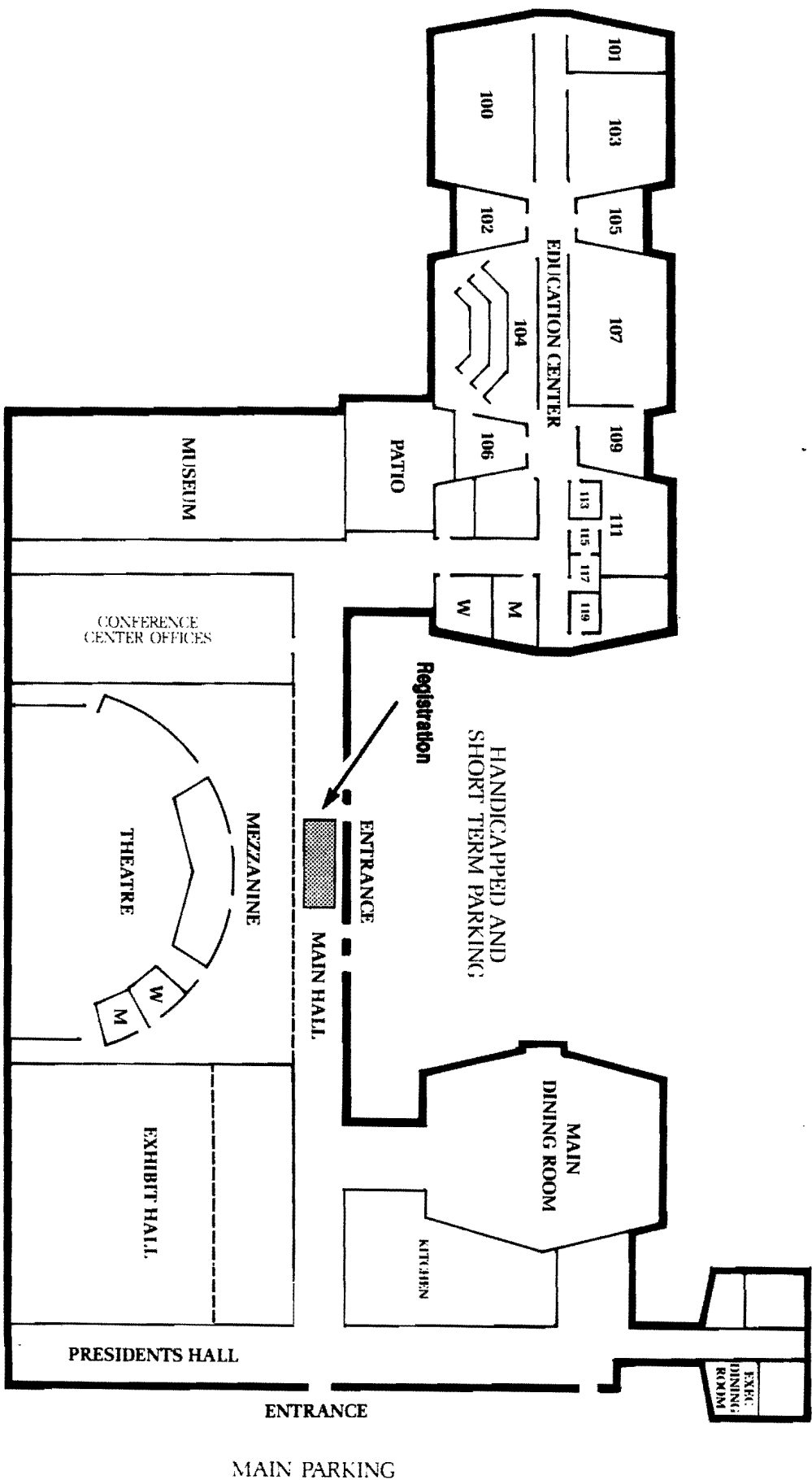
Evaluation Form. We'd appreciate it if you'd fill out the enclosed **Evaluation Form** for us and leave it at the NOMDA registration desk between 3:00 and 5:30 on Friday. A gift is waiting for you.

Our goal is to make this a great conference for YOU. If you need anything, contact the Resource Central staff at the registration desk and we'll do our best to take care of you.

NOMDA
Conference Center
12411 Wornall

EDUCATION CENTER

101	
100	103
	105
102	107
104	109
106	111
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	117
	119

PATIO

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CONFERENCE CENTER OFFICES

Registration

HANDICAPPED AND SHORT TERM PARKING

ENTRANCE

MAIN HALL

THEATRE

MEZZANINE

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MAIN DINING ROOM

KITCHEN

EXHIBIT HALL

EXEC. DINING ROOM

PRESIDENTS HALL

ENTRANCE

MAIN PARKING

A2-Central Summer Conference

	THURSDAY July 23

Theatre

9:00 to 10:00	*Welcome To KansasFest* Weishaar Resource Central
10:15 to 11:50	*State of the Apple* The Tim Swihart Group Apple Computer, Inc.

Lunch in Main Dining Room: 12:00–12:50

Shareware Solutions Programming Contest

Joe Kohn, Paul Statt, & Cameron Crotty, InCider/A+

	Room 100	Room 103	Room 104	Room 111
1:00 to 2:00	*Finding Yourself in TextEdit* Disbrow GS+ Magazine	*Making Billions of Dollars Programming The Apple II.* Golden & Jennings Softdisk, Inc.	*SimpleScript Secrets* Smith Roger Wagner Publ.	*ProDOS MLI* Bush Kitchen Sink Software
2:10 to 3:10	*Software Design With an Emphasis on Games* Chiang DreamWorld Software	*Starting Your Own Software Company* Forsythe Kitchen Sink Software	*Intermediate HyperStudio Techniques* Wagner Roger Wagner Publ.	*Digital Electronics* Kelly, ProDev, Inc.
3:20 to 4:20	*Customizing Your Applications* Pietrzak Softdisk, Inc.	*Marketing Opportunities for Apple II's in Mac's World* Statt	*SoundWave Secrets II (GS)* HangTime Resource Central	*Introducing......PageWriterGS* Page
4:30 to 5:30	*Announcing....Avatar* Heineman	*Icons, Finder 6.0, and the End of the World* Lunatic	*Where's the Sound?* Trost	*Introduction to 3D Programming* Lutynski

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Creative Black Tie Anniversary Celebration :)
6:30 – 8:30
Avila Cafeteria

A2-Central Summer Conference

FRIDAY
JULY 24

	Room 100	Room 103	Room 104
9:00 to 10:00	*UltraMacros4.0* Brandt JEM Software	*Old Timers: Apple II Magazines* Statt & Weishaar	*Apple's System 6.0* Swihart Group Apple Computer, Inc.
10:10 to 11:10	*Interprocess Communication* Pietrzak Softdisk, Inc.	*Old Timers: Muse Software* Warner	*Computer Peripheral Design* Kelly ProDev, Inc.
11:20 to 12:20	*Writing Resource Editors* Collins, Wolfgram, and Murphy Lunar Productions.	*Old Timers: Two Survivors* Bird & Wagner	*Introduction to MidiSynth Programming* Nuzzi Triad Venture, Inc.

> **Lunch in Main Dining Room: 12:30–1:40**
>
> ### The Apple Dealer
> a "Pythonesque" parody
>
> **by The Disbrow Theatrical Group**

	Room 100	Room 103	Room 104
1:50 to 2:50	*Data Compression on the Apple IIGS* Young & Maricondo	*WPL PageWriter* Schneider	*Apple: HyperCard IIGS* Swihart Group Apple Computer, Inc.
3:00 to 4:00	*File Transfer on the Apple IIGS* Wankerl, GS+ Magazine	*Breaking the 16 Color Barrier* Chiang, DreamWorld Software, Inc.	*Making HyperStudio YOUR Platform: Writing Extras, NBA's and Transitions for Fun & Profit* Wagner & Kashmarek Roger Wagner Publ.
4:10 to 5:10	*The Legal Guide to Apple IIGS Telecommunication* Gunn	*Passing Variables Between Applesoft and Machine Language* Bush Kitchen Sink Software, Inc.	*Editing Resources* Collins, Murphy, and Wolfgram

A2-Central Summer Conference

All Day Every Day
And More

Room #106	Room #107	
Resource Central Store Visit our store to order tapes of the sessions you missed, blank disks, Apple II books, development products, plus book, hardware and software deals like we do nowhere else.	**Bug Busting Room** Got a bug that just won't quit? Bring it to the Bug Busting team in Room 107. Who ya gonna call?	

A2-Central ™

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Summer Conference

Conference Session Agenda

Note: the following schedule is relatively complete, but we reserve the right to make any needed changes.

Thursday

9:00

Welcome to KansasFest

Theatre
60 minutes

Tom's longest KansasFest speech ever! A 15th Anniversary ode to the Apple II. Where we are, how we got here, and where we go from here.

Tom Weishaar, Resource Central

10:15

State of the Apple II

Theatre
120 minutes

State and status of the Apple II as seen by the Apple employees responsible for Apple's continuing Apple II activities.

The Tim Swihart Group, Apple Computer, Inc.

1:00

Finding Yourself in TextEdit

Room 100
60 minutes

All you ever wanted to know about implementing Find & Replace features in TextEdit controls. Come out of this session with a better understanding of TextEdit and its data structures.

Steve Disbrow, GS+ Magazine

Making Billions of Dollars Programming The Apple II

Room 103
60 minutes

Information on selling programs to Softdisk. What kind of programs Softdisk is looking for, how they should be programmed, rules to follow (and rules to break), etc.

Lee Golden & Jay Jennings, Softdisk, Inc.

SimpleScript Secrets

Room 104
60 minutes

Learn the secrets to using the advanced features of SimpleScript alternate syntaxes, and debugger tips. Time-saving hints will be unveiled! Example programs will be shown and there will be handouts with sample code.

Jeff Smith, Roger Wagner Publishing

ProDOS MLI

Room 111
60 minutes

This presentation will focus on the Applesoft programmer who wants to learn about the ProDOS MLI. Each participant will receive a disk that includes source code and object code for a variety of professionally performing routines that take advantage of the ProDOS MLI.

J. Eric Bush, Kitchen Sink Software

Thursday continued

2:10

Software Design With an Emphasis on Games

Room 100
60 minutes

This session will cover the many aspects of writing software, especially for games including design, design strategy, putting it all together, making it a reality, graphic techniques such as masking and video synchronization. The session will focus on a soon to be releases game, Dueltris. The structure will be analyzed and time-space tradeoffs examined.

Steve Chiang, DreamWorld Software

Starting Your Own SoftWare Company

Room 103
60 minutes

How to start your own software company on a shoestring. How to write a publicity release, how to determine what product to produce, how to get the word out about your company, money and a discussion/question/answer period.

Guy Forsythe, Kitchen Sink Software

Intermediate HyperStudio Techniques

Room 104
60 minutes

Explore group cards and objects, animation techniques using transitions, cell and motion animation, and the rolling credits NBA, along with other more in-depth features of HyperStudio with the machomeister of HyperStudio himself.

Roger Wagner, Roger Wagner Publishing

Digital Electronics

Room 111
60 minutes

An intensive introduction to electronic digital components and circuitry. Topics covered are:

logic gates and truth tables; logic-network description and simplification using Boolean algebra; various types of integrated-circuit flip-flops; digital counters; one-shots; decoders and memories; how to read schematics. Attendees should be prepared to absorb massive amounts of information.

Chuck Kelly, ProDev, Inc.

3:20

Customizing Your Applications

Room 100
60 minutes

Add individuality to your applications. Custom menus, custom controls, custom Standard File Dialogs, custom cursors and maybe even more!

Bryan Pietrzak, Softdisk, Inc.

Marketing Opportunities for Apple II's in Mac's World

Room 103
60 minutes

This session will cover the marketing opportunities that the Mac's success, especially in schools, has brought to Apple II developers.

Paul Statt

SoundWave Secrets II (GS)

Room 104
60 minutes

HyperCard IIgs and System 6.0 make it easier than ever to make the most of sounds, so come learn (or see) how to take advantage of the "S" in Apple IIgs. In this session you'll learn more about correct digitizing technique and usage in your own programs then is allowed by law in 48 of the 50 states (excluding New Jersey & Kansas).

HangTime, Resource Central

Introducing......PageWriterGS

Room 111
60 minutes

You wanted a GS version of AppleWriter, here it is! The structure of PageWriterGS will be described along with its special features & demonstrations of fast sorting, fast multiple-field ordering, fast typo- and spell-checker, book indexing, printing cartoons in letters, etc.

Chester Page

4:30

Announcing...Avatar

Room 100
60 minutes

Discussion of the upcoming new personal computer based on new technologies. It's Apple IIgs compatible!

Bill Heineman

Icons, Finder 6.0, and the End of the World

Room 103
60 minutes

How DO the new icons work with Finder 6.0? How can you use them with your new applications? Do you really need to use the new icons or will the old ones still suit your needs? Find the answers to these and other icon-related questions in this session.

In addition, discover the best ways to use the Finder with Lunatic's Finder 6.0 Tips, Tricks and Techniques. After this session, you'll never want to use another program launcher again.

Lunatic Bruce Jonathan E'Sex

Where's the Sound?

Room 104
60 minutes

This session will describe in detail all the major file formats for digitized sounds. Learn what's in them and what runs them.

Nate Trost

Introduction to 3D Programming

Room 111
60 minutes

Learn the basic principles of 3D, such as object data structures, object transformations (scaling, rotating, moving), variable field of view, hidden surface removal, directional light source shading, and camera orientation. Source code examples will be presented in ORCA/C and Applesoft BASIC.

Michael Lutynski

Friday

9:00

UltraMacros4.0

Room 100
60 minutes

Learn all about the new features of Ultra 4.0 directly from author Randy Brandt. New commands will be demo'd along with the powerful new debugger. This is your chance to suggest new commands for later release, to get a first-hand explanation of features you don't understand, or just come and heckle Randy for still being an 8-bit guy.

Randy Brandt, JEM Software

Old Timers: Apple II Magazines

Room 103
60 minutes

As part of our 15th Anniversary celebration, this session will reminisce in the general area of Apple II publications. Come and ask questions or express your feelings and experiences about Softalk, inCider, A+, A2-Central or other publications. Tom Weishaar is publisher of A2-Central and winner of one of two 1992 Apple II Individual Recognition Awards. Paul Statt is Senior Editor of inCider/A+.

Tom Weishaar and Paul Statt

Apple's System 6.0

Room 104
60 minutes

Tips, tricks, Finder extensions and more.

The Tim Swihart Group, Apple Computer, Inc.

10:10

Interprocess Communication

Room 100
60 minutes

Discuss the many varying aspects of IPC under System 6 as well as ideas for possible uses. A real question and answer type of session.

Bryan Pietrzak, Softdisk, Inc.

Old Timers: Muse Software

Room 103
60 minutes

As part of our 15th Anniversary celebration, this session will be a complete history of Muse Software, from new Apple II to final auction in five years. Muse is probably best known for its strategy games Castle Wolfenstein, RobotWar, and ABM, but the company was also an early publisher of education software and the Super Text Professional word processor.

Silas Warner

Computer Peripheral Design

Room 104
60 minutes

An Introduction to designing peripheral boards for the Apple II family. Topics will include Apple II & IIgs bus descriptions, circuit board layout, prototype boards; bus termination; programming for peripheral cards. This session will include a complete design for a 16 channel I/O card.

Attendees should have attended the session on digital electronics or have an equivalent understanding of electronics.

Chuck Kelly, ProDev, Inc.

11:20

Writing Resource Editors

Room 100
60 minutes

Using the Foundation shell, a full resource editor will be written from scratch. Tips, guidelines, suggestions, and a programmer's supplement kit will be provided to attendees.

Mark Collins, Marc Wolfgram, and Jim Murphy
Lunar Productions

Old Timers: Two Survivors

Room 103
60 minutes

Part of our 15th Anniversary celebration, this session will give you a chance to meet and listen to two old-time Apple II programmers who have survived. Alan Bird is the author of numerous Beagle Bros classics, including the TimeOut kernal and the Beagle Compiler, and the WestCode programs InWords and Pointless. He was part of the Beagle team that worked on Apple Work 3.0 and was winner of one of two 1992 Apple II Individual Recognition Awards. Roger Wagner taught the world to sing 6502 assembly language in his columns and books, and is now the loudest evangelist the Apple IIgs has. Roger was winner of the 1991 Apple II Individual Achievement Award.

Alan Bird and Roger Wagner

Introduction to MidiSynth Programming

Room 104
60 minutes

The session will be geared toward showing the basics of what is needed to play and record midisynth sequences, as well as a description of the sequence header values and how they affect playback and record.

Mike Nuzzi, Triad Venture, Inc.

Friday continued

1:50

Data Compression on the Apple IIgs

Room 100
60 minutes

How to best use compression in your Apple IIgs programs. How graphics and sound can best be compressed in your own applications.

Derek Young & Jim Maricondo

WPL PageWriter

Room 103
60 minutes

This session will explain how to write WPL, glossaries, and relational databases. Making a reading program will be outlined.

Larry Schneider

Apple: HyperCard IIgs

Room 104
60 minutes

Learn the latest about HyperCard IIgs including xcmds, windoids, new stuff, media control, etc.

The Swihart Group, Apple Computer, Inc.

3:00

File Transfer on the Apple IIgs

Room 100
60 minutes

If you're a developer who wants to implement file transfers on the Apple IIgs (including, but not limited to, Xmodem, Ymodem, and Zmodem, this session is for you.

Josef Wankerl, GS+ Magazine

Breaking the 16 Color Barrier

Room 103
60 minutes

Lecture and Q/A session about SHR images that use more than 16 colors. For the developers: advantages & disadvantages of using multiple palettes, the theory behind different modes, scan control bytes (SCB) and how to use them, display techniques for maximizing processor time, outline of current standards in file formats for 256 and 3200 color pictures. For the computer artist: techniques to use when dealing with images w/multiple palettes, features of DreamGraphix that are designed to make drawing in 256 and 3200 modes easier.

Steve Chiang, DreamWorld Software, Inc.

Making HyperStudio YOUR Platform: Writing Extras, NBA's and Transitions for Fun & Profit

Room 104
60 minutes

Using HyperStudio's rich and expandable environment, this session will discuss the specifics of creating your own Extras, New Button Actions, and Transitions. These extensions can be written in assembly language, C, or Pascal, and all three environments will be discussed. Those attending the session will receive a free "HyperStudio Developer's disk" with sample source code in all three programming languages.

Roger Wagner & Ken Kashmarek, Roger Wagner Publishing

4:10

The Legal Guide to Apple IIgs Telecommunication

Room 100
60 minutes

Accessing the GS modem port directly, without breaking the rules. Handling baud rates faster than 19,200. Methods of accessing Super Serial Card compatible internal modems. Basic program flow for a telecom application would be presented as well as source for this and some of the simpler transfer protocols.

Steve Gunn

Passing Variables Between Applesoft and Machine Language

Room 103
60 minutes

The little utility programs that are built into the Apple II work wonderfully for many programs. This session is for programmers who wish they could write machine language routines and use the variable they have in their Applesoft programs. Learn where the variables are stored and how to gain access to them from machine language.

J. Eric Bush, Kitchen Sink Software, Inc

Editing Resources

Room 104
60 minutes

An introduction to creating and modifying Apple IIgs resources. A review of limitations to bear in mind, some of the pitfalls inherent in working with resources and the many benefits of working with resources.

Mark Collins, Jim Murphy, and Marc Wolfgram
Lunar Productions

A2-Central Summer Conference Particpants

(by company)

NAME	COMPANY	AVILA	NAME	COMPANY	AVILA
CARL W. ANDERSON		AVILA	ROBERT WALDRON		
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JIM LAZAR		AVILA
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LUNATIC		AVILA
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