A BETTER COMPUTER IS WORTH A BETTER PROGRAMMING TOOL

CraftMan

The multi-purpose multimedia authoring tool for the 90's.
NeXT™ made it possible.

NeXT MADE IT POSSIBLE FOR US TO CREATE CRAFTMAN.

CRAFTMAN MAKES THIS POSSIBLE FOR YOU:

(A friendly warning: If you give this page three minutes of your time you will probably turn the page and take five more minutes to read "all" about CraftMan.)

IMAGINE:
A tool for building stunning multimedia applications. A tool for creating impressive presentations. A tool for building highly productive computer-based training applications. A tool for building graphical interfaces to other applications. A tool for ultra-fast prototyping. A tool for visualizing software ideas.

All this - without any programming in Objective-C!

THEN IMAGINE:
A tool that includes a truly object-oriented interpreted scripting language, full color drawing tools, a complete flat-file database manager, animation and full video support. A scripting language that includes a user-friendly debugger and supports easy-to-use inter-application communication.

THEN STOP IMAGINING!
Because Xanthus CraftMan™, the programming tool of the 90's is here. From now on anything is possible in desktop computing.

MULTIMEDIA:
Xanthus CraftMan™ gives you full control over all the multimedia features of your NeXT computer. Graphics, sound, animation and video can be drag-and-dropped right into your application. And everything is totally controlled by the scripting language CraftScript™.

OBJECT-ORIENTATION:
Xanthus CraftMan™ is truly object-oriented. And so is the scripting language CraftScript™. This makes it extremely easy to reuse parts of your old CraftMan programs. Any object can be cut-and-pasted between CraftMan programs. Even classes! From now on you will never need to reinvent the wheel.

EASE-OF-USE:
Xanthus CraftMan™ combines programming power with the ease-of-use that is the trademark of the NeXT computer. If you can use a drawing program, you can create applications with Xanthus CraftMan™.

POWERFUL SCRIPTING LANGUAGE:
CraftMan comes with a powerful scripting language called *CraftScript*™. It is a truly object-oriented scripting language that is so easy to use that even non-programmers can start using it with no training.

RICH SET OF CLASSES:
CraftMan includes a rich set of built-in classes. In addition to the basic classes like *Window*, *Button*, *Text-field* and *Slider*, CraftMan gives you powerful new classes like *Side-show*, *Movie*, *Gauge*, *Fullscreen window*, *Graphic*, *Database*, *Hypertext button* and *Rotatable picture*.

All these classes are totally controllable using the CraftScript language.

DATABASE:
CraftMan's *Database* class is a complete flat-file database that allows your program to handle large amounts of data easily. You can sort, search and exchange data with almost any database or spreadsheet program on any computer.

USER PALETTES:
You can easily create your own Palettes which allow you to organize and quickly access objects that you make. Palettes can also be saved to disk and mailed to others electronically.

EASY IMPORT/EXPORT:
Images, sound and movies can be cut-and-pasted into your program from other NeXTstep applications, dragged in from the Workspace or pulled in from a Palette.

INTER-APPLICATION MESSAGING:
You can send CraftScript messages to any CraftMan program on your network. You can even send *Objective-C messages* to any program running on you network! And of course you can do this without writing a single line of Objective-C code.

USER EXTENSIBLE:
In CraftMan, any class can be subclassed and be given its own properties and methods written in CraftScript. No Objective-C programming is needed.

INTERPERSONAL DEVELOPMENT:
CraftMan expands the term *Interpersonal Computing* to include *Interpersonal Development*. Select any CraftMan object and send it directly to your fellow developers on the network. Graphics, sound, windows, buttons with CraftScript-code or even new classes. Anything can be sent to other CraftMan developers to make collaborative development easy.

STAND-ALONE APPLICATIONS:
CraftMan comes with a compact runtime version called *CraftManEngine*™ that lets users run CraftMan programs, but not edit them. This makes it easy to distribute your CraftMan programs. One CraftManEngine™ can run any number of CraftMan programs simultaneously. It is also possible to save a CraftMan program as a runtime program. A runtime program can never be edited so others will not be able to access your code.

AVAILABILITY:

CraftMan can be bought directly from Xanthus or from an authorized reseller.

Please contact Xanthus for information about the reseller nearest to you.

PRICING (REGULAR):

CraftMan 1-user floating license	**$1 500**
CraftMan 5-user floating license	**$5 950**
CraftMan 15-user floating license	**$15 750**

PRICING (ACADEMIC):

CraftMan 1-user floating license	**$745**
CraftMan 5-user floating license	**$2 950**
CraftMan 15-user floating license	**$7 800**
CraftMan 50-user floating license	**$22 350**
CraftMan site license (unlimited users)	**$29 950**
CraftMan student 1-user license (docs only on floppy)	**$195**

All prices include the CraftManEngine run-time application for distributing CraftMan programs.

Student copies are delivered with most of the documentation on floppy disks.

Student copies are only sold by Xanthus directly.

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Kungstensgatan 14, S-113 57 Stockholm, SWEDEN
tel +46-8-612 89 95, fax +46-8-612 89 96, email xanthus@xanthus.se