

Pasted Graphic.tiff "

You have in your hand a small but revolutionary program which will unleash you and your friends' creativity.
Use with caution.

What is *iStorm*?

iStorm may sound like a weather checking program and look like a simple text editor. It is a rich text editor on steroid if one uses it alone. However, when used in a company of creative individuals over the network, we can not pin down what it is capable of. It is limited only by the imagination of its users. We recommend that you just start using it with your friend, spouse or children and find out what to do with it along the journey.

Some hints may be found at :

www.mathgamehouse.com/istorm/gallery.html

Installation & Running iStorm

Just drag the iStorm application into the Application folder. We highly recommend briefly consulting the "iStorm Help" in the "Help" menu of iStorm to find vital information for full realization of its potential.

System Requirements

iStorm works only for Mac OS X 10.2 (Jaguar) or later. To use it for a collaboration, high speed local area network is required. For connection across the internet, broadband connection (DSL/cable modem or better) is highly recommended.

Limited Demo Mode

iStorm works in a Demo mode until valid registration key and

codes are typed in the Preferences. It is fully functional, but you will lose your connection to the collaborators after 20 minutes.

Purchasing Licenses

A single user license for iStorm can be purchased from a web page accessible from the Help menu item and the Preferences in iStorm. You can go directly to :

<http://www.mathgamehouse.com/istorm/purchase.html>

With a single user license, only up to two people can participate in a collaboration.

We hope that iStorm will find its home in all of Mac-enabled classrooms, from preschools to graduate schools. Generations of educators envisioned something like iStorm being used in classrooms of the future. Therefore, we wish to work closely with educators to make iStorm readily accessible to students.

For site license options, please check out the details at

<http://www.mathgamehouse.com/istorm/purchase.html>

and contact us at mathgamehouse@mac.com .

Release History

April 10, 2003: Version 2.02 released.

Fixed bug with chatting & scratchpad conflict

Mar 12, 2003: Version 2.01 released.

Drag and drop equation from BabyTeX into Keynote, Word, etc.

Drag and drop iChalk image into Keynote, Powerpoint and others.

Dragging iChalk image into finder will save into a tiff file.

Fixed bug with demo-mode anomaly with inline-
BabyMath and BabyTeX

Fixed bug with inconsistent cursor
behavior when iChalk is not visible

Jan 13, 2003: Version 2.0 released.

Built-in iChalk with
Realistic chalk simulation with full color
Optional background color
change

Automatic scaling-down of large image files
Annotation/tracing over imported
background picture

Archive into Quicktime movie
Support for Pressure sensitive stylus
Built-in Baby TeX with
High resolution equation generation
Attached source code option
Intelligent in-line equation generation
Latex, context, Amstex

support

Built-in Baby Math
In-line numerical evaluation of
formula
Virtually limitless

userdefined variables

Unit conversion/Predefined
constants

Improved network efficiency (protocol 3.0)
Various interface tweaks
Manual Http-link activation in non-collaboration mode
cmd key access to color function and other toolbar
items

Super/subscript and Font selection toolbar item
Export as simple text with TeX, Math Codes
Pressing red-button twice will request current editor
to yield control

Dec 2, 2002: Version 1.2 released.

Word count
Color management toolbar item
Built-in QuickTime media player
Drag & Drop mov,mpeg,avi movie files
Drag & Drop mid,wav,mp3,aif audio files

Nov 2, 2002: Version 1.1 released.

(protocol 2.0) Optional password/connection bouncer feature
Intelligent data transmission and update technique

Customizable toolbar
More robust network functions, server controls
Time-stamp function
Strikethrough for editing
Automatic version checking

Oct 9, 2002: Version 1.0 Basic Collaboration version released.

Let us hear from you!

iStorm Home Page: <http://www.mathgamehouse.com/istorm>
iStorm in Action:

<http://www.mathgamehouse.com/istorm/gallery.html>
iStorm Help:

<http://www.mathgamehouse.com/istorm/help.html>
iStorm Download:

<http://www.mathgamehouse.com/istorm/download.html>
iStorm Purchase:

<http://www.mathgamehouse.com/istorm/purchase.html>
Developers Home Page: <http://www.mathgamehouse.com>
Inquiries: mathgamehouse@mac.com

Acknowledgements

The application icon for iStorm was designed by Mike Broley
(www.emptydish.com).

The Emoticons (icons used in our chat module) were used with the
permission from Hein Mevissen (www.mixthepix.com).

Several people spent their valuable time beta-testing iStorm during various

stages of its development. Their names are listed in the credits section of online help.

Participants of macosx-dev@omnigroup.com, cocoa-dev@lists.apple.com and lately cocoa-pro@cocoadevcentral.com helped us out with occasional programming challenges. We appreciate their generosity.

Finally, we acknowledge those noble people who made the fruits of vast amount of effort freely available, notably the numerous developers of Apache Webserver, Richard Koch (TeXShop), Gerben Wierda (i-Installer), Thomas Esser (teTeX), and of course Donald Knuth (TeX). We also appreciate Doug Rowland for sharing some TeXnology in making the in-line equation process painless.

Legal Disclaimer

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER SPECIFIED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF DATA WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

mgh.gif "

iStorm ©2002-2003 Math Game House. All rights reserved.