About XTND

(The complete documentation describes how to install the XTND and DataViz translators here. These translators are not included in this demo version.)

LinksWare[™] is XTND aware and includes over a dozen of the most popular translators, including

Microsoft word 3.0

Microsoft word 4.0

Macwrite

Macwrite II

Macwrite 5.0

WriteNow 2

Wordperfect 1 & 2

TEXT

RTF

MacPaint

PNTG

PICT

FrameMaker MIF

Microsoft Works v2

Using LinksWare for the first time

LinksWare does not require a hard drive to run, although to be run practically from a floppy, you will need a superdrive, capable of using the 1.4 megabyte size disks. We strongly recommend a hard drive.

Basic minimum installation: simply drag the application to any folder on your hard drive.

Installing with samples: drag the entire LinksWare folder to your hard drive and launch the program. You'll get a dialog box stating that LinksWare cannot find a particular file it needs, and you'll get the opportunity to either create a new one, or select an existing one.

To work with the samples, select the existing set named "sample.links" in the Samples folder. (You can also do this step by selecting "Open existing set..." under the Utilities menu.)

Then you MUST immediately select "Install Link Set" from the Utilities menu.

You may then select any file in the folder to experiment with.

To begin on your own, choose to create a new set from scratch. Since you're just playing this first time, we suggest that you be sure to create the file at the root level of your hard drive (only because it's easier to find and delete when you're done: you can place it anywhere). Simply supply a name of convenience, and after a bit of disk activity, you'll be ready to go. Try opening any document and adding a link as described above.

In the Demo version, after you have linked five files, you'll have to start over with a new link-set if you wish to continue experimenting. (See the chapter on the Utilities menu for further information on creating new sets.)

LinksWare requires a Mac with the newer 128K ROMS (a Mac Plus or better) to run. It also requires at least 768K of available memory. We recommend a minimum 2 meg configuration. Multifinder users may want to adjust the memory available to LinksWare to a higher amount if reading in many documents at a time, or reading particularly long documents.

LinksWare can read documents of any size, limited only by the memory available to the application.

Ouick Start

OK, here's the section for the "dive-right-in" types. And you'll see our famous 90-second learning curve in action.

- 1) Press Cmd O ("Open" under the file menu) and select a text-type file to open.
- 2) Press Cmd A. ("Add" in the Links menu. The cursor will change to a rectangle.)
- 3) Double click on a word. (It should be a word longer than three characters. You'll get another "Open file" dialog as you did in step one.)

4) Select a different file name.

You've just created your first hypertext link. From now on, when you load your first document and double-click on that word, the second file you chose is automatically opened and displayed for you. Try it now: double-click on that same word again.

That's the quick start tour, but I know you're curious about how it works with graphics, so:

- 1) Cmd O again and select a graphic file.
- 2) Cmd A again. This time, because it's a graphic file, the cursor changes to a cross-hair style.
- 3) Move the cursor into the area of the graphic and press the mouse button. Hold it still for just a moment and then, still holding the button down, drag out a rectangle on the screen. The interior of that rectangle will be the "hot" area for the link you're establishing.
- 4) When you let go, you'll get the open dialog box as in step 4 above. Select the file you want displayed and double click on it.

You've added a link to a graphic now. Press and hold the button on that area of the screen, and you'll retrieve the linked file.

Finally, press command L ("Show Links" in the Links menu.) This is one of several ways to see the link.