

Acknowledgements &c.

DictionaryEdit is written in Think Pascal (still the best development environment, IMHO), with assistance from ResEdit, the Drag and Speech managers, Adobe PhotoShop with the Alien Skin Drop Shadow filter, (dare I mention it) Microsoft Word, PrintToPict, Van Morrison, Peter Gabriel, lots of coffee and many late nights.

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Other software by me:

- Buzzz!—an AfterDark module which animates realistic-looking swarms of insects and shoals of fish, using high-quality rendered graphics.

“Man! it's SU-GOI! (A Japanese word for Far-Out!)” “I honestly have tears in my eyes. They [the fish] are magnificent.” “I think this is the best no-nonsense, simulation type AD module ever written.”

- Mazin' Shapes—another AD module, this time iterating a simple mathematical transformation to produce a stunning variety of colorful patterns.

“Nice job!” “It looks wonderful” “Wow! What a great screen saver module!”

- ColorMacsBug—a little thing to change the colors used by the MacsBug debugger screen. Well, when you see it often, you get tired of black and white. ;-)

“A nifty hack indeed. I like it.”

These are all available on your local Sumex or Umich mirror (where you got this, perhaps?).

DictionaryEdit uses the ClconButton CDEF for the ‘Convert’ and ‘Speak’ buttons:

ClconButton CDEF 1.0 from Digital Alchemy

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