FaceWare Product List

In addition to ViewIt, FaceWare distributes several other programming tools or "modules".   Some of these modules are extensions to ViewIt, and others can be used independently of all other modules.   All modules can be used in most Mac programming environments (we provide C++, C, Pascal, and FORTRAN interfaces), although HyperCard® programmers will also need to purchase HyperFace (described below).

INTERFACE DESIGN

The first group of modules consists of ViewIt plus add-on modules that add new capabilities to ViewIt.

ViewIt™ 2.2 - Advanced Window Designer & Manager

Price: $95 new / $40 upgrade

Description: ViewIt supports the creation and management of sophisticated Mac windows with just a few lines of simple code.   Other ViewIt features include:
 • support for editing modal, modeless, and floating windows from within running programs
 • multiple fonts, styles, and colors (w/o the limitations of standard ictb resources)
 • special support for applying colors, including option to test without color
 • a variety of useful custom controls (lists, menus, dials, icon/pict buttons, 3-D shaded controls, etc.)
 • support for extended controls that can be as powerful as complete graphic and text editors (see EditControls below)
 • a view hierarchy that supports scrolling and paging of groups of controls
 • direct links between program variables and control values
 • ability to override all control behavior
 • compatibility with existing CDEFs
 • imports existing dialog DITL resources
 • support for System 7 Balloon Help
 • integration with ResEdit™ and Resorcerer®
 • works with System 6.0.5 or greater, and Mac+ to Power Mac
   Also includes FaceIt™ 2.2 which can be optionally used to quickly add a Mac interface to existing C++, C, Pascal, or FORTRAN programs.   FaceIt can handle standard menu items, tear-off menus, floating palettes, the required core Apple events, and other program-wide features.

EditControls™ 2.2 - Advanced Controls (for ViewIt)

Price: $95 new / $40 upgrade

Description: Powerful, high-capacity text (TextCt™), styled text (StylCt™), graphic (GrafCt™), array (ArrayCt™), and list (ListCt™) editing controls for use in ViewIt windows.   Automatically supports scrolling, editing, file handling, and printing of text, pictures, numbers, and resources.
   TextCt and StylCt also support program-directed and interactive text I/O, and can be used as a more powerful replacement of Absoft and Language Systems default windows.   GrafCt also supports combining, moving, and resizing pictures, as well as off-screen pixmap creation. ListCt is a "super list manager" that can be used to display any combination of resources, numbers, and/or program-defined objects in scrollable lists.
   If your program will support user viewing, editing, printing, and/or other handling of text files, graphics, arrays, or lists, then you need EditControls.   This is the most common add-on product purchased with ViewIt.

CommControl™ 2.2 - Communications Control (for ViewIt)

Price: $95 new / $40 upgrade

Description: CommControl is a control-driving module that adds instant, plug-in communications controls (i.e., terminal views) to ViewIt windows.   It provides a very simple interface to the services provided by Apple's Macintosh Communications Toolbox and the Basic Connectivity Set of communications tools (included with CommControl). Both program-based and user-oriented tool selection and configuration is supported, as well as direct commands for input/output.   Multiple connections are easily supported by adding multiple controls to ViewIt windows.

QuickControl™ 1.0 - Animation Control (for ViewIt)

Price: $75 new / $35 upgrade (from AnimIt)

Description: QuickControl is a control-driving module that adds instant, plug-in animation controls to ViewIt windows.   It provides complete support for Apple's QuickTime™, including movie creation, editing, playing, compression, and file handling.

UTILITY MODULES

   The second group of modules are utility-type modules that do not require the presence of other modules.

ScriptIt™ 1.1 - AppleScript™ Editing, Execution, & Extensions

Price: $95 / $40 upgrade

Description: AppleScript is Apple's system-wide scripting extension that supports the creation and execution of scripts which can be used to control applications and pass information between applications.   The script editor provided by Apple can be used to write scripts for applications that already support AppleScript, but this does not help the programmer who is interested in adding AppleScript support to a program under development.   To do the latter, the programmer must either purchase Apple's "AppleScript Developer's Toolkit" ($200) and work through a large and complex volume of information, or use ScriptIt to quickly add complete AppleScript support.

   ScriptIt provides a high-level programming interface to AppleScript, and extends AppleScript in ways that facilitate communication between scripts and programs.   No knowledge of Apple events or the object model is needed, and it is not necessary to purchase the "AppleScript Developer's Toolkit".   ScriptIt commands are much easier and safer to use than Apple's low-level commands, and will save you countless hours and thousands of lines of code when adding support for AppleScript.

   ScriptIt can be used independently of all other FaceWare modules.   Its major features include:
 • simple commands to load, execute, and save AppleScript scripts
 • support for executing ScriptIt commands from within programs and/or from within scripts (i.e., scripts can manage other scripts)
 • support for true "records" within scripts
 • access to program variables from within scripts
 • access to script variables from within program code
 • support for interapplication data transfer via script variables
 • support for extending AppleScript via program routines (callbacks)
 • commands that simplify support for on-line script editing by users
Note that most of the above features are extensions to AppleScript that are not directly supported by the AppleScript programming interface, but are often needed by programs that execute and communicate with scripts.

   In addition to the above features, the combination of ScriptIt with other FaceWare modules offers additional benefits:
 • all commands supported by FaceWare modules can be executed from within scripts (i.e., ScriptIt supports the "FaceIt" dispatching procedure)
 • if using one of the FaceWare text-editing modules, then it is easy to add support for a complete script editor to your programs
 • if using FaceIt with ScriptIt, then your programs will automatically be "scriptable" (i.e., they can be completely controlled by scripts executed by other applications)
   The ScriptIt demo program illustrates all of the above features plus a complete AppleScript script editor, all of which requires just 3 pages of simple code to implement.   There is no faster or simpler way to integrate AppleScript with your programs.

PlotLink™ 1.0 - Interapplication 2D Plotting & Data Management

Price: $95

Description: PlotLink makes it easy for your programs to directly communicate with commercial applications to create plots.   No knowledge of Apple events or the object model is necessary.   Your program simply sets plot parameters within a single record, and then PlotLink does all of the work required to get another application to create the plot.

   PlotLink also includes optional, customizable dialogs which can be used to interactively set plot parameters. These dialogs are easier to use than those within the plotting applications, and allow users of your program to quickly make changes to new or existing plots without switching applications.

   PlotLink also includes support for moving data between your program and the target plotting application.   A block of numbers, for example, could be retrieved by your program from an Excel spreadsheet, processed, sent back to

Excel, plotted, and saved in an Excel data file.
   Version 1.0 supports Excel 4.0 and Igor Pro.   Support for other plotting applications will be provided in future versions of PlotLink.

DocuBase™ 2.1 - Combined Document & Database Manager
Price: $95 new / $40 upgrade
Description: Powerful, efficient, and easy-to-use routines for document and database management.   Supports simple or complex documents and databases containing any combination of data and resource types of variable or fixed length.   Its database features include support for multiple logical files, unlimited indices, multiple key types, and optional, built-in data compression.   DocuBase makes it easy to add support for databases, complex documents, and preference files.   Combining ViewIt + DocuBase is a good way to support displaying and editing database records, although ViewIt is not otherwise required to use DocuBase.
   The demo programs accompanying DocuBase illustrate its use as both a database and document manager: the first demo manages a database with both fixed (name and address) and variable-length (picture) data, and the second opens and saves a complex document that contains multiple pictures and other information about these pictures.
   The high-level commands supported by DocuBase make it easy to create and manage database files:
File Handling
 NewFile - create a new database file
 OpenFile - open an existing database file
 CloseFile - close a database file
Database Setup
 NewIndex - add a new logical file of keys
 NewDatum - add a new logical file of data records
 LinkIndex - link key to a program variable
 LinkDatum - link data record to a program variable
Data Record Management
 InsertRec - add a data record
 EditRec - modify an existing data record
 DeleteRec - delete a data record
Search Key Management
 InsertKey - add a key
 EditKey - modify an existing key
 DeleteKey - delete a key
Database Searching
 FindFirst - find first record
 FindOne - find exact match
 FindNext - find next match
 FindPrevious - find previous match
 FindGreater - find next greater
 FindLesser - find next lesser
where a "logical" file is part of a larger physical database file.
   If you have a need to support saving more than one picture, text, or data block per file, then consider purchasing DocuBase.

DrawIt™ 2.1 - QuickDraw™ Extensions
Price: $95 new / $40 upgrade
Description: DrawIt was designed to overcome the major limitations of QuickDraw.   It can be used in any program (other modules not required), and includes support for rotated text (any angle, optional fill and frame), hi-resolution PostScript® line drawing, continuously dashed lines (with custom dash sequences), arrowheads (line and solid triangle/wedge), picture objects, and text and object alignment options that eliminate tedious font alignment calculations.   DrawIt maximizes speed through the use of assembly language and fixed point math calculations.   It is typically used to enhance existing, QuickDraw-based drawing or plotting routines.   DrawIt's use also ensures maximum MacDraw™ and Canvas™ import compatibility.

HyperFace™ 1.2 - HyperCard® Interface to FaceWare Modules
Price: $75 new / $35 upgrade
Description: Bring the power of FaceWare to HyperCard!   HyperFace is an XCMD that allows HyperCard ≥ 2.1 programmers to use HyperTalk® to call FaceWare modules.   All FaceWare modules listed above are supported.

(All FaceWare modules can also be called from within HyperCard XCMDs or XFCNs without the help of HyperFace.)

HOW TO ORDER
If ordering 4 or more units (any combination), then subtract 30% from the total price. Illinois residents add 7.25% sales tax.   Add $10 for airmail shipping outside North America.   Orders can be placed by phone, fax, or mail.   MasterCard and VISA accepted.

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