

# How

## Version 5.0 by Eric Tremblay (ericet@cam.org)

### **Submitted to:**

<ftp://next-ftp.peak.org/pub/rhapsody/submissions>

Should end up in:

<ftp://next-ftp.peak.org/pub/rhapsody/mach/apps/games>

### **Contact Info:**

Comments and suggestions are welcomed:

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### **Intro:**

The idea for How came to me a while back when a friend showed me this game on some cards. So in December 1988 the first version of How was born on the NeXTstation.

This OpenStep version was greatly fixed up. The graphics and other things have been greatly improved. There's lot's of color now. Compared to the NEXTSTEP Black and White version I made in 1988. The application also takes into account the available screen resolution on which it's running and adapts to it.

I hope that you enjoy and find this program fun. Please send me comments!!!

### **Localization (Support languages):**

English by Eric Tremblay [ericet@cam.org](mailto:ericet@cam.org)

### **License Agreement:**

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### **History:**

- 5.0.:** Ported to Rhapsody February 25, 1998
- 4.2.:** Ported to OPENSTEP February 14, 1998
- 1.0.:** Ported to NEXTSTEP May 3, 1992
- 1.0.:** Original Atari ST Version December 25, 1998

### **The Package:**

Version 5.0 comes complete in a tar.gz package.  
Which includes:

- How.app A Rhapsody binary for Intel
- README.TXT This file
- Includes Full Source Code

### **Compiling:**

This version includes all the source code necessary to recompile the program from scratch on OpenStep 4.2+ and Rhapsody 5.0+ systems.