

ON-LINE TOPICS

In our efforts to get you the information you need and want, in as timely and accessible a way as possible, Developer University has put a number of topics on the Internet. To date, the feedback has been extremely positive. We will continue to use this venue when it is appropriate. In the meantime, if you have any ideas or suggestions, we would love to hear from you. Please see the **Information & Registration** document for all the ways to contact us.

What's on the 'Net?

Apple Guide Integration

This online topic teaches you when and how to add Apple Guide help to your program. A positive user experience means getting the task done with a minimum of hassle. But as applications engage in the features race, their complexity increases as well, leading to increased user frustration. One solution is to add a powerful help system that can guide the user through a task. Apple Guide makes this chore easier than you might think. This tutorial will lead you through the steps necessary to integrate Apple Guide. The self-paced product is also available through the Apple Developer Catalog.

System 7.5 Technologies

This online topic teaches software developers to write code that extends the functionality of the Macintosh for System 7.5. It contains comprehensive materials for drag and drop, threads, standard mail package, and QuickDraw GX printing. A student should be familiar with the basics of programming a Macintosh application to get the most benefit from this product. The self-paced product is also available through the Apple Developer Catalog.

Get Started with Cyberdog Programming

This online topic teaches you how to get started with Cyberdog programming. The topic has four sections: Setting up the Build Environment, Creating a CyberTextButton, Adding Drag & Drop and Adding the CyberServiceMenu. The step-by-step format of this topic illustrates how simple it can be to convert a basic OpenDoc part into a fully functioning Cyberdog component. The development is all done with MetroWerks CodeWarrior. Get Started Programming with Cyberdog is written entirely in HTML and is best viewed using Cyberdog 1.0.

User's Overview of Mac OS 8

This short overview is a non-technical look at our next generation operating system. It will give you an understanding of why Mac OS 8 is being developed and how the user experience will change.

Game Development with Sprockets

The Apple Game Sprockets SDK is designed to simplify the creation of high-performance Apple Macintosh entertainment titles. This online topic will teach you how to use three of the six sprocket APIs: DrawSprocket, SpeechSprocket and InputSprocket. Sample games with source code will show you the best way to use these APIs and develop an exciting Macintosh game.

Introduction to Component Software

Component software is the wave of the future. This course will introduce you to OpenDoc and related technologies. These will include: OpenDoc API, OpenDoc Development Framework, Cyberdog, MacApp Container Support, and IBM's System Object Model(SOM). Learn which tools are appropriate for you and how to move further along the path of developing component software. The course includes case studies and a glossary, but no labs.

Coming Soon!

Multimedia Development with Apple Media Tool
Programmer's Overview of Mac OS 8

How do you find them?

URL: <http://www.devworld.apple.com/dev/du.shtml>