CD Highlights
Mac OS SDK &
System Software Editions
July 1999

This month's CDs contain AppleShare IP 6.2 SDK, ColorSync 2.6 SDK, OpenGL 1.0 SDK, QuickDraw 3D 1.6 SDK, and updates to Universal Interfaces & Libraries. In addition to these new SDKs you'll find the latest Technical Publications, new Interactive Media Resources, Sample Code, and more.

Mac OS 8.6 is also provided in this month's mailing in a separate System Software package.

New this month...
> AppleShare IP 6.2 SDK
> OpenGL 1.0
> QuickDraw 3D 1.6
> Universal Interfaces & Libraries Updates
>
> Tools, Sample Code
> > 4 PM
> > LW8 Hosesample
>
> Technical Publications
>
> Interactive Media Resources - Updates
> > Updated!   Integrating Computer-based Multimedia in a Broadcast Environment
> > New!   WebObjects Tools and Techniques

AppleShare IP 6.2 SDK
Continuing to offer the traditional server software suite, AppleShare IP 6.2 now supports Mac OS 8.6, shared users & group databases among networked servers, default home directory support, integrated Sherlock web server searching, and more.
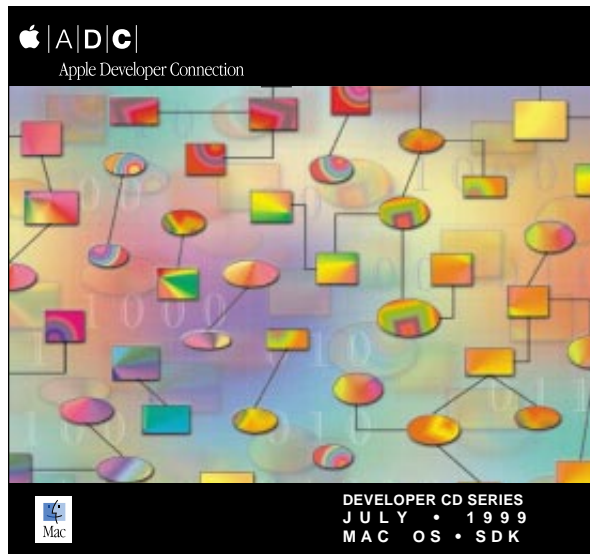
ColorSync 2.6 SDK
The latest ColorSync 2.6 SDK for Mac & Windows developers. It includes Interfaces & Link Libraries, Documentation, Sample Code, and Goodies

OpenGL 1.0 SDK
Apple's implementation of Silicon Graphics' industry standard 3D graphics API. The OpenGL SDK contains documentation, headers, link libraries and sample code. Runtime libraries are available by installing the OpenGL software.

QuickDraw 3D 1.6 SDk
QuickDraw 3D is a graphics library that can be used to define three-dimensional (3D) models, apply colors and other attributes to parts of the models, and create images of those models. These capabilities and the resources provided in this SDK can be used to develop a wide range of applications, including interactive three-dimensional modeling, simulation and animation, data visualization, computer-aided drafting and design, games, and many others.

**DEVELOPER CD SERIES
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Universal Interfaces & Libraries Updates
This set of header files and libraries includes new and updated files to add to your installed Universal Interfaces 3.2 set in order to be able to take advantage of the new features of Mac OS 8.6.

Tools, Sample Code
4PM 5.0. This is the latest version of 4PM, a program that can be used to control and access the performance monitoring features of the PowerPC 604, G3 and G4 microprocessors and the performance monitoring features of the MPC106 memory controller.

LW8 Hosesample. This sample code demonstrates how a LaserWriter communication hose plug-in can be written for LaserWriter 8. An IrDA (Infrared) hose is used here as an example.

Technical Publications
This month's CD contains new and updated documentation on Mac OS 8.0, Mac OS X Server, Carbon, and Hardware. For the most up to date documentation from Apple's Technical Publications group, please be sure to visit the web at http://developer.apple.com/techpubs/

Interactive Media Resources
UPDATED! Integrating Computer-Based Multimedia in a Broadcast Environment. Are you an expert graphic designer working in the desktop publishing market and want to expand your work into the exciting area of broadcast design? If so, you'll want to learn about the requirements of the broadcast environment and how to use your Macintosh system to create broadcast-ready graphics.

WebObjects Tools and Techniques. Whether you are creating a new WebObjects application or maintaining an existing one, proficiency in using the ProjectBuilder, EOModeler and WebObjects Builder tools is essential. This survival guide enumerates tips and techniques which will allow you to enhance and tailor these tools to suit your programming needs and personal style.

Worldwide System Software
This month's mailing also contains Mac OS 8.6 System Software in the these languages: Chinese, French, German, Italian, Japanese, Korean, Spanish, and Swedish. Look for Mac OS 8.6 in more languages soon.

Enjoy!
– The Developer CD Team