

The files in this folder are to help the programmer new to graphic ports and animations, not only get started, but learn how to animate sprites on the Macintosh with great ease.

Before you dive in, it is assumed that:

You have Think Pascal

You are pretty familiar with Macintosh Pascal. (If not, get the book Pascal Primer.)

You are honest enough, that if you use the routines provided you will pay the shareware fee of \$15 to:

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Registered users will be able to beta test all upcoming CelluSoft games and will be the first to receive new installments of source code.

Where do I start???

Start by opening up the demonstration project entitled Animation Project. Build the application and take a look at it. This is what you will soon be able to do.

How will I soon be able to do that???

Look through the CelluSoftAnimations.p file which thoroughly explains each of the port and animation routines. Then look at the Animation Project.p file which demonstrates how the routines were used to create the program you just built.

Questions? Comments? Send mail or E-mail - AOL - TonyS33.