

Dan "The Man" Morrow

While I would do the 'reality tests' in Atlantic City, Dan could always be found raising hell at the craps table with a few hot rolls. But, programming-wise, I've had more arguments with Dan than there may be atoms in the universe concerning implementation of various features. (Dan will say he was right MOST of the time. If he was correct, I would naturally agree!) There are few people whom I believe could probably write an entire working Mac program using only calls to '_BlockMove.' Dan is one of these amazing people.

He devised the collapsing shuffle algorithm (a mere 300% speed improvement over mine) and the original code for the 'Help' support you are now reading. His constant poking into the MPW™ interface files always resulted in a Black Jack version more 'System 7 Savvy' than the previous. By his example, Dan constantly reminds me there may always be a better way.