Packing List

The GrafSys package should contain the following files:

- Documentation   The GrafSys documentation in Word 4.0 format The file GrafSys 1.0 addendum conatins the changes that were made from the 1.0 to 1.1 vesion.

- Resource Objects   A folder containing six demo objects and a ResEdit template (TMPL) for viewing 3Dob resources.

- BuildObject *f*   A folder containing a skeleton program for creating and saving 3D objects.

- GrafLib   A folder containing the GrafSys libraries and interface files for use in your own programs. Note that for C programmes you have to convert the interface files (since I don't know how to do this). If someone emails me the fully converted interface files, I will include them in the next release.

- GrafLib.Fixed   The same GrafSys library as above except that this version works with any Mac and uses fixed point arithmetic.

- Demo   A folder containing sample programs that show some of the things you can do with the GrafSys. None of the programs contained more than 60 lines of (pascal) code.

- Demo Sources   A folder containing the source for the sample programs

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