


A2-Central



Summer Conference

July 22, 1993

Hi Gang!

Welcome to Kansas City. Welcome to NOMDA. We're going to have a great conference!

In this packet you'll find:

- **Map of the NOMDA Conference Center**
- **Abbreviated and detailed conference session schedule**
- **Conference attendee list by name**
- **Conference evaluation form**

Meals. Your registration fee includes lunch on Thursday from 11:45 to 12:35 and Friday from 11:50 to 12:50. All lunches will be served in the main dining room of NOMDA.

Refreshments will be available mornings and afternoons in the hall next to the patio.

Creative Black Tie Anniversary Celebration :) Resource Central is once again sponsoring a reception at Avila on Thursday from 6:30 to 8:30. This is open to all attendees. An hors d'oeuvre buffet will be the meal of the evening and will be served from 6:30 to 7:30. The entertainment will be a 'roasting' of a well known Apple II celebrity.

Resource Central. Should you have any questions or need any assistance from **Resource Central** staff members during the conference, check at the registration desk just inside the doors in the main hall. In the event you need to be reached during conference hours, the telephone number at the registration desk is 816-941-7692.

Resource Central Store. The Resource Central Store will be open Thursday & Friday in room 102. (See NOMDA map.) This is where you need to go for essentials such as blank 3.5 disks. We will also have lots of other items available, including many APDA products.

Contacts. A great part of the value of a conference like this is the opportunity to meet other people who share your interests. We hope that the list of conference attendees we've provided will facilitate that.

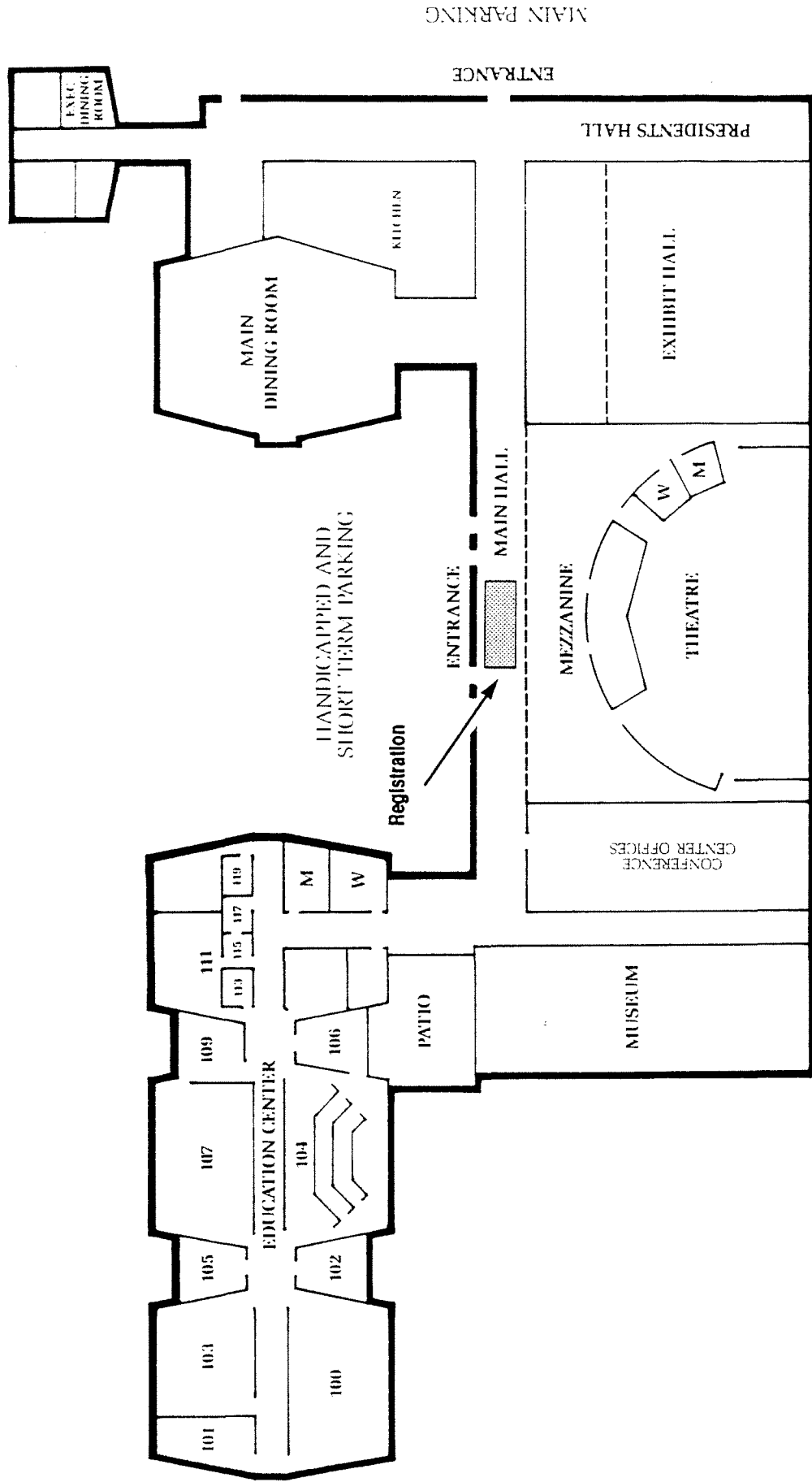
Bug Busting Room. This year, our bug busting and computer play room is located in a dance studio, deep in the tunnels of Avila. It will be open in the evenings (and probably through the night!) as well as Saturday, if there is interest. If you're staying at the dorm, you received a map showing its location at check in. If you need a map, ask for one at the NOMDA registration desk.

Evaluation Form. We'd appreciate it if you'd fill out the enclosed **Evaluation Form** for us and leave it at the NOMDA registration desk between 3:00 and 5:30 on Friday. A nifty gift will be waiting for you there.

Our goal is to make this a great conference for YOU. If you need anything, contact the Resource Central staff at the registration desk and we'll do our best to take care of you.



NOMDA Conference Center 12411 Wornall





A2-Central Summer Conference

Thursday
July 22, 1993

Registration from 7:30 to 9:00

Theatre

9:00-9:15

Welcome to KansasFest

Tom Weishaar, Resource Central, Inc.

Keynote Address:

9:15-10:15

Amateur Programming for Fun & Profit

Mike Westerfield, The Byte Works, Inc.

10:30-11:30

An Avatar Update

Bill Heineman

Lunch in Main Dining Room: 11:45-12:35

Room 100

Room 103

12:45-1:45

System II: The Complete Graphical
Interface for the Apple II (8-bit)

Guy Forsythe, Kitchen Sink Software

A Dieter's Guide to Hi-Speed
Data Compression

Andy McFadden

1:55-2:55

Programming with System II from
Applesoft & Assembler

Guy Forsythe & J.Eric Bush

The Latest & Greatest Advanced Sound
Techniques with the Ensoniq 5503

Nate Trost & C. Steven Gunn

3:05-4:05

Integrating Applesoft & Assembly

Jerry Kindall, Quality Computers, Inc.

Fun & Easy: Writing Twilight II
Modules

Jim Maricondo, DigiSoft Innovations

4:15-5:15

The Apple II & Education: The
HyperStudio Approach

Roger Wagner, RWP, Inc.

Intermediate Desktop Programming

Bryan Pietrzak, Softdisk, Inc.

Creative Black Tie Celebration and Celebrity Roast

6:30 - 8:30

Avila Cafeteria

A2-Central Summer Conference

Friday
July 23, 1993

Room 100

Room 103

9:30-10:30

Free National Marketing for Apple II
Products in the Education Market
J. Eric Bush, Kitchen Sink Software, Inc.

The Hitchhiker's Guide to Apple IIs
Telecommunication
Richard Bennett & C. Steven Gunn

10:40-11:40

Programming in 3D Logo
Mike Westerfield, The Byte Works, Inc.

An Introduction to Digital Electronics
Chuck Kelly, ProDEV, Inc.

Lunch in Main Dining Room: 11:50-12:50
Entertainment:
Not So Straight from PBS-The Deatherage Group

1:00-2:00

Introducing: <<shh: Still a Secret>>:
The Mother of All Patch Disks
Randy Brandt, GEM Software, Inc.

Adventure Game Design: The Internals
Jay Jennings, Softdisk, Inc.

2:10-3:10

Making HyperStudio YOUR Platform:
Writing NBAs. & Transitions
Roger Wagner, RWP, Inc.

An Introduction to Peripheral Design
Chuck Kelly, ProDEV, Inc.

3:20-4:20

The Secrets of the Stars: Maximizing
Shareware Profits
Joe Kohn, Shareware Solutions II

Beginner's Guide to Object Oriented
Programming
Mike Westerfield, The Byte Works, Inc.

4:30-5:30

A View of the II and Eureka Symbolix
Larry Schneider

Switched-on HyperStudio
Bill Lynn, Simtech Productions

Thursday, July 22, 1993

9:00-9:15 Theatre

Welcome to KansasFest:

Opening remarks by our illustrious leader, Tom Weishaar.

9:15-10:15 Theatre

Keynote Address: Amateur Programming for Fun & Profit

Celebrate the fun and excitement of amateur programming as you discover why the Apple II is the ideal machine to start making money! Learn how you can get started programming and how to sell your programs once you do. Hear stories of interesting things people are doing with their Apple II's. The Apple II dead? Not!

Mike Westerfield, The Byte Works, Inc.

10:30-11:30 Theatre

An Avatar Update

It's been a year since the Avatar computer was officially introduced at KansasFest '92. Hear what's happened in the past 365 days and what the status is currently. This session will include a discussion of the new features of the Avatar toolbox.

Bill Heineman, Interplay, Inc.

12:45-1:45 Room 100

System II: The Complete Graphical Interface for the Apple II (8-bit)

A complete overview of System II, a new desktop interface for 8-bit Apples. This session will discuss the desktop, icons, and how standards will be established - thereby extending the life of the Apple II market. Learn more about this new development in the 8-bit world. All attendees will receive a working copy of the software.

Guy Forsythe, Kitchen Sink Software, Inc.

12:45-1:45 Room 103

A Dieter's Guide to Hi-Speed Data Compression

A presentation of data compression techniques that are fast and effective on the Apple IIgs. Topics will include Huffman with multi-level tables, alternative LZW implementations and a discussion of LZSS and its descendants.

Andy McFadden

1:55-2:55 Room 100

Programming System II from Applesoft & Assembler

The nitty gritty of how to program with System II. Learn how it does time-consuming routines in super-fast machine code so BASIC programs look like they're written in assembler. You'll be guided through situations from the desktop to pull down windows in the developers' own program. Learn how to include system extensions and install icons. Receive a complete System II developer's kit with programming examples and a publisher's distribution license-free. A non-disclosure agreement must be signed by all attendees.

Guy Forsythe & Eric Bush, Kitchen Sink Software

1:55-2:55 Room 103

The Latest & Greatest Advanced Sound Techniques with the Ensoniq 5503

This presentation will include all major sound formats and how they work, including ASIF, AIFF, AIFF-C, Binary data, Amiga, SNES, SoundSmith, .MOD and MidiSynth. The discussion will also focus on the different modes of Oscillator operation on the Ensoniq 5503. Hear large samples with SWAP mode, learn how to avoid the SWAP anomaly using FREE-RUN mode and interrupts.

C. Stephen Gunn & Nate Trost

3:05-4:05 Room 100

Integrating Applesoft & Assembly

Nothing beats Applesoft BASIC for interactivity of program development and nothing beats assembly language for speed. Learn how to combine the two. Topics covered will include fast screen displays, passing information between Applesoft and Assembly, and creating self-running SYS files from Applesoft programs.

Jerry Kindall, Quality Computers, Inc.

3:05-4:05 Room 103

Fun & Easy: Writing Twilight II Modules

Apple IIgs screen savers will never be the same. Find out how to make your applications take advantage of, and be compatible with, all the Twilight II features. Learn how you can make T2 modules painlessly. Learn about the powerful architecture of the Twilight II Generation 2 Module Format (G2MF) and how it translates into better effects.

Jim Maricondo, Digisoft Innovations

Conference Session Agenda



4:15-5:15 Room 100

The Apple II & Education: The HyperStudio Approach

This session will take a look at the education market as a target for your own projects, with an emphasis on HyperStudio as a development tool and market focus. Learn how the availability of HyperStudio on both the Apple IIGs and the Mac means you can get a better return for your efforts.

Roger Wagner, Roger Wagner Publishing, Inc.

4:15-5:15 Room 103

Intermediate Desktop Programming

This session assumes a working knowledge of basic desktop programming but goes a step further to discuss issue such as putting all program elements into resources (graphics, sounds, etc.), program design and organization, playing MIDI Synth songs and more. Source code will be handed out on disks.

Bryan Pietrzak, Softdisk Publishing, Inc.

Friday, July 23, 1992

9:30-10:30 Room 100

Free National Marketing for Apple II Products in the Educational Market

As a result of concern over the quality of mathematics and science education in the United States, the Federal Government has allocated money to form a clearinghouse for related instructional materials in these fields. The Eisenhower National Clearinghouse identifies and publicizes instructional materials, including software packages. Attend this session and learn how to take advantage of this valuable resource.

J. Eric Bush, Kitchen Sink Software

9:30-10:30 Room 103

The Hitchhiker's Guide to Apple IIGs Telecommunications

This session will present all aspects concerning how to access the telecommunications resources available on the Apple IIGs including: accessing the super serial card; using the tools and the GS/OS drivers to use the modem port; using the Apple IIGs firmware to access the modem/printer ports; direct hardware access to the modem/printer ports in the GS/OS environment and much, much, more!

Richard Bennett & C. Stephen Gunn

10:40-11:40 Room 100

Programming in 3D Logo

Logo, the BASIC of artificial intelligence languages, was designed to bring AI techniques and programming tools to the beginning programmer. This session will start with a history of Logo in order to shake the impression that Logo is just a kids' language. Other topics will include 3D graphics with the use of a 3D turtle; HyperLogo, a scripting language for HyperStudio; and 3D Logo in a stand-alone version.

Mike Westerfield, The Byte Works, Inc.

10:40-11:40 Room 103

An Introduction to Digital Electronics

This session covers logic gates and truth tables; logic-network description and simplification using Boolean algebra; various types of integrated-circuit flip-flops; digital counters; one-shots; decoders and memories; and how to read schematics. Attendees should be prepared to absorb massive amounts of information.

Chuck Kelly, ProDEV, Inc.

1:00-2:00 Room 100

Introducing <<shh: Still a Secret>>: The Mother of All Patch Disks

Long time Apple II supporter Randy Brandt, in conjunction with Quality Computers, announces a major enhancement to <<shh: Still a Secret>>. Tentatively titled, <<shh: Still a Secret>>, this enhancement was designed to be what <<shh: Still a Secret>> might have been if <<shh: Still a Secret>> had remained active in the Apple II world. It won't be a secret at KansasFest!

Randy Brandt, JEM Software, Inc.

1:00-2:00 Room 103

Adventure Game Design: The Internals

Writing an adventure game isn't as easy as throwing together a bunch of monsters and treasures. How does the player interact with the game contents? How do the objects and monsters in the game affect each other? The four key elements of an adventure game are the rooms, the objects, the NPCs (non-player characters), and the events. This session will focus on how these pieces are implemented and interact.

Jay Jennings, Softdisk, Inc.

Conference Session Agenda

2:10-3:10 Room 100
Making HyperStudio YOUR Platform: Writing NBAs & Transitions

Using HyperStudio's rich and expanded environment, this session will discuss the specifics of creating your own Extras, New Button Actions, and Transitions. These extensions can be written in a variety of environments and all will be discussed.

Roger Wagner, Roger Wagner Publishing Inc.

2:10-3:10 Room 103
An Introduction to Peripheral Design

An introduction to designing peripheral boards for the Apple II family of computers. Topics covered include Apple II and IIGs bus descriptions; circuit board layout; how to make your own circuit board; bus termination; and how to fit 32K of ROM and 8K of RAM into a 23K space. Attendees should have attended the morning session on digital electronics or have an equivalent understanding of the subject and be prepared to absorb massive amounts of information.

Chuck Kelly, ProDEV, Inc.

3:20-4:20 Room 100
Beginner's Guide to Object Oriented Programming

Object oriented programming turns the program inside out, creating data that is worked on by algorithms, rather than algorithms that work on data. This theme will be used throughout the talk while examples and mechanics will show how this works. The session will also cover and use the vocabulary that is unique to Object oriented programming.

Mike Westerfield, The Byte Works, Inc.

3:20-4:20 Room 103
The Secrets of the Stars: Maximizing Shareware Profits

Why have some shareware authors made thousands of dollars while others have made thousands of pennies? Writing high quality shareware software is only part of the shareware programmer's job. Once the program is written, a plan needs to be devised to get people to remit shareware fees. Learn what strategies work and how you too can maximize profits.

Joe Kohn, ShareWare Solutions II

4:30-5:30 Room 100
Switched-On HyperStudio: Designing & Creating Switch Accessible Software for the Apple IIGs

Among the advantages of HyperStudio for physically challenged computer users are its capabilities for creating stacks that can be made switch-accessible without costly adaptive peripherals. This session demonstrates how HyperStudio can be used by parents, teachers and others to create their own switch-accessible stacks. Comprehensive handouts guide the participant through detailed step-by-step plans for building an Apple IIGs switch interface, creating the sample stacks and also list various inexpensive art and sound resources.

Bill Lynn, Simtech Productions

4:30-5:30 Room 103
A View of the II Through the Eyes of a Scope & Eureka Symbolix

In this session, attendees will have a chance to view the timing and other circuits of an Apple II Plus, which is accessible by looking at standard TTL chips through a four channel Kikusui oscilloscope. Also covered in this session will be Eureka Symbolix, a full desktop numeric calculator and symbol/formula manipulator. With Symbolix, you can do 2D, 3D and polar coordinate graphing with automatic scaling, solve recurrence formula, integrate using Simpson's method, and the most fun of all, animate & rotate 3D graphs!

Larry Schneider, Bright Software

All Day Thursday & Friday

During normal conference hours

Room 102
The Resource Central Store

Visit our store during conference hours to buy blank disks, Apple II books, development tools, hardware, software products and more.

Room 105
The Attendee Exhibit Room

Conference attendees display their wares in this room located right across the aisle from the company store.



Attendee List

<u>Name</u>	<u>State/Country</u>	<u>Name</u>	<u>State/Country</u>
John Amburgey	Louisiana	Susan MacGregor	Illinois
Carl Anderson	Saudi Arabia	Christopher Madsen	Ohio
Jawaid Bazayr	Colorado	Jim Maricondo	Connecticut
Larry Beam	Ontario	Andy McFadden	California
Richard Bennett	Australia	Dan McKearnan	Illinois
Randy Brandt	Colorado	Dave Miller	Michigan
Cameron Brawn	Australia	Eric Mulkey	Kansas
Dagen Brock	Missouri	Todd Myers	Canada
Chris Budewig	Oklahoma	Mathew Nelligan	Australia
J. Eric Bush	Ohio	Chris Nelligan	Australia
Bruce Caplin	New Jersey	Jeff Neuer	Kansas
David Ciotti	New Jersey	Dean Nichols	California
Marc Collins	Wisconsin	W. Ogden	California
Sean Craig	Australia	Edward Parker Jr	Wisconsin
Matt Deatherage	California	Bryan Pietrzak	Louisiana
Tony Diaz	California	Ellen Rosenberg	Texas
Tara Dillinger	North Carolina	Andrew Roughan	Australia
Steve Disbrow	Tennessee	J. Rowe	England
Curt Dox	Minnesota	Gena Saikin	Illinois
Sally Dwyer	Kansas	James Sanford	Minnesota
Lunatic Bruce E'Sex	California	Larry Schneider	Maine
Jonathan Ehrlich	Minnesota	Steven Seltzer	Florida
Dean Esmay	Illinois	Nathaniel Sloan	Michigan
Zack Fischer	Maryland	James Smith	Wisconsin
Mike Flemming	Illinois	Marcus Staender	Germany
David Flemming	Wisconsin	RWW Taylor	New York
Guy Forsythe	Ohio	Kevin Thornton	Kansas
Ryan Gesler	Minnesota	Nate Trost	Ohio
George Goodwin	Maine	Gareth Tucker	Connecticut
Steve Gunn	Indiana	Max Vandament	Kansas
Glen Gunselman	Kansas	Roger Wagner	California
Linda Harding	Pennsylvania	Robert Waldron	Wisconsin
Bill Heineman	California	Josef Wankerl	Tennessee
Mike Howard	Nebraska	Tom Weishaar	Kansas
Karen Huene	Indiana	Tyler Weisman	Florida
Marsha Jackson	Illinois	Mike Westerfield	Arizona
Jay Jennings	Louisiana	Todd Whitesel	California
Cullen Johnson	Kentucky	George Wilde	California
Ken Kashmarek	Iowa	Mark Wolfgram	Wisconsin
Chuck Kelly	Michigan	John Wrenholt	Nebraska
Pat Kern	Illinois	James Zajkowski	New Jersey
Jerry Kindall	Michigan	Tom Zuchowski	North Carolina
Joe Kohn	California	Ed Zurasky	Colorado
Jeff Lough	Kansas		
Michael Lutynski	Florida		
Ann	Connecticut		

