I think it was over on the Facebook group (which seems impossible to search) someone was showing The Programmer's Introduction to the Apple IIgs. Then someone said most of what was in there is obsolete. Specifically, Sheppy (IIRC) said that new GS software should be written using TaskMaster which was not covered by that book.

I think this all ties into what OS to use for a game and I suspect TaskMaster is either a tool or a library or paradigm for structuring an event loop.

So, does that book help much with game programming or is it considered obsolete in this domain too? Is TaskMaster something that should be used if selecting GS/OS for the game? I don't know what TaskMaster is, but it just sounds like something that could add too much overhead and slow things down too much. He didn't really say where TaskMaster is documented, but I would not be surprised if it is in one of the Toolbox Reference books that sadly seem unavailable in PDF.

Any hints or nudges in the right direction will be appreciated.