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Subject: Re: Tools or No Tools ?

Posted by [mcpderez](#) on Tue, 07 Oct 2014 07:43:46 GMT

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Oz wrote: Like most of you, I enjoy FaceBook for its capability to let people present on a daily basis how they interact with the Apple II world (retro bright session, Ebay auctions, pictures, video, misc news) but it is the worst place to search for something which is 1 month old.

Yes, exactly!

mcpderez wrote: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 Then someone said most of what was in there is obsolete.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.

OK, I now understand TaskMaster is the event manager under GS/OS, at least more or less.

Oz wrote:As conclusion, we won't start the TaskMaster in arcade video game because we don't need it.

So, how useful is The Programmer's Introduction to the Apple IIgs for arcade video games? Is there a better starting book (that I don't have to buy) besides the French one already posted?

I think I will have a choice to make, or freedom to play with both using TaskMaster or not. I am not very good at fast arcade video games (I die quickly and get frustrated), so I prefer turn-based strategy games. I doubt anything I write at first will be for public consumption, but mostly to show myself I can make something. Maybe even YaTTT (Yet another Tic-Tac-Toe). :d I hope you won't find this a waste of your time; who knows what it will evolve into and I have to start somewhere.

Finally, I had one more question related to the original post in this thread. Are there some examples of suitable "proprietary OS" with released source? Or are these like asking magicians to tell you their tricks?

Now, I need to get busy setting up an environment to try the sample code you posted.

Thank you Olivier!

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