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Subject: Re: Programming Videos

Posted by [mcpderez](#) on Tue, 19 Aug 2014 21:48:18 GMT

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OK, here is Photon of Scoopex's first video in the series (short and simple):

<http://www.youtube.com/watch?v=p83QUZ1-P10>

And to get an idea of how it has progressed later in the series (which get longer and more complex), here's #22 about a bounce effect: <http://www.youtube.com/watch?v=WiVDxt3oks4>

Along the way there was a detour away from the code editor into using a paint application for creating the graphics used as assets in the program. Growing up, I personally skipped from Apple IIe and Applesoft to Macintosh with Lightspeed Pascal, so not assuming familiarity with common IIgs content (or resource) creation applications would be good. Those who are familiar can skip over.

I would imagine a IIgs programming series would probably start similarly along with what basic Tools to load. IIRC, something similar was in Dagen's KansasFest 2013 presentation.

One thing I like is watching Photon's iterative approach, including not always having everything exactly right. So, if you have some spectacular crashes or funky dialogs and how to fix them, that's good too. It takes a little longer to get to the end result, but teaches the debugging process as well.

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