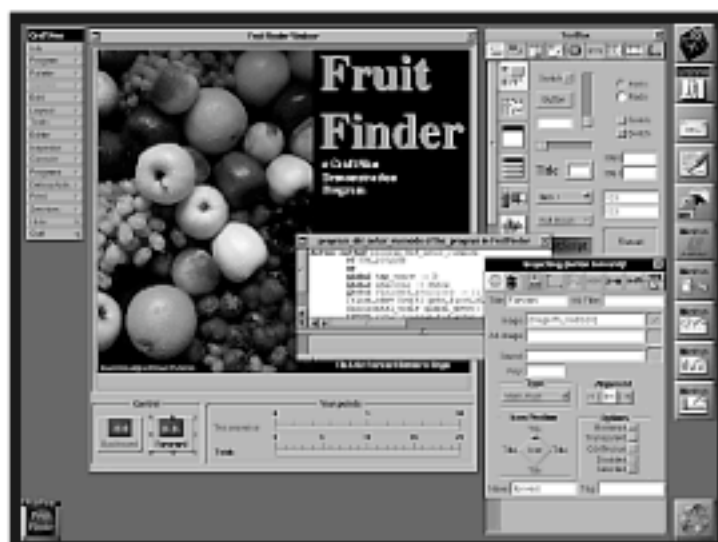


CraftMan

Multimedia application for NEXTSTEP™



Imagine a tool for building stunning multimedia applications. A tool for creating impressive presentations, for building highly productive computer-based training applications, and ultra-fast prototyping without any programming in Objective C!

Features:

- A tool that includes a truly object oriented interpreted scripting language, fill color drawing tools, a complete flat-file database manager, animation and full video support. A scripting language that includes a user-friendly debugger and supports easy-to-use interapplication communication.
- CraftMan gives you full control over all the multimedia features of NEXTSTEP. Graphics, sound animation and video can be dragged and dropped right into your application. Everything is totally controlled by the scripting language CraftScript.
- CraftMan is truly object-oriented. And so is the scripting language CraftScript. This makes it extremely easy to reuse parts of your old CraftMan programs. Even classes!
- Combines programming power with the ease of use that is the trademark of NEXTSTEP. If you can use a drawing program, you can create applications with CraftMan.
- Comes with a powerful scripting language called CraftScript that even non-programmers can start using it with no training.
- Includes a rich set of built in classes. In addition to the basic classes like Window, Button, Text-field and Slider, CraftMan gives you powerful new classes like Slide-Show, Movie, Gauge, Fullscreen window, Graphic, Database, Hypertext button and Rotatable picture.
- CraftMan's Database class is a complete flat-file database that allows your program to handle large amounts of data easily. You can sort, search and exchange data with almost any database or spreadsheet program on any computer.
- You can easily create your own palettes which allow you to

organize and quickly access objects that you make. Palettes can also be saved to disk and mailed to others electronically.

- Images sound and movies can be cut-and-pasted into your program from other NEXTSTEP applications, dragged from Workspace or pulled from a palette.
- You can send CraftScript messages to any CraftMan program on your network. You can even send Objective-C messages to any program running on your network! And of course you can do this without writing a single line of Objective-C code.
- Any class can be subclassed and be given its own properties and methods written in CraftScript.
- Includes Interpersonal Development. Select any CraftMan object and send it directly to your fellow developers on the network. Graphics, sound, windows, buttons with CraftScript code, or even new classes. Anything can be sent to other CraftMan developers to make collaborative development easy.
- Comes with a compact runtime version called Craftman-Engine, that lets users run CraftMan programs, but not edit them. This makes it easy to distribute your CraftMan programs simultaneously. It is also possible to save a CraftMan program as a runtime program. A runtime program can never be edited so others will not be able to access your code.

Requires NEXTSTEP 3.1. Now shipping in MAB format.



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