

Call BoxTM TPS

The Toolbox Programming System

Finally... a BASIC you can use!

All the features that once made Applesoft the language of choice among most users are still valid today. However, the increased functionality of today's Apple II requires access beyond the capabilities available in regular Applesoft. The Call Box TPS provides you with the "missing link" necessary for programming the advanced features of the IIgs while maintaining the simplicity and feel of good old Applesoft.

* Immediate mode access to the tools... commands are directly executable from the keyboard! * The most common tool functions are automated by simple call structures! * No Assembly, Linking or Compiling is required... the ideal prototyping language! * Most GS/OS and ProDOS 8 calls are available at the same time! * Capable of fine Machine Code like control using specialized commands! * Totally Memory Managed and compatible with NDA, CDA's and initialization code! * Directly launchable from programs like the FinderTM or HyperLaunchTM! * Uses templates generated by the Call Box WYSIWYG Editors such as Windows, Dialogs Menus, Icons and Cursors!

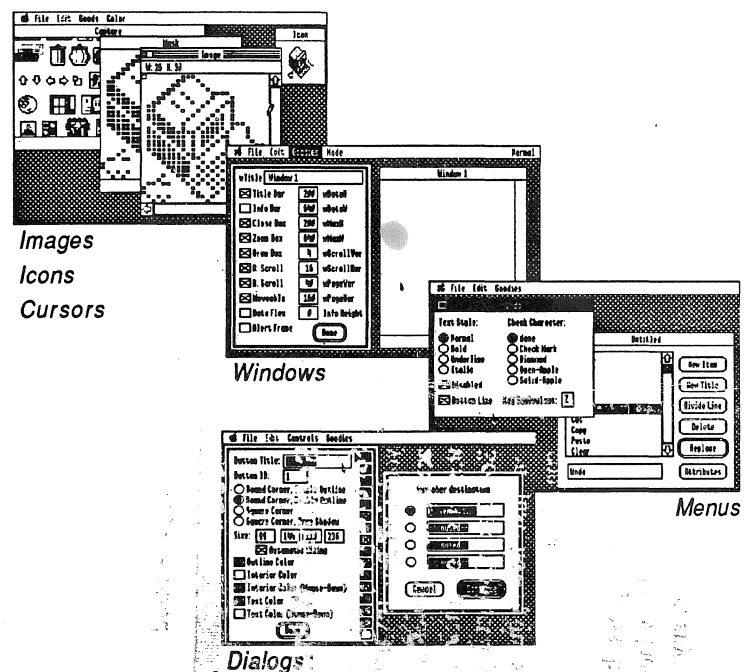
Creating a Call Box BASIC program is a simple 2 step process. Step 1 involves using the Call Box WYSIWYG editors to design any graphic entity needed by your program such as Windows, Menu, Dialogs, Icons, Cursors or Pixel Images. Step 2 consists of incorporating your entities into a BASIC program using specialized calls provided by the BASIC driver.

Currently, the system has four WYSIWYG (What You See Is What You Get) Editors which produce the various graphic entities used by the Call Box BASIC Driver such as Windows, Dialogs, Menus, Icons, Cursors and Pixel Images. Just "point and click" to compose entities exactly to your liking without any of the guesswork or number crunching associated with the "paper and pencil" method.

You want to change an items color? Just click it... You want to add a radio button? Just click it. When everything is the way you want it, just save it!

The entities created by the editors are not limited to Call Box BASIC programs; the editors also produce APW-ORCA/MTM source code, object code and relocatable resource fork data allowing other languages such as Assembly, C or Pascal to enjoy the full benefits of object oriented programming. Once you have created your entities, you can incorporate them into your program which greatly reduces the setup and overhead usually associated with these structures.

The Call Box TPS comes on 3 - 3.5 inch disks and has a 130+ page hard cover ring binder manual. The disks include demos,



samples and utilities to ease the task of creating a program. The system is installable on hard drives or can be run from as little as 1 - 3.5 inch disk drive. The recommended memory for this system is 1 Megabyte (*minimum*), however 768K is enough for most applications.

Continued support for this system is available for a nominal annual membership fee thru the Call Box Programmers Association (C.B.P.A.). This association supplies you with the latest tech notes, sample code disks, software and manual upgrades plus a programmers hot-line number to help you with those "tricky" procedures that make your Apple IIgs do amazing things! You will also receive newsletters and information on other So What Software products as well.

The Call Box TPS is the total programming environment for the Applesoft BASIC programmer using the Apple IIgs, and **YES!**... Finally there is a BASIC you can use!



So What Software

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Call Box TPS.....\$99.00