

DEVELOPMENT

HEXEDIT

WHO ?

IDEAS FROM THE DEEP

WHAT ?

HEX EDITOR

WHERE ?

HEXEDIT.SOURCEFORGE.NET

HOW MUCH ?

FREE

WHAT ELSE ?

HexEdit is a hexadecimal file editor; HexEdit can display both data and resource forks, and it's capable of editing very large files. You can open any file in HexEdit and view the contents, or create an empty file. You can also compare two files, by differences or matches. There are several display options: You can choose to show extended characters, use decimal addresses, display vertical bars, and display only full lines. Display the file in black and white, or in one of several color schemes: Avocado, Lavender, Turquoise, Sky, or Wild Blue. One is bound to be gentle on your eyes.

An explanation of hex is beyond the scope of this book. If you know about hex, you'll be happy to have this editor; HexEdit is the ideal companion to Get Info (see page 139). If you know what you're doing, you can use it to recover lost passwords, cheat at your favorite games, or customize resources. Even if you don't know about hex (and you shouldn't mess with a file if you don't know what you're doing), you'll find HexEdit a handy way to take a peek into a mysterious file to see what it's about.

HexEdit comes with documentation that explains the menu options, but there's no help file to teach you about hex. If you want to learn more about it, you can start by searching the Net for "hex," or "how to edit hex" (to filter out all the links to magic spells).

SO WHAT ?

HexEdit is a handy tool for getting insight into a file.

REALBASIC

WHO ?

REAL SOFTWARE

WHAT ?

DEVELOPMENT ENVIRONMENT

WHERE ?

WWW.REALBASIC.COM

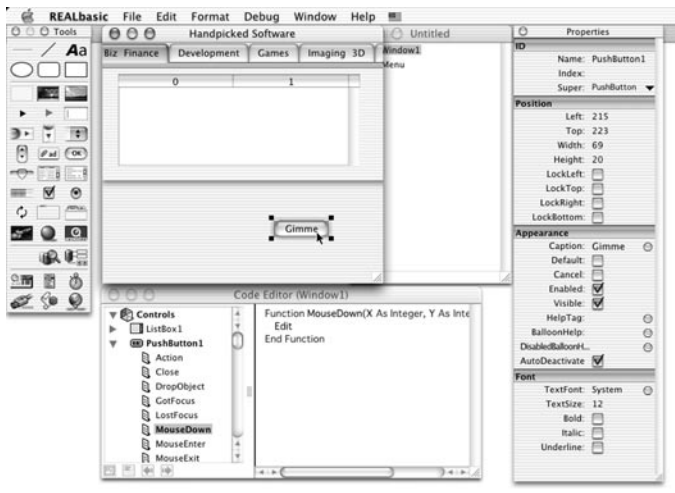
HOW MUCH ?

\$149.95 STANDARD, \$349.95 PROFESSIONAL

WHAT ELSE ?

REALbasic allows you to develop applications in OS X (or System 8.1 or later) and deliver them for the Macintosh and Windows. REALbasic is an object-oriented version of BASIC, a language originally developed to be friendly for beginning programmers. It's relatively easy to learn, but powerful enough for professionals.

Developing the GUI (graphical user interface) for your application is as easy as drag and drop, and the interface controls in REALbasic have the Aqua look you'd expect from any Carbon application. As you drag controls to your application window, alignment guides appear, making precise placement a snap.



Entering code in REALbasic is easy with the Code Editor: A Browser pane lists objects and events. After selecting an item in the Browser pane, you enter code in the Editor pane. As you type, REALbasic tries to guess where you're headed and complete the word with hinted text or an ellipsis (...). Press Tab, and you'll see a contextual menu showing all of the possible choices. Once you get used to it, this way of coding is a great shortcut and prevents errors. REALbasic also presents you with context sensitive tips in a floating tip palette as you work. There's a preference to turn them off, but these unobtrusive tips are a real help in learning the program.

To test your application you have to run it (REALbasic dynamically recompiles only what's needed to run the program with any changes you've made), and then quit out of the application to return to the Design environment. When you run your application, the syntax checker will alert you to any errors.

REALbasic comes with excellent printed documentation, including a *Tutorial*, *Developer's Guide*, and *Language Reference*. The documentation is also available in PDF format, and a searchable Language Reference can be accessed from the Help menu.

SO WHAT ?

Drag and drop interface design, user-friendly coding environment, and thorough documentation makes REALbasic a good choice for development.

REVOLUTION

WHO ?

RUNTIME REVOLUTION

WHAT ?

DEVELOPMENT ENVIRONMENT

WHERE ?

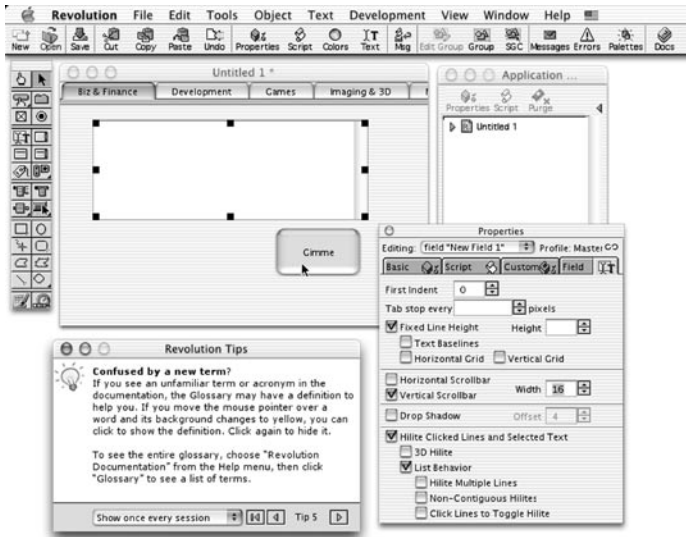
WWW.RUNREV.COM

HOW MUCH ?

\$349.00 STANDARD, \$995 PROFESSIONAL, FREE FOR STARTER KIT EDITION

WHAT ELSE ?

Revolution is an integrated development environment for creating applications quickly and easily. You can develop applications in OS X and, working from the same file, create standalone, double-clickable applications for Classic, Windows, Sparc, Linux, and other Unix platforms (Revolution supports delivery *and* development on these platforms).



Revolution is based on the “stack of cards” metaphor: Every window in Revolution is a stack, which contains any number of screens called “cards.” If you’ve ever

used HyperCard or SuperCard, you'll feel right at home (in fact, you can import HyperCard stacks and SuperCard projects into Revolution).

To create the user interface for your application, you use a Tools palette. You'll find all of the buttons and boxes you'd expect. As you create your interface, you can preview the look and feel of your application on different platforms. Revolution *does* have a recognizable look and feel under OS X, which doesn't exactly match what you'd expect in Aqua.

Revolution uses an English-like programming language called Transcript that is relatively easy to learn, yet powerful. You can preview your application and make changes while your project is running; you don't have to code, build, test, and quit, as you do with other development tools.

The Standard version includes complete documentation available from the Help menu, and several tutorials are included to help get you off to a quick start. For printed manuals and technical support, you'll have to spring for the Professional Edition. The Starter Kit Edition (included on the CD-ROM) is fully functional, but scripts are limited.

SO WHAT ?

Revolution's stack metaphor and Transcript language make it one of the easiest development tools for novices, and cross-platform support makes it ideal for development in a mixed environment.