

# 8/16-Central • October 1991

*Note! This is the LAST ISSUE of 8/16-Central. You can get more details on what happened in the editorial. Steven Disbrow, editor of GS+ Magazine, has agreed to fulfill our remaining issues. GS+ has several articles each issue on programming and they're a cool magazine anyway. US and Canadian subscribers will receive an issue-for-issue conversion. Since GS+ comes out every other month this means that if you had one year left in your 8/16-Central subscription, you'll get two years of GS+ (including the disk).*

*Foreign Subscribers! Because of the mailing weight of GS+ magazine and disk, your subscription cannot be converted straight over. If you'd like to get GS+ you need to send money for postage to GS+. Send it c/o EGO Systems, PO Box 15366, Chattanooga TN, 37415-0366. Send \$1.50 per issue remaining in your subscription for surface mail or \$5.00 per issue remaining for Air Mail. If you don't want to spend any more money, you can send us a letter and convert your remaining issues to another Resource Central publication.*

## In This Issue...

### Super File Find • Jim Lazar

With a series of super hires pictures (viewable from the IIGS front-end) and a well-written article, Jim Lazar shows us all the inner secrets needed for implementing search algorithms. His example program (in Merlin assembly source) is a complete file find routine that lets you search volumes for a file or files based on several different parameters.

### Custom Menu Mastery • Lane Roath

Lane took a break from writing cool computer games to bring us a cool article on how to write cool custom menus. If you've ever wanted to have a Simpsons menu so that the user could click on Homer or Bart, this is the article that will get you on your way (finding little tiny figures of the Simpsons is a task left up to those of you with lots of free time). Merlin assembly source is used in this program. Also included are a few "make it easy" routines from Lane's IFD Library. These routines "make it easy" to do some tedious (but necessary) things.

### The Text Editor From Hell • Jerry Kindall

A true 8-bit Guru comes out of his cave to show that creating a neat 8-bit program is still possible. And he did it in under 2K! Jerry Kindall recreates his famous KansasFest '91 session in the pages of 8/16-Central. See how to program a full-screen scrolling text editor (in Merlin assembly, of course). Using this information you could be on the way to becoming the next Rupert Lisner (or whatever his name is this year).

### Dungeon-Central - Part IV • Jay Jennings

This last article in the Dungeon-Central series wraps up a few loose ends. There's still more that can be done (since programs never end in the real world) but the game is fairly complete right now. Lighting up a dark room (and darkening a lit room) is now working. Pick up a torch and use it the next time you're in the dark. Fighting the bad guys is also covered.

Other things to look at on the disk:

- October Editorial
- HyperLab • A Preview of HyperStudio 3.0
- VaporWare by Murphy Sewall
- America Online Tech Talk
- GENie Tech Talk
- Classified Ads
- What's New?