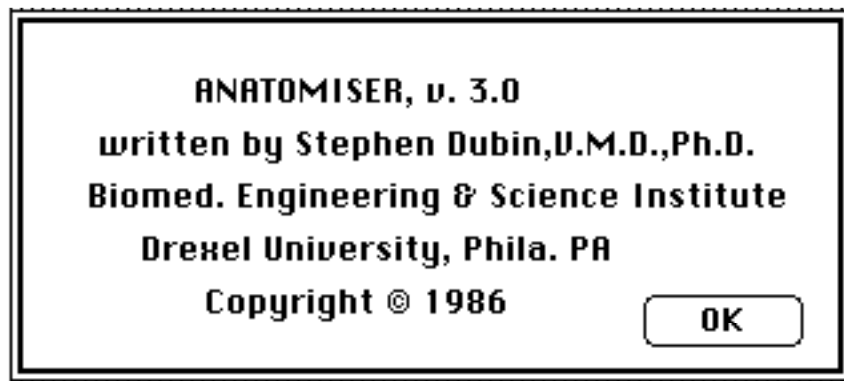
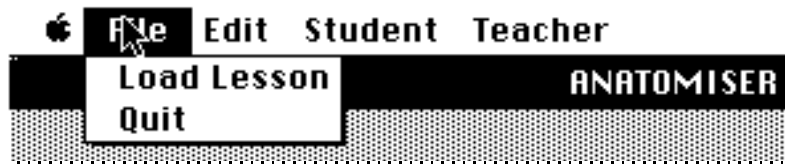




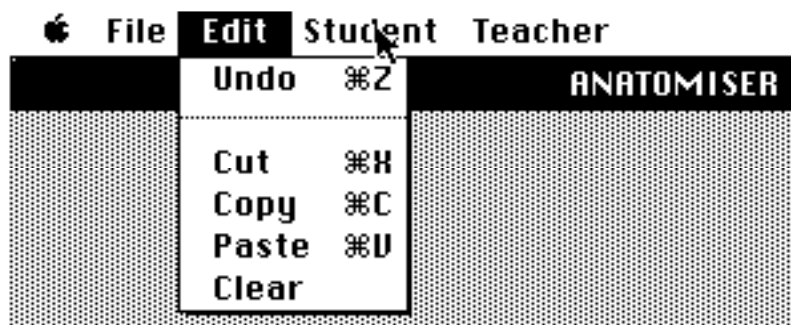
Anatomiser is a graphic authoring tool intended to help in those areas of instruction where a given area, region or portion of a graphic construct is to be associated with a name. Originally it was designed to teach anatomic names associated with parts of the body. The same program can, however, be used to teach the parts of a piece of machinery, areas on a map, or elementary reading and vocabulary skills.

Anatomiser v.3.0 has several enhancements over previous versions. Anatomiser is available in two forms: the full "authoring" program and the "demo" or student form of the program. Previously each copy of the program contained a single lesson which had to be prepared and modified by the instructor. Now lessons are prepared and stored in external files as well as in the parent program. Thus a student may use the lesson that is resident in her/his copy of anatomiser, or may load and use a choice from the various external files. In addition, each of the student mode features have an "Exit" button which permit the user to leave the test or lesson immediately.

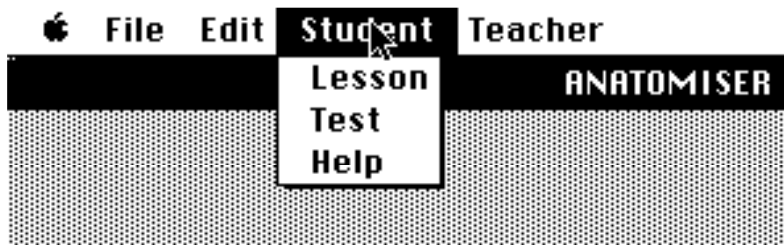
Note: The "DEMO" version of Anatomiser V.3.0 works with either MFS (old ROM's) or the HFS (new ROM's). Please see note below regarding the compatibility of the authoring version.



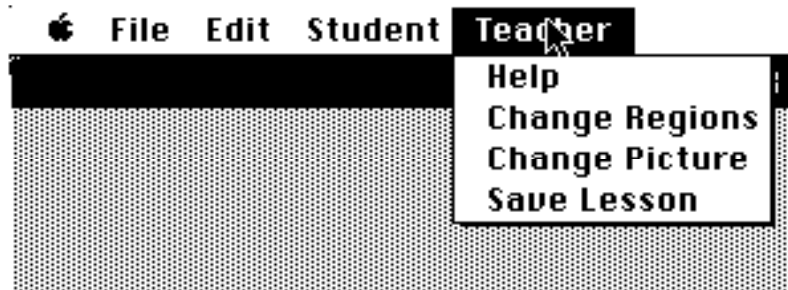
In order to change the lesson, select "Load Lesson" from the File menu. A standard file selection box will then appear listing the lessons available. Select the lesson and click "Open". Loading a complex lesson may take as long as 40 seconds.



The edit menu items are provided primarily for the support of desk accessories; in particular, the use of the scrapbook when creating lessons. These commands do not interact with the operation of Anatomiser directly.



The options of the "Student" menu operate as with previous versions. In the "Lesson" mode, the program inverts the various regions and tells the names. The user clicks "OK" to dismiss each name. In the "Test" mode, the user is prompted to click on different regions and the program lets you know whether you are right. As mentioned above, lessons and tests now have an "Exit" button.



The operations provided in the "Teacher" menu require a password. The password for your copy is _____. Two types of information are stored as resources of the program - a picture and the regions to be identified along with their names. In order to change the picture, first copy the desired picture from the scrapbook to the clipboard. This is best done by opening the scrapbook from the desk accessory ("Apple") menu. The size of the picture used by Anatomiser is one "screenful" from MacPaint™. Such a picture may be obtained by double-clicking the marquee and copying the image to the scrapbook. Any picture that is on the clipboard can be used by Anatomiser, but might have some scaling distortion. When the desired picture is in view, perform "Copy" from the Edit menu. Then select "Change Picture" from the Teacher menu. You will be prompted to enter the password. After entering the password, click OK. The previous picture will be cleared from the program and the new picture will appear on the screen. If the password was incorrect or if there was no "PICT" on the clipboard, the previous picture will be retained by the program.

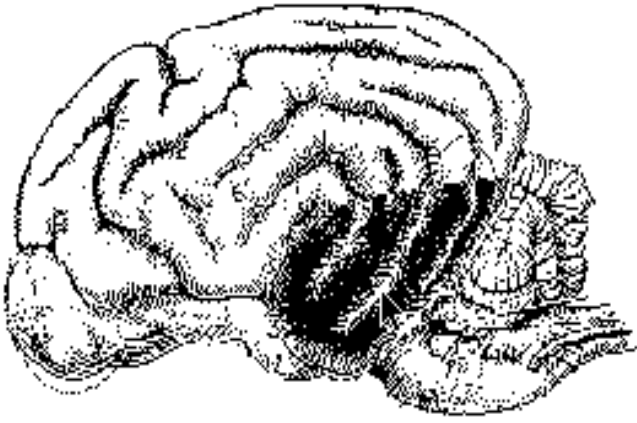
To change the regions and their identification, select "Change Regions" from the Teacher menu. You will be prompted to enter the password. If the password is entered correctly, the picture will appear along with a place to enter the number of objects to be named. It may take a few moments for the previous region information to be cleared from the program. Enter the number of objects (1 to 10) and then click OK.

To draw a region, use the mouse in a way similar to MacPaint™. If the Free Form option (the default) is chosen, the outline of the region will follow the motion of the cursor beginning with the first depression of the button and ending with the button release. If Rectangle is chosen, the region will be a rectangle with the opposite corners corresponding to the "mousedown" and "mouseup" events. The regions drawn will be inverted on the screen. If a drawn region is satisfactory, click ACCEPT in order to add it to the current object. If it is not correct, click REJECT. Several subregions may be added to the same object in this way. Once all of the drawn region for a given object are satisfactory, click NAME. The name and other information (up to 255 characters) may be entered; then click OK. Repeat this process for each object.



Number of Objects

OK



☒ Free Form

☐ Rectangle

ACCEPT REJECT NAME

In order to save a lesson in an external file select "Save Lesson" from the Teacher menu. Enter the password and click OK. A standard file assignment box will appear. Enter the file name to be used and click "Save".

Please take note: The current authoring version of Anatomiser was written for the MFS file system. That is the system found in the old ROM's. If you have a 128K machine or a 512K machine that has not been "enhanced", you have the MFS or old ROM's. The Mac+ and the 512E use the new ROMS with HFS (heirarchical file system). The "DEMO" version of Anatomiser as well as the "Student" features of the authoring version work OK with the new ROM's; however the "Teacher" features of the authoring version could be used under MFS circumstances. In the "utmost extremity" one can use the authoring version on the "root volume" of a HFS disk to save lesson files. It may be necessary, however, to set the file type and creator signature of each lesson file to "LESN" and "GOOD" respectively. This can be done with SETFILE, Fedit, etc.