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Aristotle: Apple II Menu Management Software

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Overview

Aristotle is Apple's Apple II menu manager, a user software interface. Aristotle was designed primarily for the classroom, but you can put it to work in any school, administrative, or business area. With Aristotle, users simply select from a menu, where without it they had to type complex path and prefix sequences.

With Aristotle, the network or workstation manager can control and simplify the user interface by setting up a menu of selectable applications for each student, class, and teacher. The individual can use the network server with all the network access, control, and storage needs, while enjoying the simple user interface.

Installation

Aristotle Menu Manager software is installed on an AppleShare File Server v2.0. Aristotle's software comprises the Teacher (Menu Manager) and the Student (Menu User).

The Menu Manager (or Teacher) is used only to set up the student menu selections. The AppleShare Network Administrator and the Aristotle Menu Manager (they can be the same person) work together to create specific user menus.

With Apple II Utilities, the Aristotle software is loaded from a 3.5" disk drive on a workstation (any server workstation will do) into an AppleShare File Server v2.0.

Hardware Requirements

For an Apple IIe to be a Menu Manager workstation, it must have:

- an Apple II mouse and mouse interface card
- Apple II Memory Expansion card with 256K
- the Apple II workstation card.

An Apple IIGS system can act as a Manager if the IIGS software is present in the server, and the IIGS has at least 1MB on the Apple IIGS Memory Card, to provide the needed storage area for the overlays. It is recommended that the application already be loaded into the server, so that the manager can actually see the specific path name.

Using Aristotle

After logging on, a student

1. sees a list of the teachers who have selected that student to be in any of their menus,
2. chooses a teacher,
3. see the class list (again, specific menu selections) for that teacher,
4. selects a class, and
5. chooses an application, which launches it.

Once the application is launched, quitting it returns the student to the Application menu, allowing selection of another (or the same) application.

There is no escape from the loop, and students don't have to memorize (or refer to) any ProDOS path or prefix for anything other than their own files.
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