Anatomiser was written using Megamax C by Stephen Dubin, V.M.D., Ph.D., Drexel University, Philadelphia PA. Copyright 1986.

Anatomiser V. 1.0 squashes a few bugs in a previous version and, undoubtedly introduces a few new ones. If Macintalk is on the default disk, Anatomiser will talk after a fashion. The password to change regions is "Drexel-Biomed" (without the quotes, of course). When asked for the number of objects, enter an integer in the range of 1 to 10. Trace around each object you want to label while holding the mouse button down. When you release the button, you will be prompted to enter the name of the object.

If you wish to change the picture, use Resource editor and replace PICT # 700. One way to keep the picture in proper proportions is as follows: Get the picture into MacPaint. When you have a screenful that you like, double click the marquee (the selecting rectangle) and copy to the clipboard. The image will be the right size and proportions when copied into Anatomiser.

This program is "Adware". It is distributed in order to help acquaint people with the nifty institution for which I work. Permission is granted to copy and distribute to students for educational or other non-commercial purposes. If you want to use it without the "hype" startup message, get in touch and we can talk about it. All other rights are reserved.

If you like the program, drop a line to:
Dr. B. Sagik, Vice President for Academic Affairs
Drexel University, Philadelphia PA 19104

If you have questions or bug reports, let me know at:
Compuserve: 76074,55 or Delphi: ESROG or Genie: S.DUBIN or
Biomedical Engineering and Science Institute
Drexel University
Philadelphia PA 19104

_____