



Widget Workshop Quick-Start Guide



Macintosh Bundle Edition

Introducing Widget Workshop

What Is Widget Workshop, Anyway?

Widget Workshop is your very own mad scientist's laboratory. It's a special place inside your computer that you can go to play with all sorts of parts and pieces and hook them all together to see what happens.

What's a Widget?

A widget is anything you build in your Widget Workshop! Widgets can be puzzles, experiments, silly machines, strange inventions or anything else you can think of. There are hundreds of parts and pieces in the workshop—you can build millions of different Widgets.

What Can I Do With Widget Workshop?

You can solve the pre-built Widget puzzles—and make up your own puzzles to stump your friends. You can create Widgets to carry out experiments to solve science problems. You can create your own weird and wondrous Widgets that do almost anything (or nothing at all)! You can just play with science and have fun.

And you can save your Widgets in a special way so they will run on your friends' and your school's computers—even if they don't have Widget Workshop.



MAXIS

2 THEATRE SQUARE

ORINDA, CA 94563-3346

TEL: 510-254-9700

FAX: 510-253-3736

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ISBN # 1-56754-135-6

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Starting Widget Workshop

As part of a special bundle agreement, Widget Workshop has already been installed in your computer. To start it, all you need to do is:

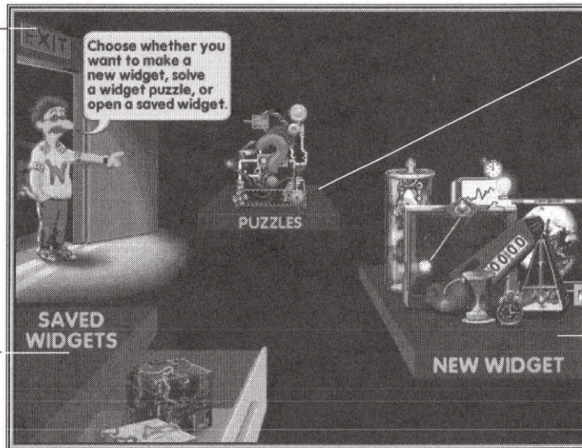
Double-click on the Widget Workshop folder, then

Double-click on the Widget Workshop icon.

A Quick Tour of Your New Laboratory

The first things you see when you start Widget Workshop are the Maxis Software Toys™ for Kids logo and the Elliott Portwood logo. Next, you'll see the Widget Workshop title screen. This screen will go away all by itself after a few seconds, but you can hurry it on its way by clicking your mouse button.

Click here to quit
Widget Workshop.



Click here to solve
widget puzzles.

Click here to load
a widget that you
have already saved.

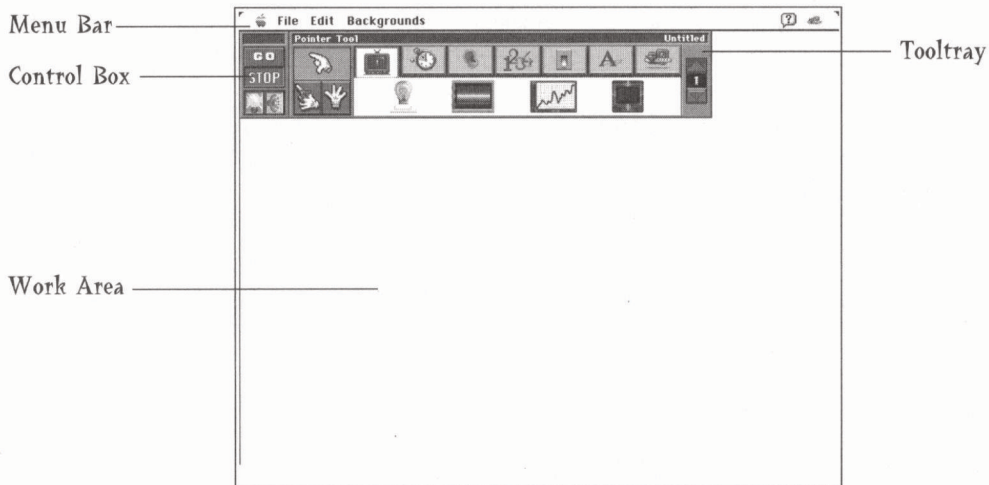
Click here to create
a new widget.

Now you will be given a number of choices.

Since we haven't saved any widgets yet, and we don't want puzzles at the moment, and we certainly don't want to quit Widget Workshop, there's only one thing to do:

Click on NEW WIDGET.

Soon you will see your Widget Workshop laboratory.

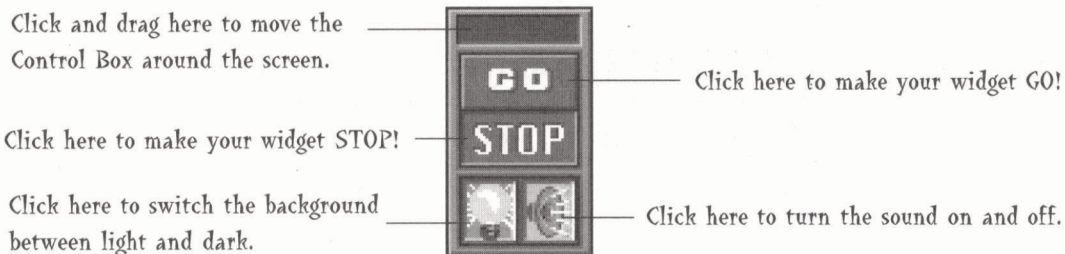


There are four areas in your Widget Workshop:

The Menu Bar is where you access the menus. Your Menu Bar may look a little different, depending on your computer.

The Work Area is where you build your widgets.

The Control Box lets you start and stop widgets and control sound and lighting.

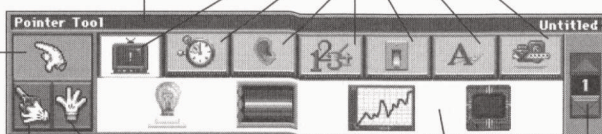


The Tooltray lets you select the different parts for your Widgets, and choose the different tools to move, connect and remove the parts, and to move the Work Area around.

Click and drag here to move the Tooltray around the screen. If you point to something with your mouse, its name will appear here.

Click on these buttons to see the different types of parts.

Click here to activate the Pointer tool for selecting, placing, moving and connecting different parts.



The name of the widget appears here.

Click on these arrows to see more parts.

Click here to activate the Cut tool, for removing different parts and connections.

Click here to activate the Hand tool to move the Work Area around so you can see it all.

This is the Parts Bin where you pick up the parts you want.

If you ever need to know what a part is called, or what a button does, just point at it with the mouse, and look at the top of the Tooltray. You don't even have to click!



Your First Widget

The first thing any decent mad scientist needs to know is how to make lights flash. Widget Workshop lets you flash lights in many different ways. Let's try one.

First we'll need to pull a couple of parts out of the Parts Bin.

Click on the Display Parts button in the Tooltray.



Click and drag the Light Bulb out of the Parts Bin into the middle of the Work Area.



Click on the Switch Parts button in the Tooltray.



Click and drag the Light Switch out of the Parts Bin onto the Work Area, just to the left of the Light Bulb.



Now we need to connect the switch to the Light bulb.

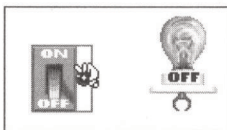
Move the mouse so it points to the output connector (the little red ball) on the Light Switch.
The pointer will change from this  to this. 

Press the mouse button down and hold it down (if you have more than one mouse button, use the left one).

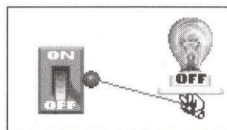
Drag the pointer over to the Light Bulb's input connector (the little red socket). When the connecting line turns green, release the mouse button. You've just made an important connection!



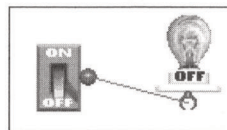
Ready to make a connection.



Put the pointer over the output connector.



Click and drag from the output connector on the switch to the input connector on the Light Bulb. When the line turns green, release the mouse button.



The finished connection.

Now let's try out your widget.

Click on the GO button in the Control Box. 

Click on the Light Switch to turn the light on.

Click on the Light Switch again to turn the light off.

Click on the STOP button in the Control Box.



That was simple. Now let's try something else.

Did you notice that the Tooltray disappears when you click GO and comes back when you click STOP?



One More Time—But Put Your Heart Into It!

Anyone can turn a light on and off with a light switch. A mad scientist (that's you) can turn lights on and off in all sorts of strange ways. Let's try one.

First, let's get rid of that Light Switch.

Click on the Cut tool button in the Tooltray.



When you cut parts, all their connections disappear, too.



Click on the Light Switch to make it disappear.

Click on the Pointer tool button.



Now, let's get a fun part to turn the light on and off—a human heart!

Click on the Super Parts button in the Tooltray.



Click on the down-pointing red arrow in the lower-right corner of the Tooltray. 

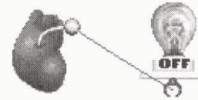
Click and drag the Heart out of the Parts Bin onto the Work Area to the left of the Light Bulb.



Now connect the Heart to the Light Bulb and turn on the widget.

Move the pointer over the output connector on the Heart.

Click and drag the pointer to the input connector on the Light Bulb.



Click on the GO button in the Control Box. 

Look at that light flash. That's how a real mad scientist turns on a light bulb!

Click on the STOP button in the Control Box. 

Congratulations!

You are on your way to becoming a first-rate mad scientist!

Now you're on your own. Go forth and create weird and wonderful widgets. If you want more guidance, check out the Widget Workshop special offer card that's included in the package. It will let you order:

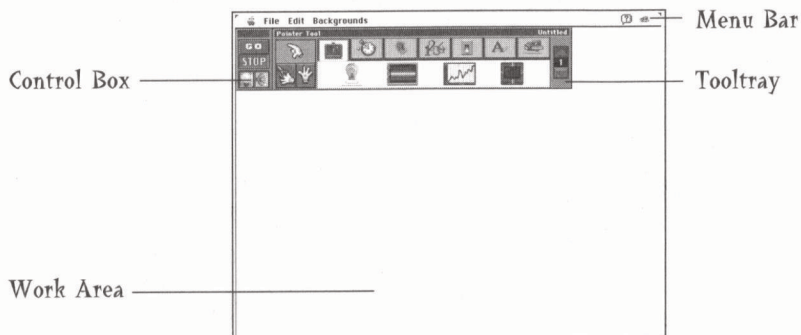
The complete Mad Scientist's Guide to Widget Workshop, and

The Widget Workshop Experiments and Activities book with Exploration tools to help you carry out the experiments.

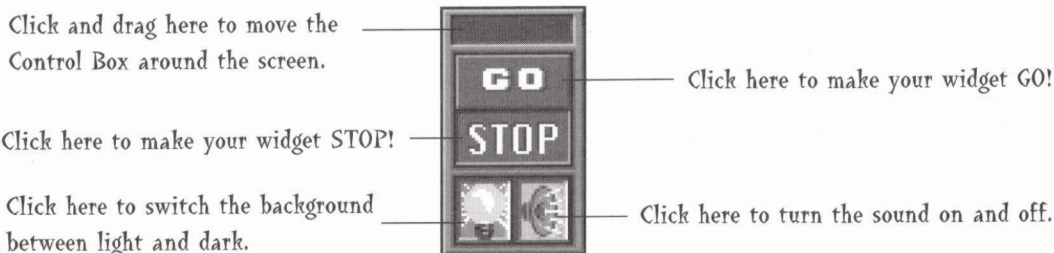
But in the meantime, here's a challenge: **The 21 Dog Salute**. Design and build 21 different widgets that make a dog bark (not a *real* dog, use the Animal Sound part)

Reference Charts

Main Window



Control Box



Tooltray

