

Announcing The Apple C Machine

*"The AZTEC C system is one of the finest software packages
I have ever seen."*

Now! Manx Aztec C65 for Apple ProDOS and DOS 3.3 turns the Apple II into a C machine with all the power and portability of 16-bit C development systems.

Four C systems are available for the Apple II to suit a wide range of requirements and budgets. Prices range from \$19 for Apprentice C to \$750 for advanced Cross Development systems.

Aztec C65-c

Aztec C65-c runs under ProDOS. **Aztec C65-c** produces programs that run under ProDOS, DOS 3.3, or the Manx Aztec Apple II Shell.

Aztec C65-c delivers all the power and sophistication of 16-bit C development systems. It includes a fully optimized C compiler, 6502/65C02 assembler, linkage editor with scatter-load capabilities, librarian, full-screen text editor, UNIX library, screen and graphics libraries, and a powerful **shell** development environment.

The **shell** development environment supports the use of environment variables, wildcard expansions, redirection of I/O devices, the passing of command-line arguments, and other essential UNIX-like features.

Aztec C65-c also includes library source code, the UNIX-like utilities **grep** and **diff**, and object module utilities.

Aztec C65-c supports 31-character names, bit fields, and a few other features that are not found in other C systems described here.

Aztec C65-c (ProDOS & DOS 3.3) **\$299**

Aztec C65-d

Aztec C65-d runs under DOS 3.3 and produces applications that run under DOS 3.3 and the Aztec C Shell. **Aztec C65-d** includes a 6502 assembler, librarian, UNIX and non-UNIX libraries, linker, library source, and full screen editor.

Aztec C65-d (Apple DOS 3.3) **\$199**

NIBBLE review of Aztec C65-d

C'Prime

C'Prime runs under DOS 3.3 and is a powerful subset of **C65-d**. **C'Prime** includes C compiler, 6502 Assembler, librarian, linker, UNIX and non-UNIX libraries, and development shell environment.

C'Prime (Apple DOS 3.3) **\$ 75**

Cross Development Systems

The **Aztec C65-c** Cross Development Systems are the most advanced development systems available for the Apple II. The PC/MS-DOS and Macintosh hosts include a full development system for the host machine as well as the complete set of compilers, assemblers, and other tools for the Apple II target. Both ProDOS and DOS 3.3 are targeted. The development tools for the host system, like **make** and **vi**, are also part of the cross environment. In some cases, code can be tested on the host. Download utilities are provided to transfer programs to the Apple II target. An impressive quantity of commercial software is implemented with this system.

Aztec C65-c Cross Compilers (PC/MS-Dos, Mac) . . **\$750**

Apprentice C

Apprentice C is an incredibly inexpensive and easy to use "learn by doing" system. The system includes a text editor and direct to interpreted code C compiler that conforms to Kernighan & Ritchie. All the language features and UNIX libraries are supported except for bit fields. This system is great for learning C. It compiles fast, fast, fast.

Apprentice C **\$ 19**

Portability

Programs developed with **Aztec C65** for ProDOS or DOS 3.3 are easily ported to other micros. **Manx Aztec C** is available for Macintosh, Amiga, PC/MS-DOS, ATARI ST ('87), CP/M-80, CP/M-86, TRS-80, and others. **Manx Aztec C65** is compatible with standard C compilers available for a large variety of other machines.

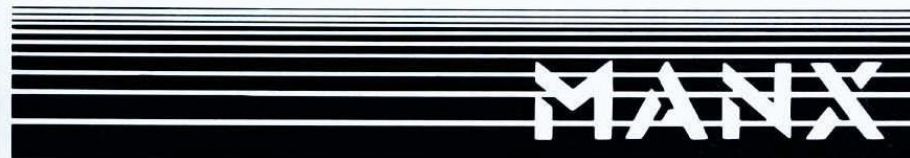
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