Issues to talk thru w/ Lloyd

- UI needs of pens
- obj-oriented basic as GO TALK
- Windows compatibility layer
- Way MS software structure Apps
  - obj-oriented is structured
- part of code to GO machine

  persistent objs — would be valuable to talk through
  Mark Zipkow: so GO can speak MS obj-ese
Microsoft obj oriented stuff

obj oriented stuff
- games discussing
- prototyping

Apps structure:

- SDM - structural dialogue menu
- "SB" menu - seq menu menu - "segment base"
- Local
- P-code
- Symbolic debugger
- Mirrors - Windows to PM kit
- Windows I/F

C* - global symbol cache

Integrated programming env - panel, syntax etc. with smart prog. & editing

Will p-code die out? Not so long as Windows is big mkt
Charles did it

App FW group: building lots of objects - buttons, factors, etc.

PM guys are doing lots of obj oriented stuff of IBM
- an ongoing tech. stuff - cross hierarchy, multiple inherit, etc.
How all this maps back to Windows is unclear now, but has got to.

**Obj-Basic**
It's clear they need to do this soon, if so they can get ObjB a control lang. not IBM's REXX

**Apps**:
they need to get apps to PM desperately to help it sell Excel still has to work real real hard to get from Win to PM, be they're interesting

New apps will use obj oriented kit

**Obj-O Baisc**

A goal is for it to be cross app control lang

embedded basic (in Omega) is 130k
Should go license sys SW to other HW vendors?

Key soft concern is that any apps they write will run on all NB platforms.

Next Steps

1) LF to spend more days @ GO to soak up GO tech

-> evaluate what it means to write app for GOSE (in comparison other potential pen based environments).

2) Obj- Oriented Basic

-> attributed file system

obj-oriented f/w

persistent obj database

prot. mode Windows 3

C++
Work

Go

Microsoft

Go's Email
talk
Microsoft

2. Word

3. Little PowerPoint

code