Fourth World's
RunRev Embassy

Download RevStudio

Runtime Revolution, Ltd

Search the Use-Revolution list:

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RevJournal.com

RevMedia has launched!

RevMedia is free.

The world's easiest programming language previews on the web. Create stunning Web 2.0 applications with a fraction of the time and effort needed in existing web languages. Games, simulations, tools and utilities are a breeze in our ultimate web-application authoring tool.

revJojurnal Blog

The revJournal blog is finally going.

This blog is all about Rev - literally: not only does it offer news and tips for RunRev developers, but it was made entirely in Rev, from the server-side CGIs and storage stack files to the modest client I use to write posts to it.

devolution II in development

devolution is undergoing some radical enhancement. Sit tight, good things a' comin;...

Articles Related to Revolution and MetaCard

Handy Handlers
Column at revJournal by Fourth World's Richard Gaskin.

Each column explores the construction of a useful Transcript handler. Topics covered thus far include error handling, encryption, and other topics of interest to Revolution developers.

Extending the Message Path
An Introduction to Using Libraries, Backscripts, and Frontscript

Revolution's Transcript language offers an event-driven object model with an easy to use message inheritence scheme, and includes features to extend it.

Beyond the Browser

Scripting Style Guide

Rediscovering the Role of the Desktop in a Net-centric World

With the advent of Web applications, many interface designers have been limiting their work to those systems which can be delivered in a Browser window. Using a wider range of tools, technologies, and protocols, a designer may find some tasks better served through Net-aware desktop applications.

Helpful tips for xTalk, Lingo, and other 4GLs

Scripting languages are often easier to learn than more formal languages like C++, but this ease of use can seduce us into use a less desciplined code style which is hard to read and costly to maintain. By adopting some of the best practices of formal languages, scripters can reduce errors and shorten development cycles.

Interview with Jerry Daniels
Author of tRev, GLX, and more

In this latest revJournal.com interview, Jerry Daniels discusses tRev, his new script editor for Revolution, how it differs from Rev's and his earlier GLX, and a whole lot more.

The Reactor Lab
A framework for distributing simulations

In this revJournal.com article Richard Herz describes The Reactor Lab, a framework for distribution of learning modules, specifically interactive simulations.

Free Downloads for Rovolution and MetaCard

RevNet - A service for Runtime Revolution and MetaCard developers
This free plugin downloads and opens RevNet, an AOL-like online journal and resource index specifically for Revolution and MetaCard Developers. RevNet's index of downloadable stacks provides a form so you can add your own stacks, making them instantly available to all RevNet users. Also contains a convenient index to the Sons of Thunder Revolution Tips archive, links to Web pages devoted to Revolution and MetaCard, and more.

 Go RevNet.rev

 Go RevNet.mc

Many more Rev tools are available on the new Downloads page.

Revolution Tutorials

Beginning Programming in Revolution
Comprehensive lecture Notes from a course in learning programming with Revolution by Richard James and Russell Hansen. Covers all of the basics and then some, from basic text manipulation to animation and more.

Translating HyperTalk to JavaScript
This document summarizes some of the common translations between HyperTalk and JavaScript, from the basis of what a beginning-level HyperTalk programmer might know.

[Comparing HyperTalk to Pascal](#)
This detailed MacTech article compares a variety of language elements, including variable declarations, file I/O, operators, control structures, and more.

[HowTo: Use a Runtime Revolution Window interface with the Linux Shell](#)
Tutorial by the good folks at Novell on using Revolution to build a GUI for common shell tasks.

[Building a "Rich Client" or "Internet App" with Runtime Revolution](#)
Richard K. Herz of Reactor Labs will get you going with 'Net apps in Revolution.

[Standalone Builder Tutorial and More](#)
Chipp Walters of Altuit has put together some impressive and helpful tutorials on using Revolution.

[MetaCard y Revolution](#)
A comprehensive Spanish-language tutorial on Transcript programming.

[Revolution FAQ](#)
Malte DeBrill's Revolution FAQ wiki

[Transcript Tips and Tricks](#)
Ken Ray's extensive archive of scripting solutions for Transcript.

[Introduction to Revolution CGIs](#)
HyperActive Software's excellent tutorial on using the Rev engine for CGIs will get you started quickly.

[Polling the Mouse in Revolution](#)
HyperActive Software's Jacque Gay explains the do's and don'ts of polling mouse events in Transcript.

[Converting HyperCard Stacks to Revolution](#)
HyperActive Software's tutorial will help you convert your stacks with maximum compatibility and minimum headaches.

[Transcript functions](#)
HyperActive Software's excellent beginner's tutorial on writing and using functions.

[MetaMedia (English)](#) and [MetaMedien (German)](#)
Wilhelm Sanke's wonderful collection of tutorials, tools, and more, now in two languages.

Transcript-Related Discussion Lists

[Use-Revolution](#)
The main discussion group for Transcript and Revolution, sponsored by RunRev Ltd.

[Revolution Board DE](#)
German-language discussion of Revolution.

[Revolution IPC](#)
Working group for planning and

[revJournal](#)
While not a discussion list per se, it is the premier webzine for Revolution developers and has some feedback discussion from readers there.

[RevDocs](#)
A working group of documentation and education professionals for making recommendations for enhancement of the Revolution documentation.

[Rev Interop](#)
Working group for defining a standard

development of libIPC, an open source library for inter-process communication between Rev-based apps.

for handling component metadata in software developed with Runtime Revolution.

X-Talk
Planning discussion for extensions to all xTalk dialects, including Transcript, SuperTalk, OpenTalk, and others.

SoCal Rev
Planning discussion for the southern California regional Revolution User Group.

MC IDE
Working group for the MetaCard Integrated Development Environment, and open source project.

FreeGUI
Working group for an open-source IDE to provide a HyperCard-like experience for Rev developers.

Other Revolution and MetaCard resources on the Web

The links list got too big so it now has its own page.

Click here for links to other Revolution and MetaCard resources on the Web.

Runtime Revolution
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