A. Goals
   1. How to run conventional DOS applications on SIMON - and understand the limits when you do.
   2. How to create applications that have the SIMON look-and-feel.
   3. How to create forms and menus without any programming.
B. System overview
   1. Feature summary
   2. Hardware features
      a) The CPU ... think of it as an 8086 PC-AT ....
         1) Interrupts, DMA, Memory, etc...
      b) LCD
         1) CGA text and graphics is possible, but graphics is what's intended.
      c) The option port
         1) Supported options
         2) Possible growth
      d) PCMCIA
         1) What's supported and what's not
      e) Controls
      f) Cellular
      g) Modem
   3. Software features
      a) How menus are interconnected
      b) Phone screens
      c) Tools screens
C. Adding software
   1. The simplest applications
      a) The limits of a text screen on SIMON
      b) Mouse based DOS programs
      c) Using conventional programs with keyboard aids
         1) External keyboards
         2) Using a soft keyboard shell program
   2. Loading the applications into SIMON
D. How to use custom software features
   1. The simplest Navigator aware HELLO WORLD program
   2. The four major functions every application supports
      a) Saving one's context
   3. The Navigator API
      a) It provides (some) hardware independence
      b) Brass-tacks... the list of functions...
   4. Inter-program communcation. Getting others to do work for you.
      a) Navigating to other applications
      b) Passing parameters to applications
      c) Getting results - waiting for a clipboard-like result file.
   5. The PCE editor - does work no application should miss.
      a) Entry style independence
      b) Fields it can fill in for you.
   6. Noteworthy files within
      a) Naming conventions
      b) FAX's PCX files
      c) How to use the CC:Mail mailbox
         1) Creating mail to send