

particular day, say on January 1, a list of events for that date could be created, and this would allow a schedule of the day's activities to be continually updated by cross-referencing.

Any number of namesakes can be created, and then accessed in sequence, using CTRL - S for the next and CTRL - D for the previous occurrence. This is called a *duckshoot* sequence, so that after the last occurrence, CTRL - S will loop back to the first.

PRINTING LISTS

It is, of course, possible to print out the lists, and they are usually formatted with the indentation signifying the levels of the list. For example:

- Read manual
- Take manual from box
- Turn to contents
- Find page required
- Read page
- Return manual to box
- Start typing list
- Press CTRL - R to promote list item as new heading
- Type sub-list
- Press CTRL - C to return to previous list
- Edit list
- Press CTRL - A to alter an entry

The amount of indentation is specified by the user.

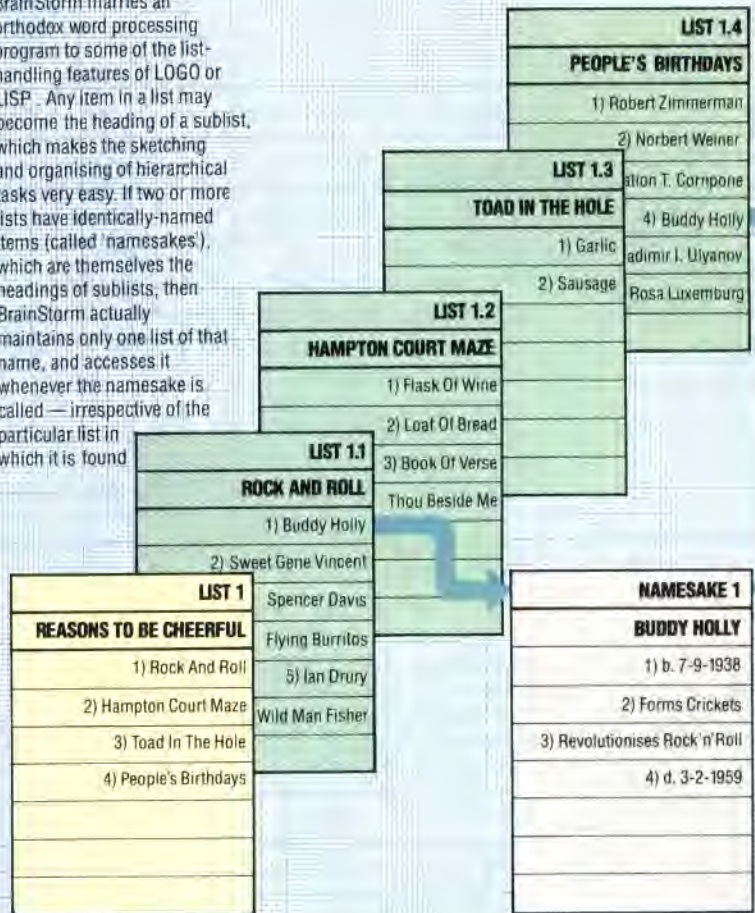
It is also possible to edit lists outside BrainStorm. If they have been saved using the Write-to-disk command, they will be recognised as documents by WordStar and other word processing programs, and can be edited, printed and, if necessary, reSAVED. This means, for instance, that BrainStorm could be used for preparing the synopsis of a book, which could then be written using a regular word processing program, accessing the BrainStorm.Doc file as the book progresses.

Because of the flexibility of the program, this process can start with the very earliest jotting down of rough ideas — again, something that is normally done on scraps of paper — which then become chapter headings (under which the contents are listed). If an item within a chapter looms large enough to become a chapter in its own right, this can easily be accomplished. Similarly, chapter headings that turn out to be less important than was thought at first can be 'demoted'.

Thus, the rough outline of the book begins to reveal itself, and since WordStar or similar programs can access BrainStorm files, the transformation of this outline into the finished manuscript flows naturally out of the earliest thought processes. It also means that it is not necessary to adopt the rather laborious procedures necessary within BrainStorm, for instance, if one wishes to print in double or triple spacing. Douglas Adams, the author of *The Hitchhiker's Guide to the Galaxy*, used BrainStorm to develop the adventure game based on his books using this method.

Listing To Port

BrainStorm marries an orthodox word processing program to some of the list-handling features of LOGO or LISP. Any item in a list may become the heading of a sublist, which makes the sketching and organising of hierarchical tasks very easy. If two or more lists have identically-named items (called 'namesakes'), which are themselves the headings of sublists, then BrainStorm actually maintains only one list of that name, and accesses it whenever the namesake is called — irrespective of the particular list in which it is found.



The program comes with a sample model (called SAMPLE.BRN), which includes the skeleton of a schedule planner, name-and-address file, a list of tasks (sub-listed as 'urgent', 'important', and 'don't forget'), plus a notebook section. This is quite valuable, and can be added to one's own models using the Merge option.

BrainStorm is easy to learn to use. The loose-leaf manual is very clear (it was written using BrainStorm itself), but the commands are always available from an on-screen menu, making constant reference to the manual unnecessary.

Not all the commands are mnemonic, so some may be hard for users to remember, but a program called INSTALLB is provided, which allows every command to be reconfigured, and the menus to be altered to conform to the new set-up. This is extremely clearly set out, and is completely menu-driven.

BrainStorm: For about 25 CP/M, MS-DOS and PC-DOS machines, including IBM, Sirius and Apricot
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