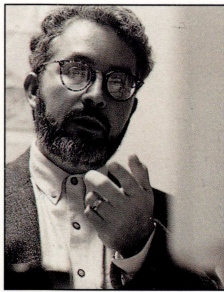


"THE STORY ON THE NEW,  
FASTER, PORTABLE SMALLTALK.  
FROM THE PEOPLE  
WHO WROTE IT."





"At Digitalk, it's not about object technology, it's about people."

Introducing the 3.0 version of Smalltalk/V®. An upgrade so extensive, we decided to rename it.

It's called Visual Smalltalk™ 3.0. The 'Visual' part refers to tightly-integrated visual tools. We'll get to those in a moment. But first, let's take a closer look at what's happened to the

If you want to compare to the 16-bit version of Smalltalk/V, Visual Smalltalk is about 200% faster overall. Window-opening, library-binding – everything is accelerated. One of our Oregon team members was heard to remark after running a library-bind: "It was so fast I didn't think it hap-

**"IT TOOK BLOOD, SWEAT AND ABOUT TEN YEARS OFF OUR LIVES. BUT IT WAS ALL WORTH IT. VISUAL SMALLTALK IS THE BEST SMALLTALK EVER."**

- Up to 25% faster computational performance
- Up to 100% faster GUI performance
- New binary format for instant Win32 and OS/2 portability, plus source code generation
- Improved reliability and crash protection features
- Built-in visual component assembly
- OS/2 support for threads and SOM/DSOM
- Smaller application footprint, with faster load times than previous version.

**VISUAL  
SMALLTALK  
HILITES**

Smalltalk language itself.

Smalltalk/V 2.0 is already the fastest Smalltalk available (*Object Magazine* benchmarks, Oct. 1994). But with Visual Smalltalk, we've increased computational performance by up to 25%.

While GUI performance has been boosted up to 100%. Your applications will run faster and you'll be able to develop new applications much more quickly.

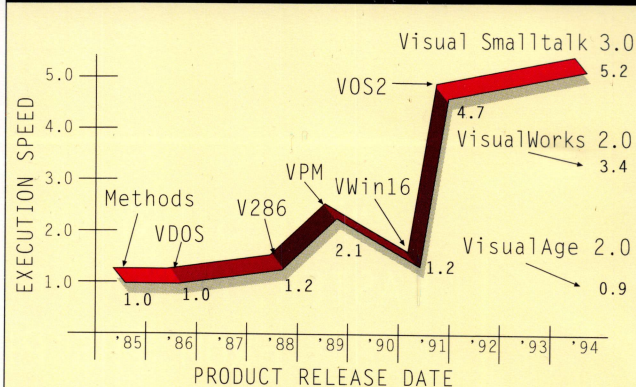
pened." We think the performance improvement alone will make you want to upgrade. Of course, there's much more.

You asked for portability between Windows and OS/2. Now you've got it. With Visual Smalltalk, you can develop

simultaneously for both platforms. In fact, we built a 200-class application that's 100% portable.

But portability doesn't come at

#### FIBONACCI BENCHMARK HISTORY



Benchmark: 12 fibonacci 1000 times - Methods 1  
(Larger number is better)





the expense of the native features in each platform. We've included on-line documentation of platform-exclusive features – so you can easily work around them. You can also access an entire library of binary portable code that can be used on both platforms without any building whatsoever. Plus, you get the source and samples for lots of stuff that we heard you've been asking for.

We also did a lot of work on features common to both Windows and OS/2. There's a new improved Smalltalk Library

Builder/Binder for faster binding and unbinding. The platform-independent drag and drop interface has been enhanced for faster development. And along with portability information, there's a full encyclopedia of classes available on line.

There's also a new object-oriented treatment of color that makes color choices 100% portable between OS/2 and Windows. An enhanced file system for easier manipulation of objects. A

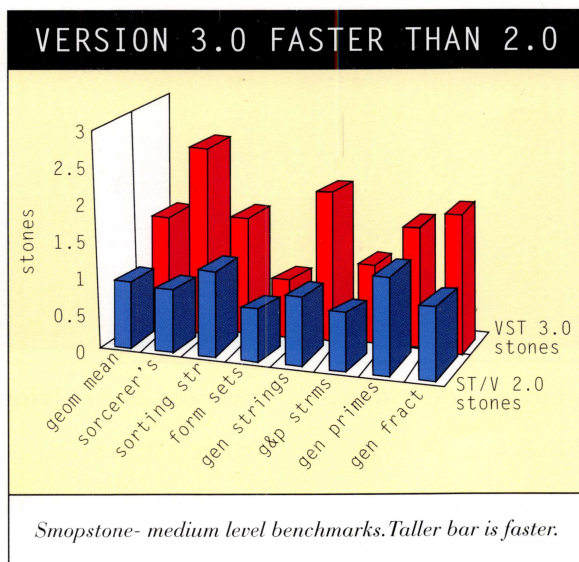
new, faster garbage collector. And finally, we've added finalization.

There's also a host of new OS/2 features that put it on par with our Win32 version, including:

- Callbacks • Exception Handling
- New Event System • Instance Mutation (development time)

Plus, we've added support for OS/2 threads and DSOM.

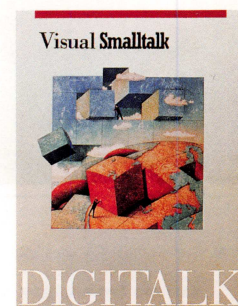
And from now on, we're committed to developing features and releases for both Win32 and OS/2 so they hit the market at the same time.



So. What else is new? Plenty. Besides delivering the fastest Smalltalk ever, we've added a proven application development environment that some of our biggest Fortune 500 clients already swear by. Now this visual tool set has been tightly integrated with the Smalltalk language, and you, as a registered Smalltalk/V user, can upgrade to it for next to nothing. Turn the page for more information on this innovative new technology from Digitalk.

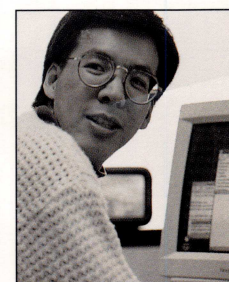


*"Now you can develop on one platform and bring it over to the other platform and run it. It's cake."*



*"Version 3.0 is so fast and small I can't believe it."*

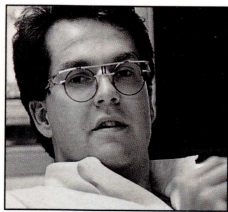
Hal Hildebrand  
Polymorphic Software, Inc.



*"Yeah, it's portable. But we didn't sacrifice the native features in Windows and OS/2 to make it portable."*







*"We've seen Window-opening performance on a complex application go from 17 seconds to just 2.5."*

At first glance, you might think it's just a GUI builder. In fact, you can build windows that are display-resolution inde-

TEST	PARTS	VISUAL
	WORKBENCH 2.0	SMALLTALK 3.0
Windows with 50 buttons	2.13	.90
Window with 30 entry fields, 30 static text fields	2.75	1.25
Notebook with 20 empty pages	2.80	.97
Application from major utility co. complex 12 page notebook	17.50	2.32
Application from major insurance co.	3.50	1.37
GUI PERFORMANCE		

*Times in seconds*

You'll watch it all on-screen. You'll link what we call 'parts' simply by drawing lines between them. Each part rep-

**"IF PEOPLE KNEW WHAT THEY COULD DO WITH THE NEW VISUAL TOOLS, IT WOULD BE ALMOST SCARY."**

*You can do more than just build a GUI - you see not only how windows look but also how they work.*

pendent - something you can't do with a lot of stand-alone GUI builders.

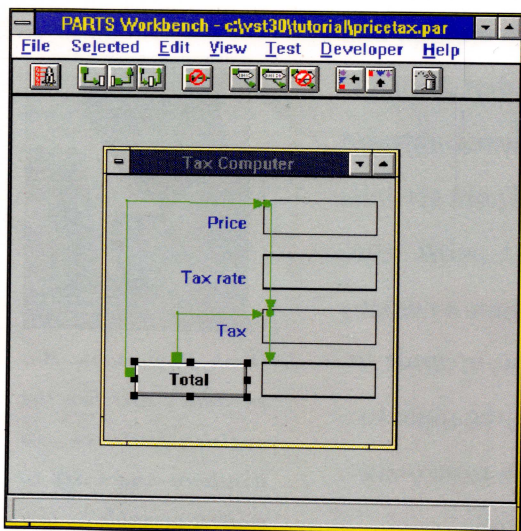
But Digitalk's visual tools reach way beyond the GUI. They comprise a complete application development environment in which you can build complex,

portable applications fast - with little or no coding. Essentially, the visual tools simplify development of event-driven applications by displaying the connection between the object which triggers an event and its effects.

resents a function of your application. Parts are reusable. Easily modified. And easy to maintain. You can create your own parts. Or use the 70+ prefabricated ones that come with Visual Smalltalk.

Some parts are visual. Things like pushbuttons, drop down lists, scroll bars, notebooks, formatted entry fields and report writers.

But there are also non-visual parts. These provide the data access and computation you need for your applications. Included are accessors for DLL functions, DDE client and server connections, a program launcher part, disk





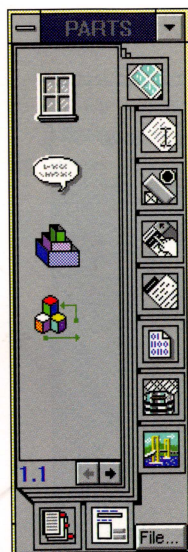
and file accessors and much more.

You can even wrap a part around existing C or other code and use it in a new application. No other technology that we know of lets you do something like that. Certainly not this easily.

In fact, the job is practically done for you when you buy prefabricated PARTS Wrappers®. You simply take your existing code, wrap it in these pre-built parts, then plug the part into whatever you're building with Visual Smalltalk.

Several PARTS Wrappers are offered by Digitalk and there's a steadily growing market in wrappers built by third-party vendors.

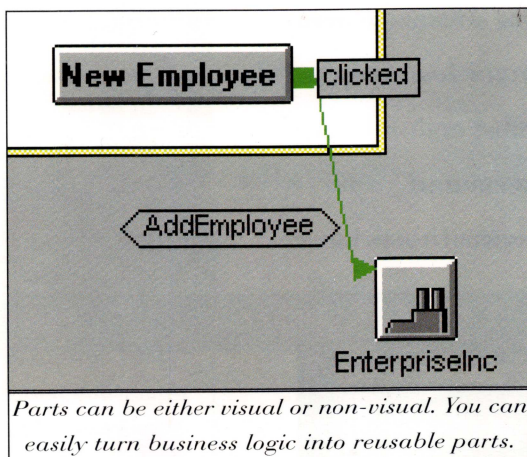
There are Wrappers for relational databases, COBOL, CICS and CASE data models from ADW. Using PARTS Wrappers, you'll leverage all the time and effort that went into your existing systems and



*Parts are organized in catalogs and over 70 high-level parts are ready for your use.*

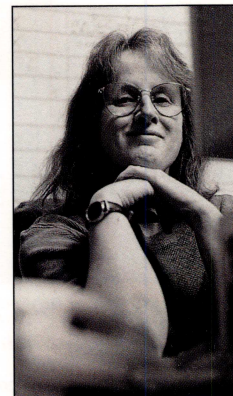
complete your new project even sooner.

PC Magazine (11/8/94) described the combination of these same visual tools and Smalltalk as "a client/server development environment that's hard to beat for sheer power and productivity." And since the idea is to build reusable parts, PC Magazine added



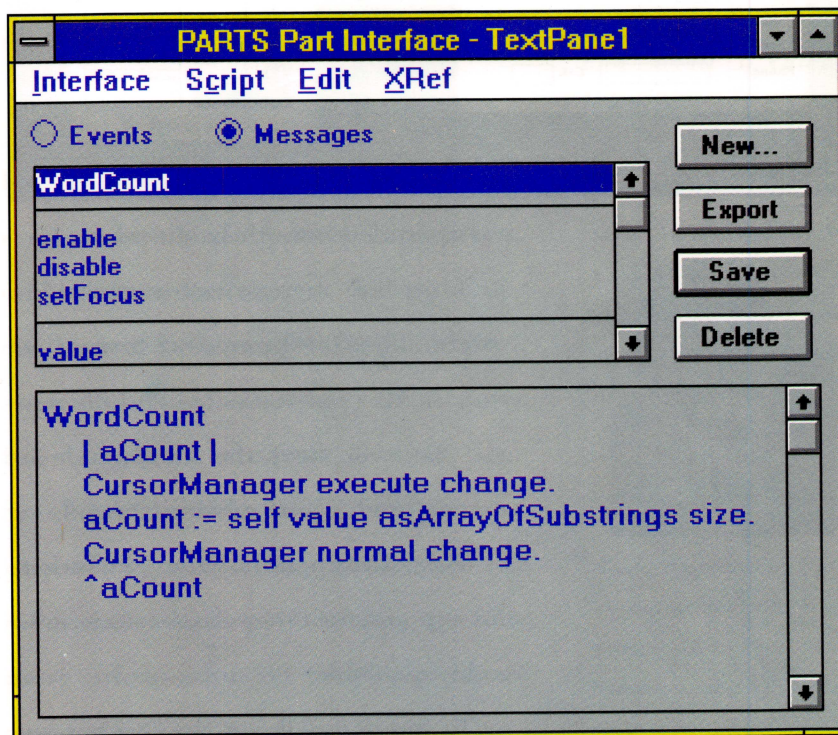
that "The more you work with the product, the better it gets."

What's more, dozens of our Fortune 500 clients have been using these tools for over 2 years to create

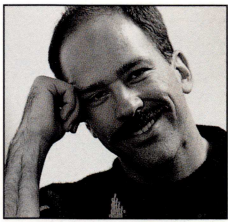


*"Starting with 3.0, we're committed to synchronized feature development and release schedules for Win32 and OS/2."*

*Individual components can be specialized by attaching new messages and events.*



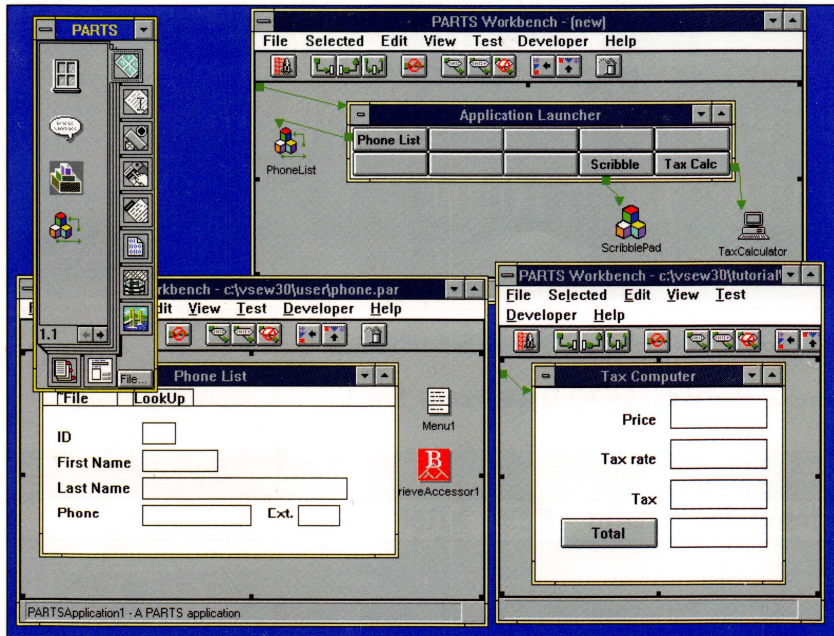




*"I've got a quote from PC Magazine. They say it's a 'highly intuitive way to write applications using very little coding'. Not bad, huh?"*

client/server systems and reduce IS backlogs. Many of them consider these tools a sort of secret weapon that gives them a strategic business advantage over their competition. Bottom line, they've been able to save months, and, in some cases, years of development time.

Now these proven visual tools have been tightly integrated with Smalltalk



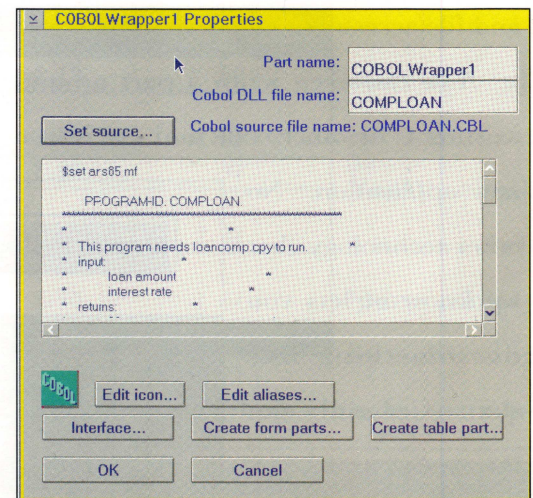
*By using nested parts and parts accessors you can visually control your memory footprint and organize your application.*

and upgraded from their last release.

They've been enhanced for Notebook, table pane and formatted entry fields (e.g. for dates and currency). And you have the source code so you can modify and subclass them.

Btrieve support has been included, and support for other databases is now readily available.

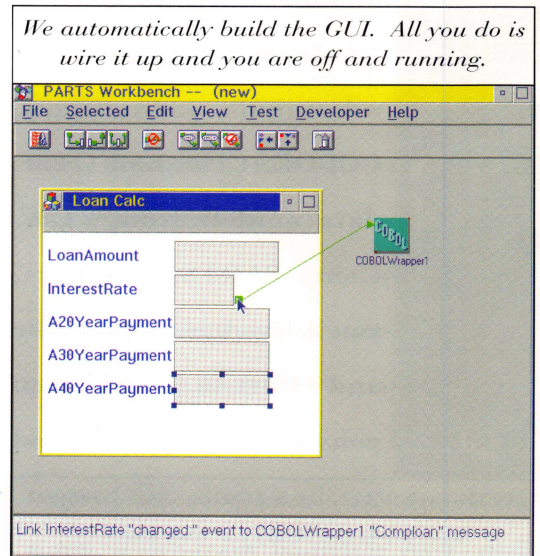
To sum it up, this is the best version



*Parts Wrappers allow you to wrap your legacy into reusable parts. You can wrap C structures, DLL's, and with our add-on components, COBOL, CICS, and other legacies.*

yet of a tool set that's contributed so much to so many of our Fortune 500 clients. A tool set that's been tightly integrated with the fastest Smalltalk ever.

Best of all, both the tools and the new Smalltalk are available for the price of a Smalltalk upgrade alone.



*We automatically build the GUI. All you do is wire it up and you are off and running.*





\$395

Visual Smalltalk isn't your typical upgrade. It took a slew of developers a slew of developer years to finish. Including more than a few late-nights and weekends squeezing out the best Smalltalk performance ever.

Smalltalk isn't everything we've said it is.

If you're a team leader, you'll also want information about our team version.

For those big, industrial-strength jobs, we put improved configuration and version control in Visual Smalltalk Enterprise.™ Besides all the Visual Smalltalk features, it provides a program-



*"4.0? We'll talk after vacation."*

"WE TOLD MARKETING NOT TO CHARGE AN ARM AND A LEG. THEY LISTENED."

The tools can save you weeks, months, maybe even years of development time. Version 2.0 of these products listed for about \$3,000.

But the whole integrated package is available to you for just \$395.

Go figure management.

To upgrade, call (800) 531-2344 and ask for extension 214. If you have questions, call (800) 546-6400. As always, there's a 60-day return privilege if Visual

THE VISUAL  
SMALLTALK UPGRADE:

Smalltalk/V 2.0	\$995.00
PARTS	
Workbench 2.0	\$1,995.00
Total	\$2,980.00

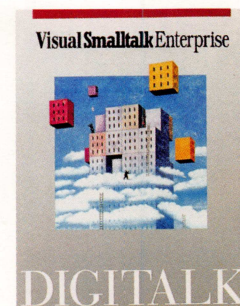
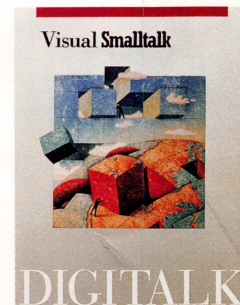
Visual Smalltalk 3.0 \$1,495.00

Visual Smalltalk Special  
Upgrade Price

\$395

ming environment in which work by a team of developers can be easily structured and coordinated. We've also added INTERSOLV's industry-standard PVCS Version Manager to protect your code investment. For more information, call (800) 546-6400.

That's the end of the story. Our development team can now enjoy a well-deserved vacation. And if you call today, you can enjoy the fastest, most powerful Smalltalk

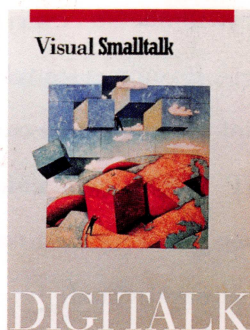


*"For team development, we've got Visual Smalltalk Enterprise."*

CALL (800) 531-2344 x 214 FOR YOUR UPGRADE TODAY.







\$395

THE VISUAL SMALLTALK UPGRADE

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EXTENSION 214



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