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Dear Developer Tools Presenter —

This is a special, Apple Eyes Only, readme. Please do not redistribute to non-Apple employees.

The topic of cross platform development — developing one set of sources that can be used on Macintosh, Windows, and X-Windows — is an area of strong interest among both in-house and commercial developers. Currently, Apple is in the process of developing our cross platform development strategy. A future version of this presentation will describe this strategy, and what it means for our customers.

In the absence of a concrete strategy with a schedule for deliverables, please use your judgment in discussing this subject with your customers.

Developer Tools Product Management feels you can say that Apple is committed to supporting our customers in developing software. We are also aware that in today's world, developers must target more than one platform — in most cases this means Macintosh and Windows — and are working to reduce the burden involved in doing this.

As a indication of our commitment in this area, point to the development of cross-platform standards like our licensing of AppleTalk, DAL the XTND technology, and OMI — Open Mail Interface.

If you have any questions on presenting this subject, please feel free to contact me, Jordan Mattson at AppleLink Mattson1.