README.

This is a public domain release of Yerk. It is an object oriented language based on a Forth Kernel with some major modifications. It was originally known as Neon, developed and sold as a product by Kriya Systems from 1985 to 1988. Several of us at The University of Chicago have maintained Yerk since its demise as a product, and Kriya has now decided to release all sources of Neon into the public domain with the restriction that all references to the name 'Neon' be deleted because of possible trademark conflicts. Hence the name Yerk, which is at least not an acronym for anything, but rather stands for Yerkes Observatory, part of the Department of Astronomy and Astrophysics at U of C.

The manual has been updated to reflect most updates and changes from the last release of Neon 2.0 to the current version of Yerk 3.3. I'm sure that some things are not explained correctly, omitted, or are just plain wrong. I would appreciate receiving any comments, corrections or ideas concerning the manual or the application.

In addition to the example sources that Kriya issued with Neon are some examples of my own, just to show how to use some of the additional classes of Yerk.