

# Washington Apple Pi



Journal of Washington Apple Pi, Ltd.

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Number 10

## Highlights

- Review of Coins Plus, Stamps, Stamps World
- A Better Mouse(Trap): ADB Turbo Mouse (pgs 16 & 46)
- Best of the Apple Items from the TCS
- Softviews: Microsoft Mail
- On HyperCard: Scrolling Fields
- The Software Mac People Prefer

## In This Issue

Officers & Staff, Editorial ..... 3

President's Corner ..... Robert C. Platt 4

Classifieds, Comm. Classifieds, Job Mart, General Info ..... 5

Q & A ..... Robert C. Platt 6

WAP Hotline ..... 8

WAP Calendar, SIG News ..... 9

Review of Coins Plus, Stamps, etc ..... George Koelsch 10

Introduction to Large-Text Joyreader Disk ..... Phil Shapiro 12

August IIGS SIG Meeting Report ..... Ted Meyer 14

A Better Mouse (Trap): ADB Turbo Mouse ..... Ray Settle 16

Event Queue ..... 16

Autoprompter+ (Apple II): A Review ..... Bob Oringel 17

Best of the Apple Items from the TCS ..... Lou Pastura 18

On the Trail of the Apple /// ..... Dave Ottalini 22

Confessions of an Apple /// Sysop ..... Jim Suthard 24

GameSIG News ..... Steven Payne 26

Tetris for the Mac: A Review ..... Steven Payne 26

Sherlock—Riddle of Crown Jewels: A Rev. .... Steven Payne 27

Annapolis Apple Slice News ..... Katherine M. Cave 28

GameSIG Meeting Report: August 23 ..... Karen Rall 29

Glossary of Computer Jargon: Devil's Dict. .... Joe Kelley 30

Apple II Meetings ..... Ray Hakim 34

Can Your Micro Pay Its Way: A Bibliog. .... Kim Cimmery 35

Columbia Apple Slice News ..... Tim Childers 36

WAP Budget Summary: YE 5/31/89 ..... Ed Myerson 38

Answers to Last Month's WAPAcrostic ... Dana J. Schwartz 38

FedSIG News ..... John Nelson 39

MacNovice: MacSpeak contd ..... Ralph J. Begleiter 40

AVSIG (Art & Video SIG) ..... Nancy Seferian 41

Softviews ..... David Morganstein 42

Macinations ..... Robb Wolov 46

Macintosh Shortcuts I & II: A Review ..... Ian M. Thal 47

Macintosh Bits and Bytes ..... Lynn R. Trusal 48

MacinAround ..... Eric Rall 52

The Macintosh Bible: A Review ..... Chuck Sicard 54

Pascal News ..... Robert C. Platt 54

Stepping Out II™—If You Like Blind Dates .Chuck Sicard 56

HyperCard SIG News ..... Robert C. Platt 58

Amanda's Stories: A Review ..... Karen Rall 58

On HyperCard: Scrolling Fields ..... Kenneth Knight 62

The Software Mac People Prefer ..... Louis C. Pecora 66

Software Under Review ..... David Morganstein 72

Best of the Mac Items from the TCS ..... Bill Baldrige 74

Mac Disketeria News ..... David Weikert 80

Excel SIG Report ..... Larry Feldman 85

Index to Advertisers ..... 85

New Apple /// PD Disks ..... David Ottalini 86

WAP Tutorials ..... Lynn R. Trusal 86

Disketeria Order Form ..... 87, 88

Tutorial Registration, Index to Authors ..... 88

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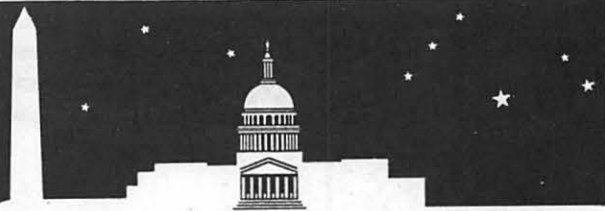


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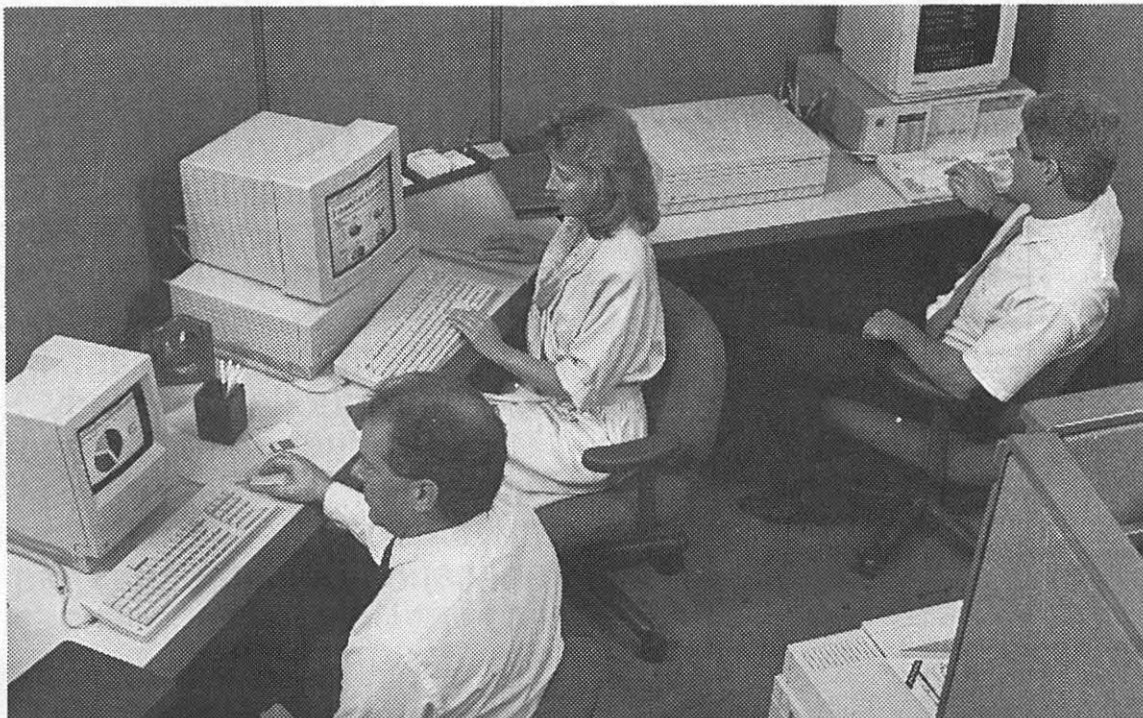
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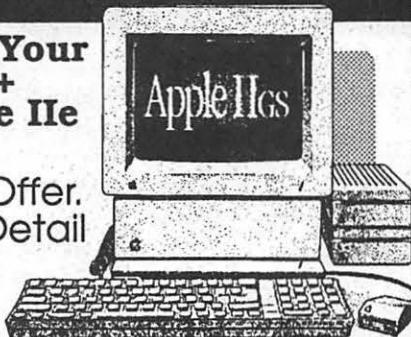
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## Washington Apple Pi, Ltd.

8227 Woodmont Avenue, Suite 201

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# CO-EDITORIAL

Again, we put forth the call to you Apple II users to submit articles to the Journal. They don't necessarily have to be long and learned (though we like those, too)—a writeup of your favorite new software, how-to tips, or a comparison of word processors. Whatever you are doing with your Apple II is bound to be of interest to someone else.

We have been getting comments about how few Apple II articles have appeared in some of the recent Journals. We would like to have a more balanced diet of Apple II and Mac, but we can only print what is written. Please, won't you help us (and other

Pi members) by answering this call? Send us your article on a 5.25" or 3.5" Apple II disk, either ProDOS, DOS 3.3 or CP/M—text files, AppleWorks files, whatever. We'll take it from there!



# PRESIDENT'S CORNER

by Robert C. Platt



WAP's Tenth Anniversary Celebration is rapidly approaching. We have been negotiating with Apple in an effort to line up an impressive series of

speakers to commemorate the event.

Our tentative plans also include a tenth anniversary banquet and a special issue of the WAP Journal to observe this important milestone.

**Visa and MasterCard.** Following up on a recommendation of our membership committee, WAP is now able to accept Visa and MasterCard in payment for memberships. WAP's Board is also considering the use of credit cards on group purchase items, but may charge a small fee. We are also studying ways to use credit cards for accepting memberships over the phone or for automatic renewals of memberships. Please share your suggestions with us on how WAP can best use this new service.

**AppleLink.** Apple has been sponsoring an on-line bulletin board for its dealers and user groups call AppleLink. Apple is now expanding a form of this service to individual users, called "AppleLink—Personal Edition." This service is currently available using a special communications program for the Apple II, although a Mac version will be ready soon. I've been very impressed with both the quality of AppleLink's information and its ease of use. WAP is distributing information at our September meeting about a free offer for the communications software necessary to access this on-line system. The offer expires September 30.

**NeXT.** By now, most of you should have heard that Steve Jobs' long-awaited computer for the education market will make its debut on October 12. Rumor has it that the machine will feature the Unix operating system running a graphics user interface. Jobs rented the posh Davies Symphony Hall for the announcement. I would be interested in hearing from members who gain access to the machine, and I wonder whether we have sufficient interest to form a SIG. (Maybe we could devote a SIG to "Observing Steve Jobs," a topic which can be sufficiently absorbing all by itself.)

**Fourth Dimension.** Speaking of SIGs, Norton Baron is organizing our 4th Dimension SIG. (If you are interested, call him at 652-1783 between 8 and 10:30 pm. on any evening.) WAP was pleased to arrange for Guy Kawasaki, President of ACIUS, to be the keynote speaker at the Capital Microcomputer User Forum (CMUF). ACIUS is eager to support 4D user groups, such as our new SIG.

**CMUF.** WAP, Capitol PC, and several other local groups joined forces to sponsor a conference in September. It is probably the only computer conference held in DC which featured free speakers and programs. In addition to the direct benefit to those who attended, CMUF also provided WAP with the opportunity to recruit new members and gain added media

visibility. Next year, CMUF will be held under the new name, FedMicro. I hope that it will offer as successful a program.

CMUF took a lot of work. Principal credit goes to *Dan Adkins*, who served as WAP's representative on the planning committee. Other WAP members on the committee were *Steve Broughall, Jr.* and *Marc Ostroff*. WAP members participating in the seminars were: *Rick Chapman, Judy Fabrikaut, Dennis Kirschbaum, John Love, Marty Milrod, John Nelson, Tom Piwowar, Bob Shaffer, Charlie Stone, Bernie Urban, and Gail West*. Staffing WAP's booth were: *Bill Baldrige, Russ Bradley, Ray Hakim* and *Nancy Seferian*. Many thanks for a job well done.

**AppleFest.** September also featured AppleFest in San Francisco. *Jim and Nancy Little* and *Allan Levy* trekked to the West Coast to staff our booth there.

**MacWorld.** Boston MacWorld was fascinating, and the WAP booth there was well received. I can't add much to Bob Shaffer's report in the September WAP Journal. I should report that MacWorld also included a number of important Apple user group meetings. HyperCard users saw the expansion of AHUG to the general public (See the HyperCard SIG news.) Apple is also announcing the formation of a Professional Exchange (APX) to cater to the needs of corporate users. We also attended meetings to discuss the formation of a federation of Apple user groups.

Many thanks to *Marty Milrod*, our MacWorld Coordinator. Assisting Marty on our Boston efforts were: *Nancy and Dick Byrd, Larry Halff, Jay Heller, Kenneth Knight, Eric Rall, Chase Ridgely, Jr., Bob Shaffer, Chuck Sicard, Lynn Trusal* and *Gena and Bernie Urban*. Marty is already planning our efforts for next April, when MacWorld comes to Washington. Please call him if you can help.



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**FOR SALE:** Apple Iigs system. Includes Woz Edition Iigs with 256K RAM, keyboard, mouse, Sony Trinitron KV-1311 CR Hi-Res monitor, Apple Unidisk 3.5" 800K disk drive, Apple 5.25" 140K disk drive PLUS Apple Writer word processor, FlashCalc spreadsheet, MousePaint graphics software. \$1375. Call Fernando at 202-291-3640.

**FOR SALE:** Apple ///, 256K, 2 disk drives, Monitor ///, CP/M Softcard, 300bps modem with assorted software. In very good condition. \$300 or best reasonable offer. Call John Casadonte at 919-846-0044.

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## COLUMBIA SLICE MEETING

Attention: Columbia—Howard County area Apple II and Macintosh users. Columbia Slice of Washington Apple Pi will meet on Thursday, October 6, 7 PM at the Miller Branch of the Howard County Library, 9421 Frederick Road, Ellicott City. Details: Contact Tim Childers at (202) 646-5939. ☎

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**Mailing Notice:** Change of address must be postmarked at least 30 days prior to effective date of move. Journal issues missed due to non-receipt of change of address may be acquired via mail for \$2.50 per issue.

Current office hours are:

Monday - Saturday - 10 AM to 2:30 PM  
Tuesday - 7 PM to 9:00 PM  
Saturday \* - 10 AM to 2:30 PM

Please note that the office is closed on all U.S. Government holidays. Members are asked to place phone calls to the office during the day hours Monday - Friday whenever possible, since only one person staffs the office during evening hours and on Saturday.

\* Please note that beginning October 1, Saturday hours are the same as M-F day hours. The office is not currently open on Thursday evenings.

# Q & A

by Robert C. Platt

**Q.** What are the advantages to upgrading to IIgs System Disk 3.2 from version 3.1?

**A.** Admittedly, there are not many. However, the new system will load faster and fixes a number of bugs. Given the rumors about the imminent release of a new ProDOS 16, the typical user many not find this update worth the effort. To get a copy, take a disk to your local Apple dealer, purchase a copy from the WAP Disk Library, or download it from several on-line services. (We expect it to be on the WAP TCS shortly.)

The update still includes a ProDOS 16 which is merely an adaptation of ProDOS 8. The "new" disk operating system will be a complete rewrite that is allegedly based upon the Mac's operating system.

**Q.** I have an Apple IIgs and am writing an Applesoft program to display a menu for selecting several other programs, including some games. Some programs don't care whether the IIgs CPU speed is slow or fast, but the games are impossible to play in fast mode. How can I adjust the speed without expecting the user to master the control panel?

**A.** The April 1987 Open Apple offers the following Applesoft routines:

10 REM slow down

```
20 I=PEEK(49206): IF I>127 THEN POKE  
49206,I-128
```

10 REM speed up

```
20 I=PEEK(49206): IF I<128 THEN POKE  
49206,I+128
```

Open Apple is an excellent source of programming knowledge. For a sample issue write: P.O. Box 11250, Overland Park, KS 66207.

**Q.** What is EAMON?

**A.** Eamon is an Applesoft-based adventure game. Over 150 Eamon adventures exist and the WAP Disk Library includes 45 of them. To play, you must have the master Beginners Cave disk as well as the disk for the adventure you wish to play. It is advisable to play with a back-up copy of the adventure disk, because Eamon adds files to the disk as you use it. (These files have interesting names, such as FRESH MEAT.) Eamon runs on the Apple II+, //c, //e and IIgs. If you are mid-adventure and you get an error which boots you out of the game type at the ] prompt:

```
POKE 51,0: GOTO 2040
```

This will get your characters back to the main hall from most Eamon adventures. Many of the early Eamon adventures, including the Beginners Cave have a bug regarding the character's spell ability. To fix it change line 7520 of the Benners Cave or line 11520 of the other adventures to:

```
RL=INT(100*RND(1)+1):IF RL>S2%(S) THEN  
S2%(S)=S2%(S)+2:SA%(S)=SA%(S)+2
```

Tom Zuchowski, 7625 Hawkhaven Dr., Clemmons, NC

27012, has organized an Eamon Users Group. Contact him for more information.

**Q.** What is a DIF file?

**A.** DIF stand for "data interchange format." It was developed by the authors of VisiCalc to help users import or export data out of spreadsheet programs.

**Q.** I want to import my VisiFile DIF file into an AppleWorks database. It won't work. What's wrong?

**A.** DIF files have two parts. The header section gives information on the structure of the data. The data section gives the values in the spreadsheet. DIF files were designed to be read by Applesoft, and it is easy to write a program to read a DIF file once you understand the format.

Four header entries are required of every DIF file:

TABLE

0,1

"file name"

VECTORS

0,V

""

TUPLES

0,T

""

DATA

0,0

""

The number of rows substitutes for the V, and the number of columns substitutes for the T. Some programs, such as VisiFile, added additional headers. Although the official DIF specifications permit such optional headers, AppleWorks will refuse to read files with optional headers.

Data elements are in records which are two lines long. The first line has two values, a type indicator and a number value separated by a comma. The type indicator has three values: -1 means this is either the beginning of a tuple or an end of data signal. In this case, the second value will be either BOT or EOD. A 0 indicates a numeric value. In this case, the second line will be a V for value, NA for not available, ERROR for an error cell, TRUE or FALSE. A 1 indicates a string value. The number value then is 0 and the string value appears on the second line. Here are some examples:

The end of a row would be:

-1,0

BOT

A string would be:

1,0

"My label"

A number would be:

0,3.1415

V

The end of data would be:

-1,0

EOD





An Applesoft program to read a VisiFile DIF output for conversion to AppleWorks would be:

```

10 D$=CHR(4)
20 INPUT "FILENAME?",F$
30 O$=F$+"1"
40 PRINT D$;"OPEN ";F$
50 PRINT D$;"OPEN ";O$
60 PRINT D$;"READ ";F$
70 INPUT T$
80 IF T$<"TABLE" THEN 1000
90 GOSUB 900
100 INPUT T$
110 IF T$<"VECTORS" THEN 1000
120 GOSUB 900
130 INPUT T$
140 IF T$<"TUPLES" THEN 1000
150 GOSUB 900
160 SKIP OVER OPTIONAL HEADERS
170 INPUT T$
180 IF (T$<"DATA") AND (T$<"EOD") THEN
    GOTO 170
190 IF T$="EOD" THEN 1000
200 GOSUB 900
210 REM LOOP TO COPY DATA ELEMENTS
220 INPUT A$,B$
230 INPUT C$
240 PRINT D$;"WRITE ";O$

```

```

250 PRINT A$;"",B$
260 PRINT C$
270 IF C$<"EOD" THEN PRINT D$;
    "READ ";F$;GOTO 220
280 PRINT D$;"CLOSE"
290 PRINT "FILE CORRECTED AND
    NAMED ";O$
300 END
890 REM READ & WRITE HEADER RECORD
900 INPUT A$,B$: INPUT C$
910 PRINT D$;"WRITE ";O$
920 PRINT T$: PRINT A$;"",; PRINT B$:
    PRINT C$
930 PRINT D$;"READ ";F$
940 RETURN
1000 REM ERROR ROUTINE
1010 PRINT D$;"CLOSE"
1020 PRINT "INPUT FILE NOT IN DIF FORMAT."
1030 END

```

Note that the custom loops are needed to preserve the commas between data entries on the same line. An INPUT command with only one variable would ignore all information after the first comma on any line in the data file. After running this program, import the data into the spreadsheet portion of AppleWorks. You can then change the file from row-oriented to column oriented. The data base portion of AppleWorks will only accept column oriented DIF files. ☺

## FEDERAL COMPUTER CONFERENCE EXPOSITION AND DEFENSE & GOVERNMENT COMPUTER-GRAPHICS SHOWCASE

Taking place at the Washington D.C. Convention Center on October 26-28 are the Federal Computer Conference Exposition and the Defense and Government Computer-Graphics Showcase. Together, this Exposition presents nearly 400 displays by the leading vendors of hardware, software, communications, support and other services.

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### EXPOSITION HOURS

Wednesday, October 26: 10 AM-4 PM  
 Thursday, October 27: 10 AM-4 PM  
 Friday, October 28: 10 AM-3 PM



CHECK ONE:		CHECK ONE:
<input type="checkbox"/> 1. Federal Gov't-Civilian	<input type="checkbox"/> 3. State, County, Municipal Gov't	JOB FUNCTION:
<input type="checkbox"/> 2. Federal Gov't-DOD	<input type="checkbox"/> 4. Non-Government	
CHECK ALL THAT APPLY:		<input type="checkbox"/> MIS/DP Management <input type="checkbox"/> MIS/DP Staff <input type="checkbox"/> Engineering Management <input type="checkbox"/> Engineering Staff <input type="checkbox"/> Agency/Department Management <input type="checkbox"/> Agency/Department Staff <input type="checkbox"/> Purchasing/Procurement-Management or Staff <input type="checkbox"/> Other _____
<b>PRODUCT INTEREST</b> <b>Hardware:</b> <input type="checkbox"/> Supercomputers <input type="checkbox"/> Mainframes <input type="checkbox"/> Minis <input type="checkbox"/> Micros <input type="checkbox"/> Security Products or Systems <b>Software for:</b> <input type="checkbox"/> Mainframes <input type="checkbox"/> Minis <input type="checkbox"/> Micros <input type="checkbox"/> Artificial Intelligence		
<b>Communications:</b> <input type="checkbox"/> Data <input type="checkbox"/> Voice <input type="checkbox"/> Networking Products or Services <b>Other:</b> <input type="checkbox"/> Systems Integration <input type="checkbox"/> Computer Graphics <input type="checkbox"/> Computer Supplies		

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# WAP HOTLINE

For Use by WAP Members Only

Have a problem? The following club members have agreed to help other members. PLEASE, keep in mind that the people listed are VOLUNTEERS. Respect all telephone restrictions, where listed, and no calls after 10:00 PM except where indicated. Users of the Hotline are reminded that calls regarding commercial software packages should be limited to those you have purchased. Please do not call about copied software for which you have no documentation. Telephone numbers are home phones unless otherwise specified. When requests are made to return calls, long distance will be collect.

## Apple II

<b>General</b>	Dave Harvey (703) 578-4621
(after 2:15 pm)	John Wiegley (703) 437-1808
<b>Accounting Packages</b>	
BPI Programs	Jaxon Brown (301) 350-3283
BPI & Howardsoft (Tax)	Otis Greever (615) 638-1525
Dollars & Sense	Barry Fox (717) 652-2899
Home Accountant	Leon Raesly (301) 431-0853
APPLE SSC	Bernie Benson (301) 951-5294
AppleWorks	Ken DeVito (703) 960-0787
	Bob Martz (301) 795-5689
	Ray Settle (301) 647-9192
	Harry Erwin (703) 391-0295
	Michael Osborn (301) 505-1637
	Morgan Jopling (301) 261-3886
<b>AppleWorks Data Base</b>	
<b>Communications Packages</b>	
ProTerm	Allan Levy (703) 340-7839
Talk is Cheap/Pt. to Pt.	Barry Fox (717) 652-2899
<b>Data Bases</b>	
dBase II	John Staples (703) 255-6955
dBase II&III, Data Perfect	Leon Raesly (301) 431-0853
Profiler 3.0	Barry Fox (717) 652-4328
Dvorak Keyboard	Ginny Spevak (202) 362-3887
<b>Hard Disks</b>	
CMC (not CMS)	Barry Fox (717) 652-4328
Corvus & Omnet	Tom Vier (BBS) (301) 986-8085
Corvus	Leon Raesly (301) 431-0853
Sider	Jaxon Brown (301) 350-3283
	Otis Greever (615) 638-1525
	Michael Osborn (301) 505-1637
<b>Hardware - //c</b>	
<b>Languages (A=Applesoft, I=Integer, P=Pascal, M=Machine)</b>	
A	Louis Biggie (301) 967-3977
A	Peter Combes (301) 251-6369
A	Leon Raesly (301) 431-0853
A, I, M (after 2:15 pm)	John Wiegley (703) 437-1808
A, I, M	John Love (703) 569-2294
M	Ray Hobbs (BBS) (301) 490-7484
P	Michael Hartman (301) 445-1583
C and TML Pascal	Harry Erwin (703) 391-0295
<b>Operating Systems</b>	
Apple DOS (after 2:15)	John Wiegley (703) 437-1808
CP/M	Art Wilson (301) 774-8043
ProDOS	John Love (703) 569-2294
(after 2:15 pm)	John Wiegley (703) 437-1808
ProDOS 8 and 16	Barry Fox (717) 652-2899
RWTS, Disk structure	John Wiegley (703) 437-1808
Print Shop	Thomas O'Hagan (301) 593-9683
<b>Newsroom</b>	
<b>Spreadsheets</b>	
MagicCalc&SuperCalc2.0	Walt Francis (202) 966-5742
	Leon Raesly (301) 431-0853
	Terry Prudden (301) 933-3065
<b>Telecommunications</b>	
TimeOut Series	Allan Levy (301) 340-7839
Utilities: ProSel	Morgan Jopling (301) 261-3886
Word Processors	Barry Fox (717) 652-2899
Apple Writer II	Walt Francis (202) 966-5742
	Dianne Lorenz (301) 530-7881
	Leon Raesly (301) 431-0853
	Leon Raesly (301) 431-0853
Letter & Simply Perfect	Leon Raesly (301) 431-0853
Mouse Write	Barry Fox (717) 652-2899
ScreenWriter II	Peter Combes (301) 251-6369
	Gene Carter (202) 363-2342
	Jon Vaupel (301) 593-3316
Word Handler	James Edwards (301) 585-3002
Word Perfect	Henry Donahoe (202) 298-9107
	Art Wilson (301) 774-8043
Word Star	Michael Osborn (301) 505-1637

## Apple IIGs

<b>General</b>	Barry Fox (717) 652-2899
General/Monitor	Neil Walter (301) 946-4526
General/Paintworks Plus	Paul Tarantino (703) 455-7670
//e Upgrade	Morgan Jopling (301) 261-3886
APW	Andy Gavin (703) 734-3049
	Jim Frison (703) 525-9395
	Rich Sanders (703) 450-4371
Deluxe Paint II	Barry Fox (717) 652-2899
GS-BASIC	Ray Settle (301) 647-9192
Multiscribe GS	Chuck Ward (til 9 pm) (703) 830-3720
Newsroom/Pinpoint	Dale Smith (301) 762-5158
Telecommunications	Allan Levy (301) 340-7839

<b>TimeOut Series</b>	Chuck Ward (til 9 pm) (703) 830-3720
& Utilities: ProSel	Barry Fox (717) 652-2899
VIP-Pro/Multiscribe	Jim Frison (703) 525-9395
816 Paint/Writr's Ch. El.	Andy Gavin (703) 734-3049

## Macintosh

<b>General</b>	Jeff Alpher * (301) 630-2036
	Bob Wilbur (703) 379-2960
	Donald Schmitt (717) 334-3265
	Jay Williams (202) 728-5932
	Doug Ferris (day) (800) 826-4768
<b>Art and Video</b>	
<b>Borland Products</b>	
<b>Data Bases</b>	
4th Dimension	Bob Pulgino (202) 474-0634
FileMaker Plus	Tom Parrish (301) 654-8784
Helix	Jim Berry * (703) 662-0640
	Harvey Levine (301) 299-9380
	John Love (703) 569-2294
	John Spencer (301) 730-1084
	Paul Tabler (703) 278-8657
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	Bill Baldrige (301) 779-8271
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	Ling Wong (703) 378-5102
	Bill Baldrige (301) 779-8271
	Tom Parrish (301) 654-8784
	John Love (703) 569-2294
	Holger Sommer (301) 474-3467
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<b>Desktop Publishing</b>	
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	Michael Hartman (301) 445-1583
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	Chuck Sicard (301) 963-2879
	Jay Lucas (703) 751-3332
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	Jim Graham (703) 370-5737
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	Bill Baldrige (301) 779-8271
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<b>Telecommunications</b>	
ThinkTank/More	
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	Harris Silverstone (301) 435-3582
	Bill Baldrige (301) 779-8271
<b>WriteNow</b>	
<b>General</b>	
Franklin & Laser 128	Bob Martz (301) 795-5689
Games - Apple II	Charles Don Hall (301) 864-2715
(2:15 on)	John Wiegley (703) 437-1808
Games - Mac	Perri Mongan (301) 572-5459
IBM	Ray Hobbs (BBS) (301) 490-7484
	Leon Raesly (301) 431-0853
	Mark Pankin (703) 524-0937
	Allan Levy (301) 340-7839
	Bernie Benson (301) 951-5294
	Allan Levy (301) 340-7839
	Ray Hobbs (BBS) (301) 490-7484
	Walt Francis (202) 966-5742
	Leon Raesly (301) 431-0853
	Jeff Dillon (301) 662-2070
	David Morganstein (301) 972-4263
	Robert Wood (703) 893-9591

\* Calls until midnight are ok.

**\* October 1988 \***

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1 HyperTalk for Beginners Tutorial 9-12AM Office
Deadline for Journal articles is Wednesday Octber 5 -->	3 PI-SIG 7:30 PM Office	4 Apple IIGs Beginning Tutorial #1 7:30-9PM Office	5 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	6 GameSIG 7:30 PM Office; Columbia Slice 7PM Miller Libr.	7	8 HyperTalk for Intermediates Tutorial 9-12AM Office
Monday October 10 --> Columbus Day Office Closed	10 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	11 Apple IIGs Beginning Tutorial #2 7:30-9PM Office	12 Executive Board 7:30 PM Office	13 Stock SIG 8:00 PM Office	<-- Thursday October 13 No. VA Mac Intro. Tutorial	15
16	17 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	18 Apple IIGs Beginning Tutorial #3 7:30-9PM Office	19 Excel SIG 7:00 PM Office; AVSIG 6:30 PM 1130-17th St DC	20 Pascal SIG 8:00 PM Office	<-- Thursday October 20 No. VA Mac Interned. Tut.	22 WAP Meeting 9:00 AM USUHS
Monday October 24 --> IIGs SIG Mtg. 7 PM - Va.	24 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	25 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	26 Apple /// SIG 7:30 PM Office	27 Telecom SIG 7:30 PM Office	<-- Thursday October 27 No. VA Mac Productivity Tut.	29 Note: New Saturday Office Hrs. beg. Oct 1 are 10 - 2:30
30	31 4th Dimensn. Tutr. 7:30 Office					

**\* November 1988 \***

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 Apple II+,e,c Beginning Tutorial #1 7:30-9PM Office	2 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	3 GameSIG 7:30 PM Office; Columbia Slice 7:00 PM	<-- Thursday November 3 No. VA Mac Intro. Tutorial	5
6	7 PI-SIG 7:30 PM Office	8 Apple II+,e,c Beginning Tutorial #2 7:30-9PM Office	9 Executive Board 7:30 PM Office	10 Stock SIG 8:00 PM Office	<-- Thursday November 10 No. VA Mac Interned. Tutr.	12 AppleWorks Tutr. 9-12 AM Office *Tentative*
13	14 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	15 Apple II+,e,c Beginning Tutorial #3 7:30-9PM Office	16 Excel SIG 7:00PM Office; AVSIG 6:30 PM 1130-17th St DC	17 Pascal SIG 8:00 PM Office	<-- Thursday November 17 No. VA Mac Productivity Tut.	19
20	21 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	22 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	23 Apple /// SIG 7:30 PM Office	24 Happy Thanksgiving!	25	26 WAP Meeting 9:00 AM USUHS
27	28 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	29	30			

**SIGNEWS**

Apple IIGS SIG meets on Monday after the regular WAP meeting. See IIGS SIG Meeting Report elsewhere in this issue.  
 Apple /// SIG meets on the 4th Wednesday at 7:30 PM in the WAP office. The next meeting will be October 26.  
 AV-SIG (arts and video) meets on the 3rd Wednesday at 6:30 PM, 1130 - 17th St NW, DC. Next meeting is Oct. 19.  
 Columbia Slice meets on the 1st Thursday, 7PM, at the Miller Branch Library, 9421 Frederick Rd., Ellicott City MD.  
 dPub SIG (Desktop Publishing) meets on the 1st Wednesday at 7:30 PM in the PEPCO Auditorium at 1900 Penn. Ave., NW. The next meeting is on October 5.  
 EDSIG is the education special interest group. For information, call Peter Combes at 251-6369.  
 Excel SIG meets on the 3rd Wednesday of the month at 7:00 PM at

the office. See their news elsewhere in this issue.  
 Fed(eral) SIG - See their news elsewhere in this issue.  
 GameSIG meets on the 1st Thursday of the month at the office, 7:30 PM. The next meeting will be on October 6.  
 HyperCard SIG meets after the WAP monthly meeting.  
 Mac Programmers meet on the 1st Wednesday of the month at the office, 7:30 PM. The next meeting is October 5.  
 MusicSIG meets on the 2nd Saturday of each month. Call Bill Bittle (301) 236-9898 for details.  
 FIG, the Pascal Interest Group, meets on the 3rd Thursday at 8:00 PM at the office. The next meeting is October 20.  
 PI-SIG (Program Interface) meets on the 1st Monday of the month, 7:30 PM at the office.  
 Stock SIG meetings are on the second Thursday of each month at the office, 8 PM. The next meeting is October 13.  
 Telecom SIG meets on the fourth Thursday of each month at 7:30 PM at the office.

# REVIEW OF COINS PLUS, STAMPS AND STAMPS WORLD

by George Koelsch

In the July issue of COINS magazine, I reviewed eight software packages dealing with coin collection management. One package clearly rose to the top, COINS by COMPU-QUOTE. Its 8.20 rating captured the highest position, out of a possible 10. Only COINS provided an automatic update capability.

The best just got better with the arrival of the new version, COINS PLUS for both the Apple II line (DOS 3.3) and the Macintosh (one of the few for the Mac). In addition to improving COINS, COMPU-QUOTE has expanded its software for collectors to philatelists, with STAMPS and STAMPS WORLD. The same quality and features that made COINS such a desirable package have been included in these new programs. COMPU-QUOTE's address is 6914 Berquist Avenue, Canoga Park, CA 91307.

STAMPS with one country and COINS PLUS each cost \$95 for the software system, including the most current update. Further annual updates cost \$25 each. Additional countries for STAMPS cost \$45.00 each. Those available are US, Great Britain, Canada and the rest of British North America, Germany, and the United Nations. STAMPS WORLD cost \$65, and no updates are available.

The PREVIEW PACK, the demo disk, is available and costs \$15. If you do not like it, you may have your \$15 refund. Or, you can use that \$15 against your purchase of COINS.

## FEATURES

Since a lot of the functions of the two packages are similar, I'll describe COINS PLUS, and mention the differences for stamps.

The menu options are the same for both programs, except where the word 'stamps' is replaced by 'coins.' 'Coin (Stamp) File Maintenance' provides the main work function of the package. The following annual reports are available: the 'Value Report,' the 'Collection Summary Report,' the 'Coins (Stamps) Sold From Collection Report,' and the 'Want List.' Also, you can perform Group Entry, and 'Reorganize Coin (Stamp) File Index. Finally, the one feature that makes this system superior to other packages is the 'Market Value Update' capability.

Let's look at each of these features in detail. If you choose option 1 from COINS/PLUS, you'll see Figure 1, or Figure 2 if you choose it from STAMPS. Notice that the options you have available are the same. You can Add, Change, Delete, Query coin information, or return to the main menu. You can select any of the option you wish by entering the first letter of your choice. Any other letter will not be accepted.

Let's examine Figure 1 carefully, since it is the one you'll see the most. Here is where you'll enter all the data on your entire collection. The top portion is information. On the left side is the current date. The right side tells what the next available record is for adding new coins or stamps into your file. The second

11/08/87	***COINS/PLUS***	UNITED STATES
NEXT RECORD NUMBER: 8		
RECORD NUMBER:	STANDARD COIN NUMBER:	
DENOMINATION:	YEAR:	MINT MARK:
DESCRIPTION:	QUAN:	GRADE:
YEAR PURCHASED:	FROM:	TOTAL COST:
LOCATION:	COMMENT:	TOTAL VALUE:
YEAR SOLD:	TO:	TOTAL SALE:
AG-3:	G-4:	VG-8:
F-12:	VF-20:	EF-40:
AU-50:	MS-60:	MS-63:
MS-65:	PF-60:	PF-65:
[A]dd [C]hange [D]elete [I]nquire [M]enu SELECTION PLEASE: [0]		

Figure 1: Coin Description from Coins Plus

portion is all the data that is maintained for the individual coin or stamp. The third portion is the current value associated with each grade for the coin or stamp described in the second portion. The bottom portion is the selection menu.

Let's work through an 'add' to see the various ways to work the system. First, you must enter the letter A, to select the add function. This must be done for each and every coin. The programs provide a group entry feature that we'll look at later.

On Figure 1, the first item you can enter is the coin number. If you have a non-standard coin, enter 0 (zero) and continue. If it is a standard coin, you must look up the number in the listing provided in the manual. Once you hit RETURN the computer will read the disk, and determine the Denomination, Year, Mintmark, Description, and the current value for each grade listed in part three of the screen. The time it takes to look up the standard coin number in the table, might offset the time it would take you to type in the data for the coin. If you're entering a large number of standard coins, you'll save time.

The program defaults the Quantity to 1. If this is what you have, just hit RETURN. You'll need to enter the Grade. Now, the computer will automatically enter the Value, based on the information listed on the screen.

Now, you are free to enter any further information you have on the coin, Year Purchased, From (Where did you buy it), Total Cost, Total Value, Location (where is it stored?), Comment, Year Sold, To (Who did you sell it to?), and Total Sale. If you do not have a standard coin, you still can include it with the rest of the collection. Once you've entered 0 (zero) where the standard coin field is, you'll have to enter everything else on the coin.

There is a way to maintain coins of different grade, but same date and mintmark. You must enter an additional record for the different grade. You just enter it as another record, and use the same standard coin number. It makes no difference to the system if you use the same standard number more than once.

The remaining options in the Coin File Maintenance function require that you input the record number of the coin of interest. For this, either you must remember them (which is nearly impossible for any respectable collection size), or you must have a copy of the coin file, and you look it up. Change is the next function considered. There really isn't anything major to discuss here. When you call up the coin, you can change whatever you like.

The Delete option is one that should not be used much. If you have sold a coin, you'll enter that through the Change option rather than Delete.

### HOW TO ADD STAMP DATA

Now, let's examine the differences for the Stamp File Maintenance screen. On Figure 2, The first item you can enter is the Scott Catalogue number. If your stamp doesn't have a Scott number, enter 0 (zero) and continue. Whereas the manual for COINS/PLUS had a listing of the standard coins, the STAMPS manual doesn't have the Scott Catalogue numbers listed (for copyright reasons, I presume). So this requires research on your part. Once you hit RETURN the computer will read the disk, and determine the Denomination, Year, Description, and the current value for each condition listed in part three of the screen.

Again, you must enter the Quantity. Next, you'll need to enter the Stamp Condition and Gum Condition. Now, the computer will automatically enter the Value, based on the information listed on the screen. Only three Stamp Conditions are allowed, Average, Fine, and Very Fine, for automatic evaluation by the software. The only two Types permitted are Mint State and Used.

Now, you are free to enter any further information you have on the stamp, Year Purchased, From, Total Cost, Total Value, Location, Comment, Year Sold, and Total Sale.

The Menu option returns you to the main menu. Option 6 on the main menu is the Group Entry option. This function helps to reduce data entry if you have a lot of coins or stamps with the same condition. Even if some of them have different conditions, you can go back and change them faster than you can enter them from scratch. I'm glad to see this options added.

### REPORTS

Next we'll examine the reports. Option 2 on the main menu will generate the Value Report. You have the option to print your entire collection or individual denominations and within that what years. The report prints those coins (stamps) you requested, except those you have sold. The coin report includes the record number, the standard coin number, the denomination, the year, the mintmark, the description, the grade, the total cost, the quantity, the total value, and the percentage increase from the purchase time until the current value (this is not an average per year, just straight percentage). The stamp report includes the record number, the Scott Catalog number, the denomination, the type, the quantity, the description, the year purchased, the gum

11/08/87		***STAMPS***		UNITED STATES	
SC.CAT.#:	DENOM:	YEAR:	DESCRIPTION:		
TYPE:	QUAN:	STAMP CONDITION:	GUM CONDITION:		
YEAR PURCHASED:		TOTAL COST:	TOTAL VALUE:		
LOCATION:		COMMENT:		TOTAL SALE:	
UNUSED	NEVER HINGED:		HINGED:	USED	
	AVERAGE:			AVERAGE:	
	FINE:			FINE:	
	VERY FINE:			VERY FINE:	
[A]dd [C]hange [D]elete [I]nquire [M]enu SELECTION PLEASE: [0]					

Figure 2: Coin Description from Stamps

condition, the stamp condition, the total cost, the total value, and the percentage increase. Grand totals of cost, value and percentages are provided.

Option 3 produces the Collection Summary report. It provides the Total quantity of coins (stamps) in the collection, the total cost of the collection, the total retail value of the collection, the percent profit or loss, the average cost per coin (stamp), and the average retail market value per coin (stamp).

Option 4 in the main menu will generate the Coins (Stamps) Sold From Collection Report. It prints all the coins (stamps) you've sold. The same data elements included in the Value Report are provided in this report.

Option 5 of the main menu will generate the Want List. You have the same options here as in the Value report, all or part of the denominations. The coin data it provides is the standard number, the denomination, the year, the mintmark, the description, the prices for the following grades: VF-20, EF-40, AU-50, MS-60, MS-63, MS-65, PF-60, and PR-65. The stamp data provided is the Scott Catalog number, Unused (this is marked if you have a used stamp, and you indicated you wanted prices for unused stamps), the year, the description, for both Mint Single and Used Single the prices for the following grades: Average, Fine, and Very Fine.

### MARKET UPDATE

The next function available on the main menu is the Market Value Update function. Each disk comes with the current replacement cost data on the disk in the PRICES/DAT file. Once a year, a new update disk is available for \$25. If you get it, you must transfer this file from the update disk to the master disk. Then, you can run the option 7 from the main menu.

Now, all the work you've spent entering the standard coin (stamp) data pays off. The computer will do all the updating for you. The non-standard coins (stamps) will be unaffected. This is the glowing feature of this package. You can sit back and let the computer run.

Option 8, Reorganize Coin (Stamp) File Index is a new feature that COINS did not have. It serves two purposes. First,



if you have problems with your inventory index file, this function will repair it. Second, if you have deleted a large number of records, this function will delete them from the disk.

The last function on the main menu is End Program, Option 9. The software is written to require you to exit the program through this option. If you shut the computer off without executing this function, you risk not closing your file, with potential problems later.

#### GENERAL COMMENTS

I tried running the package without reading the manual. Most developers shudder at the thought of users doing this. But, it is a good way to find out if it runs, and how easy it is to use. COINS/PLUS (STAMPS) passed on both counts. They ran with no installation required, and they were easy to start using.

The 48-page, COINS/PLUS manual (32 pages for STAMPS) is clear, complete and concise. All the necessary information that you need to use the software system is included. The manual clearly states the hard drive installation procedure.

There is very little training needed to use this system. Within ten minutes, you should be using it. There is no on-line, help function. But, with the ease of use of this system, you don't really

need it. The company provides a telephone number to use if you need help. No other company provides a toll-free number. COMPU-QUOTE is committed to customer service.

COINS/PLUS lists almost all US coins. The only notable issues missing are the Quarter Eagles, Half Eagles, Eagles, and Double Eagles, Coronet type and any earlier series.

#### CONCLUSION

What type of collector is the market for this software package? COINS PLUS: all beginners, intermediate collectors, and a few advanced collectors. Because there is no update capability for Foreign coins, I think some advanced collectors might not find it entirely useful. For Dealers who do most or all of their business in US coins, this is their best bet. STAMPS: For those collectors and dealers who concentrate in the countries mentioned, this package is for you. STAMPS WORLD: This package is for those who have a great deal of foreign stamps not included in COMPU-QUOTE's list of countries, or for those who do not want the update capability.

If you are considering a software package to manage your coin or stamp collection, consider COINS PLUS, STAMPS or STAMPS WORLD. ☞

## AN INTRODUCTION TO THE LARGE-TEXT JOYREADER DISK

by Phil Shapiro

Are you tired of squinting at 80-column text? Are you tired of putting up with the "dot-matrix" look of 40-column text on your computer screen? Well, help is on the way.

Written initially for children, the Large-Text JoyReader program displays text in a high-resolution, proportionally-spaced, block font. The text is so large and bold that it is clearly visible twenty feet away from your computer's monitor. On a standard twelve inch monitor, the text is a full one-half inch tall. In printer's terms, this text would be equivalent to 36 point type. The proportional spacing allows up to 30 columns of text to fit onto one line. Vertically speaking, nine lines of text fit onto the monitor at one time.

The Large-Text JoyReader disk (available for purchase from the WAP disk library) contains various demonstration programs. The possible uses of the program vary all the way from displaying reading passages for beginning readers to displaying commercial messages in store windows. The disk includes eight different reading selections for children, including two short stories written by eight-year olds.

Also on the disk are various "message board" programs showing how the program might be used in a high school, a public library, and a commercial enterprise. All of the messages were composed by the author of the program itself.

Finally, the disk shows a demonstration of a homemade Cyrillic font. Since the program displays graphic letters, any alphabet can be displayed on the hi-res screen. And since the Soviets purportedly use an Apple II compatible computer in their schools, the author of the program felt moved to include a Cyrillic demonstration.

The speed of display of text is controlled either by a joystick/paddle, or from the keyboard. For simplicity of use, the keyboard method adopts the metaphor of the four gears of a car. Press key number "1" for first gear, key number "2" for second gear, key number "3" for third gear, and key number "4" for fourth gear.

The corresponding rates of display are as follows:

1st gear - - - -	75 words per minute
2nd gear - - - -	100 words per minute
3rd gear - - - -	160 words per minute
4th gear - - - -	340 words per minute

On the other hand, joystick users have access to a continuous gradient of display speeds, ranging from 60 words per minute to 380 words per minute.

For escape artists and stop-and-start readers, all programs feature a one-key escape to the main menu at any time. All programs also possess an instant stop/start feature accessed by pressing <Ctrl-S>. The instant stop/start feature is particularly helpful when using the program with budding readers. (Even the slow first gear speed might be a tad rushed for fledgling readers.)

Unfortunately, you cannot enter your own text into the Large-Text JoyReader program at this time. Once the program is published commercially, users will be able to use this program as a tool for displaying their own stories/messages.

The disk runs on the Apple IIe, IIc, and IIGS, but not on the Laser 128. The disk will run on the Apple II+, but without keyboard control of the program (i.e. you have to use a joystick).

The Large-Text JoyReader disk is a shareware disk. You may freely copy it and give it away to friends and colleagues. The requested shareware fee is \$12.00 (to be sent to the author). ☞

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# AUGUST IIGS SIG MEETING REPORT

by Ted Meyer

August's meeting consisted of various samplings of state-of-the-art IIGS software, allowing the gathered IIGS'ers a glimpse of some of the advanced capabilities of their favorite machine.

The meeting started with a demonstration of Defender of the Crown, an adventure/strategy game by Cinemaware which makes full use of the GS's graphics capabilities. Cinemaware has produced a graphically stunning software-based interactive story with arcade- and board-game aspects that should make it appealing to a wide audience. Defender of the Crown is similar to the board-game "Risk" in some respects, requiring you to move armies to best defend your home castle and expand your land holdings. There are also arcade-type aspects to the game, using the mouse to joust and fence. Cinemaware is soon releasing other games of this type with titles such as: the Three Stooges, SDI, Rocket Ranger, King of Chicago, and Sinbad and the Throne of the Falcon.

Next, the assembled SIG members had an opportunity to review the WAP IIGS New Members Disk which is under development. Several excellent suggestions will be incorporated into the final design. The disk contains a sampling of Classic and New Desk Accessories, graphics, sound, and text manipulation programs, and a few games and graphics thrown in just for fun.

Sam Knutson, one of the IIGS disk librarians, arrived with some very interesting things from the Disk Library. One new disk, which will probably be discussed in this Journal, is another set of Mean 18 golf courses. Another disk, which will hopefully be released by the next meeting, had several programs which truly showed the graphic capabilities of the IIGS. One is a program which was originally done on an Amiga. This program animates a juggler, composed of geometric shapes, with three mirrored balls. It's very impressive on the GS. Another program allows the display of 3200 colors at once on the 320 by 200 screen. The pictures created thusly are very impressive and lifelike.

System Disk Version 3.2 was discussed. This disk contains various bug fixes, ProDOS 16 v1.6, ProDOS 8 v1.6, a new loader, a faster (by about 10 seconds) boot time, and some additional sound management tools. It is now available through the Disk Library. Documentation for this disk will be available for your perusal in WAP's library at the office. There is some question as to whether dealers will have it for release. This disk does not include the legendary GS-OS and it may have been released mainly for developers and hackers to maintain the most recent level of the tools. For some, it may not be essential to upgrade all their disks with this new system software.

We then discussed September's AppleFest in San Francisco. By the time you have read this, AppleFest will be over and Apple will have made "several important" announcements. Don't expect a new IIGS or a major upgrade. Do expect GS-OS, an operating system to replace ProDOS 16 for the GS. GS-OS will load appreciably faster, be more hardware independent, and be connectable to other types of computers. GS-OS will probably make use of drivers for all of its hardware interfaces like printers, hard and floppy disk drives, SCSI cards, serial ports, and mo-

dem. This will allow an easier and more efficient link to new equipment, and no limitations on the sizes of volumes. GS-OS will probably allow software remapping of hardware slots on the fly, so you won't lose the function of the slots by using the ports on the back. Menus and windows will open and scroll faster by saving graphic images in memory. And the capability of reading and writing to DOS 3.3, Apple Pascal, CP/M, MS-DOS, and Macintosh disks may be included.

September's meeting will be your last opportunity to vote for chairman of our SIG. Giana (pronounced: Gina) Jowers is still accepting calls and votes. Her number is (301) 474-2562. You can leave a message on her answering machine but don't call after 10 pm. You can register your vote by calling her and leaving your name, WAP membership number, and preference, or by coming to September's meeting.

## Upcoming Meetings

September's meeting will be on the 26th, from 7:00 pm to 9:30 pm, at Thomas Pyle Intermediate School in Bethesda. From the Beltway, take River Road (Rt 190) east for about 1 mile to Wilson Lane (Rt 188). Turn left on Wilson and go about 1/2 mile to Thomas Pyle on the left. Park in the back. We'll be in the cafeteria. We'll be covering music, some desktop publishing, and the latest news from AppleFest.

October's meeting will be at the Dolley Madison Library in McLean, Virginia on October 24th from 7:00 to 9:00 pm. From the Beltway, take Dolley Madison Boulevard (Rt 123) east towards McLean. Continue to the stoplight at Old Dominion Road. (Charley's Place Restaurant is at the corner.) Go straight through this light and make the first left onto Ingleside Road. Go straight for two blocks and the library will be on your left. We'll be in the downstairs meeting room. ☺

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# A BETTER MOUSE (TRAP): Kensington's ADB Turbo Mouse

by Ray Settle, Annapolis Apple Slice

Have you ever had one of those days where your finger happened to slip off the mouse at the wrong spot in the menu, and you end up doing something you didn't want to do? Or have you ever run your mouse off the pad in the excitement of zapping some alien and so missed that one along with the next few? Are you tired of searching for your hiding rodent under papers, disks, manuals, etc.? Well if you are, Kensington Microware has something for you—their new Turbo Mouse for the //e and ADB Turbo Mouse for the IIGS, Mac SE, and Macintosh II.

This new upgraded Turbo Mouse is a tremendous improvement over the older one and is being offered as an upgrade from the older Turbo Mouse for \$60 plus the old one. It is well worth the upgrade cost and even worth the new list price of \$169.95.

This new one is shaped to fit the GS, SE, and Mac II keyboards better. It almost looks like it's part of my GS keyboard. It shocked me at first to find that the ball is not fastened in the mouse box but just rests on 3 rollers with sensor light beneath them. It has 2 click buttons on each side of the ball which can be configured differently (more on that later). Its design is more elegant than the original and so blends so well with the keyboard. The package also includes a mouse pocket in which to store the old mouse, but you probably will just retire that one altogether. The old mouse can be chained onto the ADB Turbo Mouse so you can overcome your insecurity with the new technology gradually.

My old mouse is long gone to a friend whose mouse died, but I don't miss it at all. It took me about 10 minutes to adjust to using one finger rather than the whole hand. I can take the cursor from one side of the screen to the other with one flick of the finger or move it one 1/200th of the width at a time because the Turbo Mouse automatically senses the speed at which you work it.

But the best feature of the new Turbo Mouse is its configurable click-lock feature. One click button can be configured for a normal click while the other can be a click lock button. With a click-lock button I can move the cursor to a menu at the top of the screen and click-lock it so it stays down until I click-lock it again to make my selection from the menu. This works with both ProDOS 8 and 16 menu driven programs. The real advantage of the click-lock comes in graphic programs; to draw a box or circle after selecting the tool, just click-lock and size and resize the object all you want until you click-lock again. The super control of the Turbo Mouse provides minute drawing control; you could almost move the mouse pixel by pixel.

Text selection is another advantage. The click-lock at the beginning of a block of text holds the text selection on until another click-lock. No more missing a line or character because the finger slipped off the button. Scroll boxes also work so much better with click-lock allowing you to position the scroll bar just right before click-locking again to select it.

Either button can be configured to click-lock by setting dip switches in the Turbo Mouse base. These dip switches can also set a chording command where when both buttons are depressed

simultaneously, some Command Key combination command is given (Command-S or OA-S). However, this feature doesn't quite work the way it's advertised on my GS (perhaps I don't have the dips set right). I find I need to press any other key after depressing both buttons to get it to save my file and then it takes a second or so for the chording to become active. So I don't find that feature very useful.

It may take a little longer to get used to playing games with the Turbo Mouse, but once you do you will have tremendous control. I kept leaving the mouse pad in Bounce It! with disastrous results, and even though the Turbo Mouse will still let me roam off the screen, I feel I have better control now and have been getting better scores of late with the Turbo Mouse.

I was happy with my old Turbo Mouse, but the new one is so much better. And it only takes up about 1/3 the space of my old mousepad, so now I have more room for clutter which is just what every computer junky needs.

If you want to upgrade from your old Turbo Mouse, call 1-800-535-4242 and ask for the Turbo Mouse Upgrade Department. They will even let you keep your old one until you receive the upgrade, and the service is excellent and friendly.

Turbo Mouse (Apple //e) and Turbo Mouse ADB (IIGS, Mac SE, & Macintosh II). Kensington Microware, Inc., 251 Park Avenue, New York, NY 10010. \$169.95. \$60 upgrade from old Turbo Mouse or Turbo Mouse ADB. ☺

## Quotable Quote of the Month:

"Knowledge is what makes a living;  
wisdom is what makes a life."

## EVENT QUEUE

Washington Apple Pi meets on the 4th Saturday of each month (except December) at 9:00 AM. Our meetings are held at the Uniformed Services University of the Health Sciences (USUHS) at 4301 Jones Bridge Road, on the campus of the Bethesda Naval Command.

A sign interpreter and reserved seating can be provided for the hearing impaired, but we need 5 business days notice. Call the office.

Following are dates and topics for upcoming months:

October 22 - EDSIG: Computer Learning Month  
November 26 -

The Executive Board of Washington Apple Pi meets on the second Wednesday of each month at 7:30 PM at the office. Sometimes an alternate date is selected. If you are not a regular attendee, please call the office to confirm date of meeting. ☺

# AUTOPROMPTER + (APPLE II): A Review

by Bob Oringel

Some time ago I reviewed an applications program called "The Associate Producer", which aided in the production of television programs. "Autoprompter +", by Beacon Software, like Associate Producer, is marketed by Comprehensive Video Supply Corporation of Northvale, New Jersey. It is another television production aid which makes teleprompting available to the industrial and community television worlds, at a cost that is many thousands less than the name brand broadcast station models.

Autoprompter + converts an Apple II computer into an electronic teleprompting system. The program loads completely into memory if the computer has at least 128K of memory. A teleprompting system, for the un-initiated, is the video display device which virtually every news reader, anchor, or sportscaster uses when he or she looks directly into the camera and reads to you.

Autoprompter + includes a sophisticated word processor, to create and edit files, but it can additionally convert any DOS 3.3 text file into its own format. When I became aware of that, I merely skimmed through the processor's operation, and I noted that it worked well. Most computer users, however, have their own favorite word processor and will use it wherever they can. It's easy enough to convert ProDOS text to DOS 3.3, to Autoprompter +.

The print utilities of Autoprompter + are what really matter to the TV production user. They permit 20 column left or right side of the page, 80 column full page, and single or double spaced printout. Up to 60 stories can be printed in the order selected, and printing ranges can be specified by line numbers, which may or may not be sent to the display. Words in the text may be highlighted or underlined for emphasis.

The display device (a monochromatic video monitor) displays specially designed text in a wide text mode. The text can be scrolled smoothly up or down at varying speeds. Scrolling speed is controlled either from the Apple keyboard, or from an optional hand controller. We adjusted speed only with the keyboard for this review. Scrolling of Autoprompter + worked very well, with "find line" and "find story" commands available for fast re-cueing of the prompter display, to do retakes or to permit last minute text changes.

Autoprompter +, like Associate Producer is a limited market program and therefore its price of \$500 is reasonable. I would recommend this applications program where the major factor in a teleprompting system is its cost. The display device and its mounting hardware add an additional \$1500, but this is only a fraction of what the name brand broadcasting studio systems would cost.

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# BEST OF THE APPLE ITEMS FROM THE TCS

by Lou Pastura

## Quotable Quote

FROM DALE SMITH ON 08/21

Quote of the Week: "Putting Presentation Manager on an IBM is like putting Bernaise on a hot dog." (Alan Kay, Apple fellow, at MacWorld Expo.)

## Caveat Dialor!

FROM TOM VIER ON 08/10

The other day, in late morning, I had my telecomm program log onto CI\$ and retrieve all the new messages I wanted in bulk. I returned later expecting to find it finished, but the text was still trickling in, in little bursts of a few words. I was lucky if it was effectively 300 baud (logged on at 2400). When done, I expected to see a lower connect time than real time since I was obviously waiting for their overloaded node—no dice. And a call to Customer Service for credit was unsuccessful. They suggested I call again when it was not so busy. Thus when they get busy nodes, they are sitting there collecting connect time from everyone who is waiting while only one is getting serviced. Sweet deal, eh?

## Best Buy = GENie?

FROM THOMAS BLASI ON 08/30

I've been using this board for a couple of weeks now and I seem to be getting the hang of it. Now I'd like to try one of the commercial networks. Any recommendations as far as ease of use or quality of service? At 10-15 dollars an hour, I'd hate to get involved in a system in which I'm always lost. Any help would be greatly appreciated.

FROM TED MCGLOHN ON 08/30

I, myself, use GENie. The first few times WILL be costly, but GENie is not that hard to learn. I mostly use the system about once a week to see what has been uploaded and to check the the Apple boards. The only real problem with the commercial systems is that there is so much. But, all in all, I like the system.

FROM KEN HUTTON ON 08/30

Tom, I've used GENie and The Source. Both are fine. For the money, GENie is by far the better value.

## SideSpread Patch

FROM GUY DURANT ON 08/07

SideSpread is an AppleWorks Add-on Program by "Beagle Bros. Inc" and is part of the "Timeout Series" of AppleWorks Add-ons. Sidespread allows you to print your Spreadsheet in 2 different fonts, Monaco and Courier. Point sizes range from 6 to 28 (default being Monaco 9). There is a bug that I discovered that Beagle Bros. has given me a patch (or program fix) for. The bug doesn't allow for multiple copies of spreadsheets to be printed correctly. When the prompt for "Number of Copies?" appears, if you press <Return> immediately, you will get the default number of one printout. But, if you enter any value including "1" at this prompt, you will get an uncontrollable quantity of print-

outs, and you must turn off your printer to stop the flow of paper. To fix the bug:

- 1) Backup your master Sidespread disk.
- 2) Boot your backup Sidespread disk and when the menu appears, press Escape twice. You should now see the Applesoft Basic prompt.
- 3) Type "Call -151" to get into the Monitor. (If all has gone well to this point, the prompt you see will be an asterisk).
- 4) In the Monitor type: "300: EA 38 E9 30 C9 0A <RETURN>" (Press Return, don't type it).
- 5) At the next Monitor prompt type: BSAVE TO.SIDESPREAD,A\$300,L\$6,B\$1C44<RETURN> (Press Return, don't type it).
- 6) At the next Monitor prompt type a Control-C and press Return. This will get you back to the Basic prompt.
- 7) Now you boot your Disk and reinstall Sidespread on your AppleWorks application disk, or you can copy the new version of "TO.SIDESPREAD" to your application disk.

## SUMMARY:

Boot SideSpread backup disk.

At the menu press Esc twice.

]Call -151

\*300: EA 38 E9 30 C9 0A

\*BSAVE TO.SIDESPREAD,A\$300,L\$6,B\$1C44

\*CONTROL-C (Press keys don't type letters)

]Boot Disk

(Editor's Note: Always make patches and modifications on copies of your working disks, never on the original program disks or on the copy you use every day. Once you're sure the patch works and hasn't trashed anything, you can make the new disk your "working copy".)

## AppleWorks Upgrade Info

FROM DALE SMITH ON 08/08

Here's a couple messages from AppleLink via the Arizona Apple Tree Board concerning the upgrade to AppleWorks v2.1:

Here are the changes in Awks 2.1:

Allows entry of Control-@ printer codes.

Allows pathnames of up to 64 bytes in length.

Correctly reads up to 138 files in a subdirectory.

Correctly saves data base files when the old file must be deleted because of lack of disk space before the new changes can be saved.

Has the capability to address up to 8 megabytes on the GS.

Correctly prints page numbers between 256 and 512.

Faster recalculation of spreadsheet. Only those cells that are affected by an addition or modification to the spreadsheet are recalculated. The increase in recalculation speed is highly dependent on the nature of the individual spreadsheet.

No longer calls DeskStartup on the IIGS, thus increasing compatibility with NDA's.

This message from AppleLink explains how to get version 2.1 of AppleWorks and a few tidbits about the AppleWorks GS update. The AppleWorks 2.1 upgrade sounds like a good deal to



me. A free update from Claris? Let me pick myself up off the floor. I called CLARIS today, and got some interesting news from CLARIS Customer Support.

1) If you want AppleWorks 2.1, send your original 2.0 disk to: CLARIS Corp., 440 Clyde Ave., Mountain View, CA 97043 Attn: AppleWorks Update.

The person I spoke to said you would be mailed a CLARIS AppleWorks 2.1 disk, the same size as the one you mail in at no charge. (If you send your original 3.5" disk of version 2.0, you get a 3.5" disk in return.) He did not say if you could send both sized disks in and get two in return. He did make it clear that versions earlier than 2.0 weren't good for the upgrade. He did say that once you've done this, you will become a CLARIS product (AppleWorks) owner—officially.

2) GET THIS: Owner's of CLARIS AppleWorks will be able to upgrade (?) to AppleWorks GS for \$99. This is definite, according to the CLARIS Customer Support Rep. Also, there will be about a 30-day window for persons who just bought CLARIS AWKs to upgrade for free. An upgrade path from MultiScribeGS to AppleWorksGS has not been announced yet. He said they were really hoping for early October release of AppleWorks GS. I said, "By late December, then?". He said, "No, we are really determined to get it out before Christmas".

FROM PAUL HORN ON 08/09

We received AppleWorks 2.1 in the mail the other day, unsolicited. One hitch, though, TimeOut UltraMacros and SuperFonts fail to recognize the new version, so we are still using 2.0. Also, the Applied Engineering AppleWorks expander software does not recognize the new version.

FROM DAVE HARVEY ON 08/24

As Claris announced the 2.1 version, they indicated that if you bought AppleWorks in the Claris box, you didn't have to do anything—they would send you the 2.1 version automatically. If you bought AppleWorks in the Apple box, you would have to register with Claris by sending back your disk, either the 3.5 or 5 1/4 one. You would then be registered as a user and would be sent the 2.1 version. This month's issue of the NAUG newsletter explains it all.

#### Unfazed by Anything

FROM JOHN WIEGLEY ON 08/28

I have a question. Can anyone give me GOOD documentation on disk phasing? What I'm looking for is something that will tell me the move directions for each phase on and off. It's the one thing in the RWTS that I haven't got figured out yet.

FROM SAM KNUTSON ON 08/28

Beneath Apple DOS by Don Werth and Pieter Lechner, published by Quality Software, gives the use of RWTS a fairly good treatment, not to mention tons of other very useful information.

#### Word Processing Thoughts

FROM JACK MORTIMER ON 08/09

I ran into a program called EasyWriter and, because it only cost \$8 or \$9 in the book store where I saw it, decided to try it on my GS. I have not tested it extensively but I do have a couple of comments about it which I would like to post here.

First off, it works. You can use it on a GS—write, edit, save and print your written work. Secondly, it is quite limited (what do you expect for under 10 clams?). As I recall, it is not possible to change disk drives, where one boots from the 5.25 and then saves to the 3.5 or hard disk. However if you have two 5.25 disks I think that you can use both of them. It has a spelling checker but I have not exercised it other than to see that it existed. Given its limitations I would recommend it to someone who did not have the \$\$\$\$ to spend on some of the better, more powerful programs on the market.

BTW, there are other programs by the same company which seem to be compatible with Easywriter. I think there is a data base program and also a spreadsheet program (maybe more). Implication is that data is transportable between programs. The adventurous can find 3 programs packaged together for around \$20. This investment would enable testing of data transfer etc.

FROM KIM BRENNAN ON 08/09

I've seen that program myself on the shelves in Babbage's. Already having a decent word processor (Multiscribe GS), I passed on it. It just goes to show that there are still good programs out there for Apple II's at VERY reasonable prices. Another program worthy of notice is FreeWriter. It's in the disketeria and in the download area too. It's just your basic text editor with no bells and whistles. But the price is right.

The main thing you get with the inflated prices are pretty pieces of documentation (though it sometimes has not so pretty addenda) and more extensive printing capabilities. But as with so many other things the more fancy features often lead to a more complex to learn operation. WordPerfect, for example, has a relatively straightforward printing step—if you don't have to configure a special printer, or special printing features, etc. WordStar has all those dot commands, useful but very arcane for the beginning word processor user. AppleWorks is about as straightforward as WordPerfect, but in a different way. The nice thing about the Apple (Mac) interface (ala Multiscribe GS) is that most of the other programs will have an identical (or nearly identical) interface, so that the user only has to learn it once.

FROM ART WILSON ON 08/21

I believe you mean EasyWorking, by Spinnaker. The other programs in the series are The Filer and The Planner (the word processor is called The Writer). I bought The Writer because I didn't have a ProDOS editor, and it was cheap. Unfortunately, I found numerous bugs in it, and wrote a detailed complaint to Spinnaker. The president of Spinnaker responded promptly, and was actually quite reasonable in dealing with the issue. He indicated that they would pull the product until the bugs had been dealt with. That was last Fall, and I never did see the products pulled from the shelves—maybe they did fix them, but it wasn't clear from the packaging.

The major problem with the word processor was that it would lose data under specific circumstances—other than that, I would heartily recommend it as an inexpensive editor. But when I consistently lost data with it, I couldn't recommend it to anyone. The other two programs are okay, but limited—but as you say, what can you expect for less than \$10? In any case, I can't recommend the products, unless they have been fixed.

P.S. Part of the way Spinnaker dealt with the issue was by



sending me copies of their more advanced products, the Better-Working series. They seem to be okay, but I haven't converted to using them regularly—they aren't that good.

FROM JACK MORTIMER ON 08/24

I have not seen the BetterWorking series. Where is it carried? Is this like Sears where they will have a good, better and best? Hope it is better than Sears best.

FROM ART WILSON ON 08/25

Jack, I have seen the BetterWorking series in Babbages, which also carries the EasyWorking series. I haven't used the Better-Working stuff much, but my initial impression wasn't too favorable. Of course, it depends on the task you want to do.

#### Digitizing Possibility

FROM DAVID KREISBERG ON 08/07

Does anyone have any recommendations on a digitizer for the GS that will create a file that can be modified in Paintworks Plus or Deluxe Paint II? Is there currently any Genlock device for mixing paint/animation with video for the GS or any rumors of such a device coming out in the near future? Thanks in advance.

FROM GLEN HUMPHREY ON 08/28

Dave, I use the Thunderscan digitizer with my IIGS and am very pleased with it. However, you need an Imagewriter printer—the scanner is mounted on the ribbon carriage and scans any flat image that will fit through the platen. The Thunderscan produces greyscale images in either 320 or 640 mode which can be saved to disk in either Paintworks Plus or Deluxe Paint format—you can also vary the brightness and contrast of the scan on your monitor screen before saving it. Don't know anything about Genlock devices though.

#### Fonts Galore!

FROM JOHN MASSEY ON 08/31

The latest Open-Apple has a letter about the ability of Publish It! to use ProDOS 16 and SuperFonts fonts with "one small hitch". The file type must be changed from \$C8 to \$F7 which Publish It! expects. The "quality and aspect ratio" is not as good as the Publish It! fonts. You will have to use the 'Install Font' and 'Deinstall Font' options. I downloaded Art.Deco from the GS Fonts board, unbunnied and unsqueezeed, converted to \$F7 (that's 247 in decimal) using PTP's file type changer, and installed the fonts—works great, looks good. The only glitch I see is that the screen font is higher on a line than one of the Publish It! fonts but it prints out OK. If you mix fonts on a line, they look to be of different heights, but the print out is OK.

#### Laser Users—Zipped or Unzipped?

FROM PAUL HORN ON 08/25

Has anyone tried the Zip chip in a Laser128? I called Zip the other day and all they would say is that they guarantee the chip for Apples only. I hesitate to spend that much money on something that may not work.

FROM PAUL KELBAUGH ON 08/25

Not sure that you got the right response on the phone. It certainly does not square with their own current direct mailing campaign.

I received this week a cover letter (boilerplate: "Dear Zip Chip Friend") with a multicolor glossy paper six page advertisement which states: "Works perfectly with Apple II+, IIe, IIC, and compatibles". Friends, that is a warranty statement if ever I have seen one and CONTRARY to what you were told by Mr. X on the phone. The solution for you is obvious. The same multicolor ad offers a 30 day free money-back guaranteed trial offer. Try it on your Lazer 128 and resolve the issue for yourself. Toll free order number is 1-800-321-5200. If it doesn't work, exercise the money back offer and end your dilemma. If it does work, then you have circumvented Mr. X and have a faster Lazer 128.

#### A Better Way to Suppress Your (S)Urges!

FROM JOHN CONNAUGHTON ON 08/30

I have recently researched surge suppressors and I have found one from EFI, Salt Lake City, Utah 84115, 800-221-1174, that seems to be one of the best around. It was also mentioned in an old WAP article. I received some very serious tech literature from EFI in which they tested several available units from other manufactures (of course theirs was the best). They subjected these units to a test called IEEE 587-1980(ANSI/IEEE c62.41-1980) both A and B tests. This appears to be a very severe test but it is the accepted standard for testing transient voltage surge suppressors. Test A involves (get ready for this) a 6KV! (yes 6000 volt) 200 amp 100kHz ringwave. Test B is a 6KV, 3000 amp blast. These are dynamic tests. Without exception their top unit beats all others hands down. In addition, unlike any other unit in their testing, their top of the line 453 ST turbo power strip has the ability to track the AC sine wave and provide suppression for the entire waveform (this is very desirable). It also performs a number of diagnostics on your electrical wiring to make sure it is OK. They also sell a power control center, like the Kensington unit which incorporates the same level of surge suppression as the turbo 453 ST, the EDP-2000. Both units are available by special order from Computerland at a deep discount, \$85 for the strip/\$110 for the EDP-2000. Their products seem to be a secret unadvertised industry standard. For example, their units are recommended internally by TRW, Novell (the Network Guys, who independently did the IEEE 587 tests and EFI was on top), McGraw-Hill, etc..

They sell a number of OEM units and seem to be very serious about the design and engineering of their units. In the Washington, DC area, with the possibility of serious surge damage via lightning, some type of protection is important. The EFI units seem to do the job and are backed by a 5 year warranty.

#### Hard Drive Advice

FROM JURIJ SOLOVIJ ON 08/09

I'm thinking about getting a hard disk to use with my IIGS. I own an Apple SCSI card and for obvious reasons of future compatibility, will only consider SCSI drives. Of course, my first inclination is to buy a hard drive that is advertised for the Apple II's, but these seem to be relatively expensive and usually come with a SCSI card (something I already have). My question is, can Macintosh SCSI drives be used with a IIGS and a SCSI card? Can the formatting be done with standard ProDOS utilities? Do these drives need special drivers that can only be implemented by the Mac software that would come with the drive? What other disadvantages and advantages are there in trying to use a Mac



SCSI drive?

There seems to be a greater selection of Mac SCSI drives, and the prices are significantly less than for the equivalent II drives. All ideas and comments are solicited and welcome. I could use all the expert advice that you all may have. I plan on buying soon and this would break my bank account for some time to come, so I would like to make a decision based on long term suitability and future compatibility. Thanks, in advance for everyone's help and ideas.

FROM HARVEY KAYE ON 08/09

I have a IIGS also and have recently purchased a 40 meg Sider and I am pleased with the results. The price is one of the lowest I have seen for this size hard drive. Many people sell them. Check the Journal for WAP members who sell hard drives.

FROM BOB ASPLING ON 08/09

I have IIGS and a 20 meg Sider. I got it from a Pi member who advertises in the Journal and you couldn't beat the price!!! I also got a chip with it that made it faster, all ProDOS, and about two or three meg more than 20 in capacity. From what I hear about the new 40 meg, it's about 4.5 times faster than what I have and I am so pleased with the speed of mine that this is almost impossible to imagine. But the bottom line is that it never gives any trouble. It's WELL BUILT and I HIGHLY RECOMMEND IT!!!

FROM DAVE RANDALL ON 08/09

I bought an Everex EMAC 20D hard disk back last Christmas. It's a Mac drive so I made sure that it would work for the IIGS via the SCSI card. The price back then was real cheap and I'm sure it's even cheaper now. It has a 65ms average access time and a fast I/O transfer rate. For the price, I think it's well built, fast (at least for me), and reliable. It's given me no problems so far (knock on wood). One disadvantage might be the slight whine it makes, but just about all drives do that to some extent. However, I'd look around—check the Apple mags and the WAP Journal. There are good hard disks coming out now made especially for the Apple II series but most of them require their own SCSI card.

FROM HARRY BACAS, ON 08/10

Chinook Technology is advertising its CT-20 HD. I got a flyer today. Ordered direct from them, it's \$599 with their SCSI card and cable; \$629 with that and their selector software. They say it is one of the smallest (7" high, 3" wide, 8 5/8" long). It has a low power mode and automatic head parking which go into effect after 30 seconds of idling. No fan. 30-day money back trial, one year parts and labor. They say the mechanism is by MiniScribe, same as Apple's Mac SE drive. The drive is preformatted for your system—][+, //e or IIGS. Chinook Technology Inc., 601 Main St #635, Longmont, CO 80501. 303/678-5544 or 800/727-5544. They say they make only Apple II drives and have a 30 meg SCSI and a 20 meg for the //c due in September and October, respectively. ☺

# Seeking a PC?

## Choose a Smart Computer

by Bud Stolker

Have you shopped for an IBM-compatible computer lately? Then you may have noticed how difficult it has become to select a PC these days.

Buying decisions used to be a breeze: color or monochrome, hard disk or floppy, AT or XT. Now you must choose from among four different microprocessors. There are two operating systems with several branches and "environments." Three system busses with a fourth just announced. Four kinds of floppy disk drives. Four graphics standards running on six kinds of monitors. A bewildering array of hard disk options. And dozens of tape backup systems, none of them standard.

The multiple paths of personal computing, which for a time appeared to be converging around IBM and Apple, are beginning to branch and twist once more.

Wherever you shop, you wind up comparing apples with oranges—and lemons.

No wonder confusion reigns.

We can help you make an intelligent choice. Our specialty is custom-tailoring computer systems to the particular needs of our clients. We can help you sort through the clutter and plot a future course for you and your system. We can help you determine where and how to draw the line—and stay within budget. We can help you pull together a top-notch working system that does not compromise value or performance.

In the lingo of the personal computing industry, Landmark Labs is a Value-Added Reseller (VAR). We make sure your computer requirements are appropriate. We then take standard parts and build or modify a system to your specifications. We provide and install appropriate programs, and help you understand them—without charge. We back our systems with free training, ongoing support, extraordinary warranties, personal service, and a strong commitment to value and satisfaction.

We do this at prices as attractive to home computer users as they are to business, government, and institutional buyers.

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Washington Apple Pi - October 1988 21

# ON THE TRAIL OF THE APPLE ///

by David Ottalini, Apple /// SIG Co-Chairman

## NEWS AND NOTHING BUT

Happy Halloween, /// SIGer's! On the Apple /// news front this October, our first stop once again is On Three. Last month, I detailed On Three's move to essentially two locations. While I gave their order line, I neglected to give you their new address for placing orders (if you do not order by phone): 11235 80th Ave., N.E., Kirkland, WA. 98034. Their order line again is 1-800-443-8877. If you only want information about products or help with products already purchased, the number is 1-206-823-0516.

Despite the move, On Three continues to work on new projects for our lovely orphan. One is a native-mode sideways print program for large spreadsheets. Side Print, as it's called, will work with all Epson printers (or those that can emulate Epson codes), Okidata, Apple DMP and Imagewriter printers. Others may be included if there's enough interest. The program is Pascal-based and the source code will be included. It's available now for #29.95.

In its September issue, On Three also announced a device driver to be used with a Seikosha parallel interface card and color printer. Graphics Manager also had to be adjusted so it could work with the Seikosha printer. This is an exciting product, since it brings low-cost color printing within reach of many Apple /// users. Total cost for the driver, interface card, printer and special version of the Color Graphics Manager is \$259.00!

Up in Groton, Connecticut, Lt. Dale Sykora headed out for a month of sea trials on a new Trident submarine. He took a new GS with him, to continue work on his hi-res color graphics board. Dale says it will have a 65816 co-processor chip on board and will be able to process both SOS calls and ProDOS 16 calls (it's being developed to work in both the /// and the GS).

As for the Trackball, Dale is now converting it for use on the GS under ProDOS 16. As such, it would work in addition to the mouse. He plans to work on that project during his stint at sea as well.

## Another Graphics Board?

/// user Erik Olbrys says he has developed a driver for an Apple II hi-res graphics card, and might be willing to put a package together for it with enough interest. Olbrys says he began the project for the /// a few years ago, but problems with his SARA caused a lengthy delay. The hardware is a commercial Apple II product and comes in kit form. It also requires some connection modifications.

To get the card to work with the ///, Olbrys says he had to disassemble the .GRAFIX driver and insert the appropriate Apple /// code. It has 128K of on-board memory and uses a NEC PD 7220 Graphics chip. On the technical end, the driver, .HIRES v1.2a (as it now stands) can do everything .GRAFIX can do while also allowing for definable line patterns and create what he called a "dithered half-tone" for fillcolors 0 through 15 that approximates a gray scale. User-definable fill patterns are also possible. With the 128K on-board memory, it can provide 8 pages of 640 x 192 graphics resolution, or 4 pages of 640 x 384

resolution. I've seen some printouts from this card and they look great!

The package would include a Basic invocable module, HIGRAF.INV, the .HIRES driver, a Pascal library unit and utilities and cost between \$30 and \$60. Estimated cost for the hardware will be around \$200. Olbrys stresses this will be most useful to ///ers who write their own programs, since store-bought programs, like Draw On Three or Business Graphics wouldn't be able to fill an entire 640 x 384 screen. He also says the video monitor must be able to handle high-frequency bandwidths and interlacing, such as the Monitor /// (which is not a color monitor however).

The caveat here is that, as with other Apple /// products these days, there would have to be enough interest to push this thing along. If you would be willing to spend the money on this, please contact Erik Olbrys on CompuServe. His number is 71236,1245. Or you can write to him directly at: 41 Pepper Ridge Road, Stamford, CT. 06905.

## AND FOR YOU MUSIC LOVERS

For Al Lambert and other ///ers who wish there was a way to provide a MIDI interface for your machine, look no longer! The same Erik Olbrys mentioned above has written a .MIDI driver and uploaded it to CompuServe. It needs a Passport compatible MIDI interface card to work. He's also uploaded a Basic program that "converts the MIDI data stream into English words such as NOTE ON/OFF and program and control changes." And there's a second program that "composes chord progressions (riffs) based on a given key."

If there's enough interest, we can download these files and place them on a /// SIG PD music disk, including any other information or music-type files anyone might care to contribute. Any takers?

## SPEAKING OF PD DISKS

We introduce FOUR new disks this month, including the long-awaited Power Keys disk from D.A. Datasystems. A full description is provided for you in a separate article, but let me give you the rundown of what is now available to you in our PD library:

Disk 1031: Basic Extension contains a number of useful Business Basic utilities placed into the public domain by Foxware, Inc. of Salt Lake City, Utah.

Disk 1032/1033: TerminALL is a telecommunications program for the ///, also from Foxware. 1032 is the manual, 1033 is the program.

Disk 1034: PowerKeys DM+ is a background utility much like Sidekick on the PC. Includes all modules and manuals on disk.

In addition, we have updated our PD disk 1000 to reflect these new programs, as well as upcoming offerings to disk 1040! We are really proud of this PD library. Sales of disks have been good of late and we thank you for your continued support (oh oh—I am starting to sound like that wine cooler commercial). We've





received that great Apple /// game I've been talking about, called CAP'N MAGNETO and I am working on it now. Dr. Al Bloom has also sent along another couple of disks full of his programs, so stay tuned!

## WORDS OF WISDOM

///er Barry Downes, of New York City recently wrote me to say what a good job your /// SIG is doing. We appreciate that! Mr. Downes (who has six Apple ///s) added these words of encouragement for the /// community that I want to pass along:

Much of my love continues to be lavished on that brilliantly well designed computer, the Apple ///. I will try when I can squeeze in the time to write some more articles concerning the capacities and possibilities of that machine as well as to cheer up some of those owners who keep worrying they have an "obsolete" computer that most others today have never even heard of. Obsolete? Hell, talk to the LISA owner, talk to anybody that owns a MAC, today's "new kind of the block" is always tomorrow's hasbeen.

The only important question is, "Is the machine you currently own doing the job you bought it for?" If the answer is "yes"—and you can still get it repaired if a problem should arise—then realize how lucky you are and enjoy it for all it can do. It may serve you well for many years to come. All those bells and whistles you hear about are often just that! Add-ons that often do not materially change or improve the kind of word processing, database and spreadsheet work available on a machine such as the Apple ///.

## ON THREE CONTEST

At least one SIG member (our own SIG Co-Chairman Tom Bartkiewicz) has indicated plans to enter On Three's Business Basic contest. If you haven't heard, the contest will award prizes to the top three entrants who can develop a Mac-like interface for Business Basic. Apple's Taylor Pohlman, of Softalk Magazine fame, says it can, indeed, be done. And On Three's Bob Consorti even uploaded a program in the Apple /// Data Library on CompuServe to provide some additional help.

The contest's description and rules were all detailed in an article by your's truly in the July issue of On Three. Prizes include \$100 in On Three products for first place, \$50 in products for second, and \$25 in products for third. In addition, the programs will be published and included on a future Disk of the Month. Deadline is December 1st, so you still have time to enter.

## APPLE /// TECH NOTES

One of my long-standing projects has been to try and get our SIG a complete set of the Apple /// Tech Notes. The Tech Notes included information on a wide range of Apple /// hardware and software subjects, and fixes to specific problems, using various pieces of software, etc. An Apple /// club in Colorado printed some of them a few years ago, but there's never been a complete set available.

I understand, however, that there are a total of 42 documents listed by Apple on AppleLink's Technical Information Library. I'm not sure if that's accessible from their new "public" version of AppleLink but I will explore ways to get at that information and then place it onto a PD disk or two for all to use.

## NEW BOOKS

Thanks to Dr. Al Bloom, our WAP library now sports some new Apple /// books! They include the two texts by Eddie Adamis: *Basic Keywords for the Apple ///* and *Business Basic for the Apple ///*. Dr. Bloom also donated Kenniston Lord's book, *Using Apple Business Computers*. All are now available for you to take out or read at the WAP office as you desire. With these additions, our library now holds EVERY book about the Apple /// that was not published by Apple!

## OTHER CLUBS

The Third Apple Users Group of Wheaton, Illinois has changed the name of their newsletter. Originally TAU Tales, the publishers have chosen a very wise course and renamed it "The TAU Journal." The publication remains an excellent source of information about the /// as well as the rest of the Apple world. The newsletter is professionally done and TAU has a super Apple /// PD library. For more information, write to them in care of Lavonna Rann at 1113 Wheaton Oaks Drive, Wheaton, IL. 60187. Dues are \$30/year.

Down the road in Norfolk, Joe Dobrowolski's Apple Users Group International also continues to publish Apple /// articles. Joe may have more time for the club now that his wife and children have moved to Japan! Rumor has it that Joe will spend a year in separation before moving to Japan himself. AUGI has the largest Apple /// PD library available at reasonable cost. Address is Box 913, Langley AFB, VA. 23665. Dues are \$15/year.

Out in "La La Land", the Apple Three Users of Northern California remain a strong Apple /// group. Their library is tied in with AUGI's, although they do offer some disks of their own. Their latest newsletter published a listing that includes a reprint service for many Apple /// manuals and technical information (I reported earlier it appeared that had been dropped). ATUNC's address is PO Box 1528, Mill Valley, CA. 94942. Dues are \$20 annually.

And over in San Jose, there is a new Apple /// group, called The Apple ///ers Unanimous. President and Founder John Cowman says there are 25 dues-paying members. They publish their own newsletter that is technically oriented, and are working on their own PD library to include 3 EZ Pieces templates and a Pascal-based lottery random-number generator. Dues are \$10 per year or \$1 per month starting in March. For more information, you can contact Cowman at 732 Timor Court, San Jose CA. 95127. His phone number is 1-408-259-9036.

## FINALLY...

Claris's purchase of StyleWare (the producers of GS Works) took a lot of folks by surprise, since many expected Claris to upgrade AppleWorks specifically for the GS. And while it seems that the action indicates a willingness by Claris to be more open to the II community, rumor has it that the purchase had less noble reasons. That is, to provide Claris with an opening into the Mac integrated market! And now that GS Works (to be renamed AppleWorks GS) is apparently finished, programmers are rumored to already be at work converting the program over to the Mac. ☺

# CONFESSIONS OF AN APPLE /// SYSOP

by Jim Suthard

## Introduction

When you see:

```
/// // //      SSSSSS  IIII  GGGGG
// // //      S      I      G
// // //      SSSSSS  I      G   GGG
// // //      S      I      G   G
// // //      SSSSSS  IIII  GGGGGG
```

you know you have arrived at the BBS Board for the Apple /// Special Interest Group.

I have taken on the challenge to be the new /// Sysop. The Washington Apple /// SIG Board is here for ///ers and other interested friends to ask questions, talk with other /// SIG members, make announcements, etc. I want the Apple /// community to take advantage of our board to its fullest potential. The /// SIG Bulletin Board is an information center for /// SIG Members. Let us know anything that would be helpful to you by leaving a message here on the board. One item which will be helpful to many of you is our "up-to-date" listing of our Public Domain Library on the /// BBS Library, along with a more detailed description of each program. We are also posting a helpful database of available /// resources for /// users.

We also now have a /// File Transfer board where we can upload and download /// files, and with On Three's Communication Manager, we can do that using the Binary II or Xmodem protocols.

## How I Joined the /// Community

It was 1984 when we finally made the decision. We knew that a personal computer was a useful tool and now one within our reach. We had looked at Apple IIs, Macs and Lisas, and of course, Big Blue. But we liked what we saw in this big but flexible business machine, the Apple /// Plus. We knew we were swimming against the tide—that didn't bother us. We bought a Beta VCR because we knew it was the best VCR out there, and felt that quality would win out. I guess for similar reasons, we bought the ///. And I'll never forget a salesman telling me that Apple would never discontinue the ///s because they run their whole company with them.

Knowing next to nothing, we got our /// home. Took him out of the box, and tried him out by trying the tutorial disk. It worked fine. Then we tried the demonstration disk and the business application disk. My wife and I were really getting into computers for the first time in our lives. Then we tried out the "Confidence Disk" and our new friend shocked us by saying, "I'm OKAY" in a audible, human like voice. Getting catalyst up was a little harder, but after a while it all made sense. We were on our way.

Then we read a news article in Computers and Electronics, August 1984, Page 17:

"Apple has disclosed that it has stopped development work to upgrade the Apple III, which probably means that Apple will phase out production by the end of the year. Apple had been working on memory expansion

and boosting operating speed from 1.4 MHz to 6 MHz. The machine, which uses the 8-bit 6502 microprocessor, was introduced in 1981, aimed at the business market. With an estimated 75,000 Apple IIIs sold, Apple has now shifted its business market emphasis to the Lisa and Macintosh systems."

We were devastated when we read it (as we were when SONY announced it would produce a VHS machine).

## What the /// Offers

Historically, the /// was a ground breaker. Its Sophisticated Operating System (SOS, upon which ProDOS was based) could be updated through software changes (not expensive and cumbersome ROM exchanges). Even today's Mac II requires its ROM to be updated, as does the GS. For the three it was a mere substitution of a SOS.Kernel file on the boot disk. Its abstract machine concept allowed for software to uniformly communicate with connected devices coordinated by driver files. If you added a new device, you added a driver into the SOS.Driver file to allow the software to talk to it.

We were able to load different fonts or different keyboard arrangements with a few short software commands, or better yet, using our "menu driven" System Utilities Program. The powerful Business BASIC (the parent of the new Apple GS Basic) allowed you to use long variable names like "FirstName\$" instead of "N\$" for better documentation. S.O.S referred to all devices by names like ".console," or ".printer" or ".profile," as well as by disk and ram names like "/BASIC" and "/Three.EP." It led the way in using subdirectories. And it was the /// which pioneered a revolutionary integrated software program called Three Easy Pieces; it was later ported over to the //e and //c and became AppleWorks).

## Future of the ///

Being a member of the /// Community TODAY is more exciting than ever. Sure, others will remind us that our Apple ///s are not state of the art anymore. That's true, but can they afford to buy what it takes to implement all the potential of their machines. There is a growing resource of powerful but inexpensive software becoming available to us. The SOS Operating System and our Apple /// machines pioneered doing things that the Apple GS and Mac are only NOW beginning to do. We can be proud! Today, the Apple SOS Machine not only offers /// owners a wonderful machine that can do a lot of things awfully well and quite inexpensively. Iigs users will find Apple /// ProDOS compatible files. Although one is not able to directly run SOS programs on II family machines (yet—we're hoping for a /// emulation program for the GS), GS BASIC is based on the ///'s Business Basic, and therefore many /// Business Basic Public Domain programs may be revised to run on the GS.

Meanwhile back at the ranch, our Apple /// has become a family pet. My children say "good night" to SAM (one way of saying three in Korean is SaaM) and he's become a familiar friend to us.



## Our /// Board

Our SIG /// Board is located on Conference 1. Unset your Zelect and join us. The message center will be a place of useful information exchange for the SIG members and other interested friends, including those who are interested in the closeness between /// Business BASIC and the new GS BASIC as well as GS OS, which also will have driver files and device names similar to SOS.

The Library will especially be helpful to those looking to know more about the Public Domain disks. In the library, we have posted detailed descriptions of each disk which you can quickly read and record to an ASCII file.

I know when I first got my modem for my /// and signed up for the Board, I was disappointed that little was going on the board. It was hardly worth the effort of pulling my /// out and switching the serial cable from the printer to the modem—I've got a switch box now. As I looked back to earlier messages, I saw Dave Ottalini was trying hard to get people to use the board, but you get tired talking to yourself. I got frustrated and didn't come back much for a long time.

But now with a new wave of programs available and a new interest in this wonderful machine, hopefully many of our ///ers will come back from COMPUSERVE for a few moments to share time with other WAP ///ers, along with new ///ers and other interested folks, to ask questions, find out what new disks are available in the Disketeria and find out what's happening at the next meeting.

## A Note on Two N Fro

Two N Fro is a program recently offered into public domain by Daryl Anderson which supposedly allows us to go from the CATALYST program switcher directly to //e emulation via the /// plus //e card. It works the same way that the //+ emulation program does on CATALYST, except you are supposed to be able to go back to /// after you are finished with the two application. I have yet to be able to get it to do that, but will be contacting Daryl to ask what I might be doing wrong.

To install the program, you run a Business Basic program called INSTALL.2NFRO. It asks you for the subdirectory on your large storage disk (in my case, on the 5mb Profile, under the subdirectory "two"). The program then gives you a couple of other options regarding booting from your storage device—I found it best to answer "no" for now. After that, the install program copies two program under the "Emulation.64E" subdirectory. To get the program to work on Catalyst, you then go to the menu editing program and ask to edit the menu. You find the program which you want this program to precede and push the letter "A." Then you install it with whatever name you want to call it. I called it "///+//e", and then for prefix, I put ".profile/two/emulation.64e." For program path, I put ".profile/two/emulation.64e/loader.64e."

## BASIC Booting

Did you know that you can change the automatic boot program name in the SOS.Interpreter to whatever 5-lettered name you want? Using the public domain program, block access, or any other block editing program, you can go into the SOS.INTERPRETER file and find the various BASIC commands listed. At the end of the commands, a little further down

Ⓜ pg 35

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# GameSIG News

by Steven Payne

These have been heady times for computer gamers. Most of the major news concerns the GameSIG Extravaganza on August 27th, reported elsewhere in this issue. After the General Meeting, Dr. David ("Doc Rock") Granite invited all Pi members back to his house for a post-extravaganza party. (The Granites deserve a special word of thanks for once again hosting such a fine celebration!)

At the party Lord British gave a peek at the next installment in the *Ultima* series. *Ultima VI* will have waterwheels, mills and directional flowing water, for example, as well as twice as many tiles. Towns will be on the landscape map, and you can meet characters traveling between towns; some who were killed by Blackthorn in *Ultima V* will be resurrected again.

The monthly GameSIG Meeting on September 1 was more sparsely attended than usual, perhaps because people remembered our custom of passing the hat to cover expenses incurred during the August festivities. We began as usual with the regular Robot Tanks tournament, with entries from Richard Clark, Jamie Kowalski, and Jeff Stetekluh (the author of the program). Not surprisingly, Jeff's robot won. (Who had a better opportunity to fix the game?) Next, Chairman Charles Don Hall reviewed some of the vicissitudes of the Extravaganza preparations, including Richard Clark's lonely vigil at National Airport, waiting for the late Lord British—we all agreed he deserved lifetime beta-testing privileges for his troubles.

Charles also talked about forthcoming games from Infocom, including *Shogun* (graphics adventure based on the James Clavell novel), *Zork Zero* (a *Zork* "prequel" in which you finally learn the history of the Great Underground Empire and get to play Double Fanucci) and *Journey* (menu-driven role-playing chronicle). Among the programs distributed for review were:

**Home Video Producer** (Epyx, //GS, //e, //c with 128K, double hi-res, 80 column card, \$49.95 list): customizes home videos with graphics, text, borders, etc. (requires RCA type phono cable);

**L.A. Crackdown** (Epyx, Apple //e, //c, 128K double hi-res, \$49.95 list): real-time police detective adventure, thwarting drug racketeers;

**King's Quest II: Romancing the Throne** (Sierra, //GS, \$49.95 list): GS version of popular animated adventure series;

**King's Quest III: To Heir is Human** (Sierra, //e, //c, 128K, \$49.95 list): latest in the *King's Quest* adventure series;

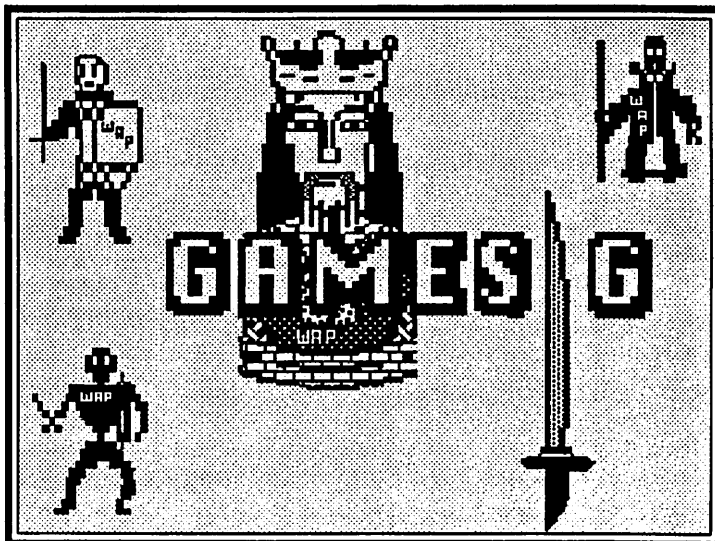
**Mixed-Up Mother Goose** (Sierra, //GS, \$29.95 list): Roberta Williams' 3-D animated adventure for children of all ages;

**Space Quest II: Vohaul's Revenge** (Sierra, //GS, \$49.95 list): animated adventure, follow-up to original *Space Quest* ;

**Zak McKracken and the Alien Mindbenders** (Lucasfilm Games, IBM PC and compatibles, 256K RAM, \$44.95 list): comedy-thriller follow-up to *Maniac Mansion* ;

**Moebius: The Orb of Celestial Harmony** (Origin Systems, Mac 512Ke or better): Mac conversion of popular martial arts fantasy/role-playing adventure;

**Dondra: A New Beginning . . .** (Spectrum HoloByte, Apple



// series with 48K): graphic adventure game;

**Soko-Ban** (Spectrum HoloByte, //e and //c with 128K, \$29.95 list): popular Japanese strategy game, moving crates through labyrinthine warehouse;

**Solitaire Royale** (Spectrum HoloByte, Mac II, \$34.95 list): solitaire card games using Mac II's 256 colors;

**Tetris** (Spectrum HoloByte, Mac, \$34.95 list): Russian strategy game, arranging clusters of falling blocks;

**Tetris** (Spectrum HoloByte, //GS and // series with 48K, \$39.95 list): Russian strategy game, arranging clusters of falling blocks.

**The Colony** (Mindscape, Mac 512K or better): real-time 3-D space adventure;

**Balance of Power: 1990 Edition** (Mindscape, 512K Mac): new edition of the famous geopolitical strategy game (has *glasnost* made it any easier to win?);

**Superstar Ice Hockey** (Mindscape, Apple //GS): hockey simulation;

**Vocabulary Challenge** (Mindscape, Apple // series with 48K): 4 educational games for young people.

Because of the small attendance, almost everyone got an opportunity to review something; you will see these programs reviewed here in the future. Meanwhile, look for GameSIG reviews of *Sherlock* and *Tetris* in this issue.

The meeting included demos of *The Colony* (Mac) and the *Tomahawk* helicopter simulation (//GS), and ended with a final Robot Tanks tournament, in which late-comer Davy Hakim's "Crystal Raider" won the match. The next regular meeting will be on October 6, 1988 at 7:30 PM in the WAP Main Office. See you there!

## TETRIS FOR THE MAC: A Review

by Steven Payne

Forget about *glasnost* and nuclear missile treaties. Now we know they're only a smokescreen to divert us from the real Soviet threat: a computer game so fascinating we'll forget to keep up our defenses against the Russkies!

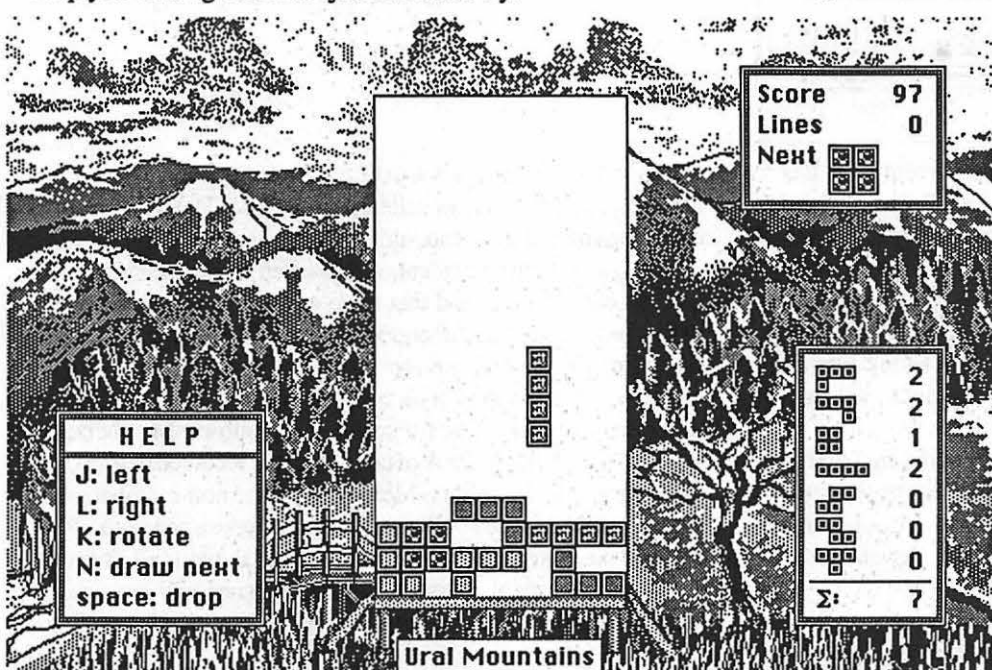


**Tetris** (Spectrum HoloByte, Mac 512K or better, \$34.95 list) is a test of skill designed by two Soviet programmers. The game involves randomly generated four-square clusters, which descend from the top to the bottom of an on-screen rectangular pit (that's what the documentation calls it) and which you can rotate to fit with other clusters. Once the fitted pieces form a complete row (ten squares across), that row disappears, the gap is closed, and your score goes up. The more horizontal lines you eliminate in this way, the faster becomes the speed of the descending clusters, until eventually you can't keep up; the screen fills to the top and the game is over.

After the opening credits, **Tetris** allows you to choose any of 10 difficulty levels at which to begin. Though you normally start the game with an empty pit, you can also choose to have a number of randomly filled layers at the outset. There is an "Advanced" mode which increases the speed of the game, and a "Tournament" mode which allows for competition among several players. You can even "replay" the last game to try for a higher score. Added features include background graphics of famous Soviet scenes, and some wonderful Russian music.

The game is easy enough to describe, but much more challenging to play, and can be maddeningly addictive. Realizing this, Spectrum HoloByte also includes a DA version, which you can install as a desk accessory (though it lacks the music and has only one menu). Among the features of the game I most appreciated was the option of previewing the next shape to fall; it helps me prepare my not so nimble fingers. Still, I've been playing **Tetris** avidly for some time now and have never made it to level 10!

The game is beautifully designed and shows up well enough on the Macintosh, though the sample screens from other computers presented on the back of the box make me long for the color version. In the meantime, I would heartily recommend **Tetris** for anyone who enjoys a simple but seductive strategy game that will keep you coming back for "just one more try."



A screen from level 5. As they descend, the pieces can be flipped, rotated and moved left or right via the keyboard or number keypad.

## SHERLOCK: THE RIDDLE OF THE CROWN JEWELS: A Review by Steven Payne

*"Quick, Watson, the game is afoot!"*

*As I instinctively donned hat and coat and walked toward the outer door, expecting Holmes to join me momentarily, I noticed my companion, in deerstalker hat and Inverness cape, still sitting before the computing device placed atop the table.*

*"Not that game, Watson, but over here," said he, gesturing impatiently toward the screen. "I need your typing skills so that I may apply myself uninterrupted to my deductions."*

*"But what case is this, Holmes, and do you yet have any clues?" I inquired.*

*"The Crown Jewels have been stolen, and the perpetrator of this mystery is a bespectacled young man of medium height and build with the initials RB, a native of Washington, DC now living in Vienna, and a known collaborator with the nefarious Infocom organization."*

*"Brag and bounce!" I exclaimed. "How could you possibly know so much about the perpetrator before analyzing any of the clues?"*

*"Elementary!" he smiled. "I met him at the GameSIG Extravaganza!"*

**Sherlock: The Riddle of the Crown Jewels**, written for Infocom by Robert Bates of the locally-based *Challenge, Inc.*, is Infocom's last all-text adventure (apparently) but the first in a new "Immortal Legends" series. In this game you play Watson, now married, summoned two days before Queen Victoria's Golden Jubilee to the lodgings you used to share with the world's first consulting detective. There you find a bored Sherlock Holmes, syringe in hand, whom you rouse from lethargy with the announcement of a mysterious visitor waiting in the parlor. As the gentleman visitor quickly explains (and of course Sherlock

has already deduced the reason for his visit), someone has stolen the Crown Jewels from the Tower of London, leaving behind only a sheet of paper covered with riddles. The jewels must be recovered before the Jubilee or the theft will be exposed and the government discredited. Sherlock recognizes the riddles as a plot to trap him, and therefore commissions you as Watson to pursue the investigation according to your own plan, to throw the scoundrel off guard.

And so you begin your search through nineteenth century London with Holmes at your side, a search that will take you to Westminster Abbey, Madame Tussaud's, Parliament, Trafalgar Square, London Bridge, Covent Garden, Scotland Yard, the British Museum and the Tower of London. Though you travel extensively in the game, the number of sites you need to visit is fairly limited, cab rides seem to be free (Victorian England was so progressive!), and obstacles pre-



vent you from wandering aimlessly through other irrelevant parts of London (unlike *Amnesia*, where you could easily get lost in the myriad streets of Manhattan). Solving a particularly tricky puzzle in Westminster Abbey will provide other riddles, leading to further clues in the shape of gems from an earlier robbery. You won't be surprised to find the clues ultimately pointing to Holmes's archenemy, Professor Moriarty. To finish successfully you must defeat him in a final confrontation, save Holmes, and return the Crown Jewels to the Queen before the Jubilee festivities begin. And all of Her Majesty's subjects will owe you an eternal debt of gratitude!

The game includes on-line hints (now apparently a standard feature of every Infocom game) and is quite enjoyable, particularly as a first installment; Bob Bates hopes eventually to expand the *Sherlock* series into a trilogy. The parser is excellent, and the puzzles are generally fair, though the hardest one comes at the beginning, and players may have a little trouble getting started solving the riddles without some prior knowledge of British culture and history. The game package comes equipped with a map of London, a Sherlockian key chain (wouldn't a small magnifying glass have been better?) and a page from the June 17, 1887 edition of *The Thames*. The Mac version, which I used, has some wonderful sound effects (try playing Holmes's violin, for example, then having him do the same). My main complaint is simply that the game seemed rather small and was over too

quickly; I finished in one day. It may be that there was not enough room for a more complex plot because of the added features. Despite their advantages, the problem with on-line hints is that they constitute an almost irresistible temptation when wrestling with more difficult puzzles, and take up disk space that might otherwise be used to make the game larger. Why not encode them in the documentation instead, as other game packages do?

My only other comment has to do with the "Immortal Legends" project itself. Attempting to build an adventure game around famous literary or historical figures poses special challenges; the author has to choose plots, locales and puzzles in keeping with what we *already know* of the characters. This means that the game can't be as wildly inventive as the *Zork* or *Enchanter* series, for example, yet somehow must keep our interest without being entirely predictable. In this case, author Bob Bates wisely chose not to make us play the title character, since that would remove the main fascination of the original stories, the genius of Sherlock himself. However, by having Watson be the player character and take the lead in the investigation, Holmes is often reduced to a silent and ineffective companion, which isn't an entirely satisfactory arrangement either. Perhaps in the next installment Bates will find some way to include Sherlock as a more active participant in the game. In the meantime, all of you aspiring Baker Street Irregulars should try your hand at *Sherlock*, and match your wits with Moriarty! ☺



Annapolis Apple Slice

P. O. Box 1332

Severna Park, Maryland 21146

by Katherine M. Cave

There were about 20 people at our August 20 rainy Bar BQ held at the CRABBS (Chesapeake Region Apple Bulletin Board Service) headquarters, home of Barry Conner, our SYSOP. Each brought what they wanted to eat, and a dish to share. Barry manned the outdoor grill under an umbrella (!), and after everyone had stuffed themselves, we talked computers and had a tour of the board area. What do you know, it doesn't look like an airplane pilot control panel—just a regular computer, sitting a little bit higher because of the extra hard drives.

No meeting was held in August, but the MacSIG met with a good attendance of about 10 people. The MacSIG meets once a month at the West St. branch of the Anne Arundel Co. library. The dates until the end of the year are: October 20, November 17 and December 15.

All talk at the executive board meeting held August 26, was concerning the October 8 Electronic Flea Market, to be held at Magothy River Middle School, Peninsula Farm Road (just opposite Anne Arundel Community College, off College Park-

way) from 9 to noon. This will be our first endeavor and we hope to have a good showing of sellers and buyers. Dealers in the area are being invited to attend, along with other sellers.

Craig Contardi, President, was pleased at the decision not to have an entrance fee, and that there will be a membership table with literature about AAS and WAP which we trust will produce new members. The auction between 11 a.m. and noon should be a lively event and cap off a successful venture into the garage sale business. Price structure for sellers is as follows: Members, \$3 and non-members, \$5 for 4' of table space (if received before Oct. 6). Door prices for sellers: Members, \$5 and non-members, \$8.

In September, the AAS newsletter will have a new look. Ray Settle is the editor and had a neat format to show us all. We can hardly wait to see the first issue. Later issues will have more material with members writing reviews and articles for publication.

That's all from Annapolis. You'll come to the October Flea Market, hear?

# GAMESIG MEETING REPORT: August 23

by Karen Rall

GameSIG, headed by Charles Don Hall, produced another outstanding review of what is new in the world of Apple playware. A wide variety of games was represented, with games for both the Apple II and Macintosh computers. GameSIG Chairman Emeritus, Ron Wartow, came all the way from upstate New York to preside over the meeting and quiz attendees with trivia questions for prizes ranging from software to ankhs and codex coins.

## Wizardry V

First up was Sir Tech's David Bradley, Wizardry V programmer, and Brenda Garno. They unveiled a beta version of Wizardry V, a version just 33 hours old. It appears that the magical rift is growing and the Gatekeeper has been caught. It is your job to find out who locked him up.

The play has improved, mazes are no longer just square, they are big and not necessarily symmetrical. Encounters are now interactive. You can talk with the creatures you meet, try to get some information, or slash them if you prefer, in color no less. There are now 63 spells to choose from, including "Socordi" which conjures up a greater demon who may help you out, or on the other hand, may behave in a most devilish fashion. Statistics now keep track of the number of times you have died.

## Sherlock

Bob Bates had the idea—why not have a series of interactive adventures based on classic adventures, like an interactive Sherlock Holmes mystery or the adventures of Robin Hood? Infocom liked the idea, and Bob wrote the first game, "Sherlock". Every detail is authentic. (Ok, he moved one street to make it more convenient, but other than that everything is true Holmes and true London). This is the last all-text adventure that Infocom will release. Future games will include illustrations on the upper half of the screen.

The Infocom parser is about twice the size as before. You can ask questions of the game such as, "Why does the government take money from me?", and it will have an answer. (Bob did not tell us what the answer was.) You can express the same sentiment in 10 or 12 ways and the parser understands.

The adventures of King Arthur, the first in the new graphics format, will be released in January.

Ryan Thomas from Broderbund showed two of the latest games for the Macintosh.

## Shufflepuck Cafe

This game takes you to the seedy Shufflepuck Cafe where you can play real time air hockey with the patrons. You can choose anyone in the cafe to play with, from DC3-Also (a robot) who is the easiest, to Biff who is one tuff fellow. You can change the size of your paddle to help you out against the better players. Your opponent always has a few words to say about your play from, "Nice shot" to extremely rude guttural noises. In championship mode you can take them all on.

## Jam Session

Jam Session lets you jam with a band, using the keyboard as a keyboard, or any of a number of instruments for various sound effects. Choose the style of music, ranging from country, classi-

cal, heavy metal, rock and others. Release date: sometime this fall.

## Crystal Quest with Critter Editor

Crystal Quest runs on the color Mac II and also runs on a 512K Macintosh. This is an arcade game like no other. A high action, multilevel shoot 'em up where your enemies say things like "aaaaaahh". The game was always fun, but now the new version has Critter Editor, so that every nasty, bomb, animation, and even play action can be changed. The sound effects can be imported from any sound resource, including HyperCard sound effects. Terry Kunysz, from Casady and Greene demoed a version where the critters were saying things like "Don't be afraid Luke", "I'm not a wimp!", "We don't need no stinkin' naaasties."

The new Crystal Quest with Critter Editor is not copy protected, runs under MultiFinder and has save and resume modes. Critter Editor requires a 1 megabyte machine.

## Origin Systems

His highness Lord British, Richard Garriot. Ultima V, Warriors of Destiny, is the newest and latest in the world of Britannia. This game has been out for only three months and has already earned some of the highest ratings ever for a game.

Lord British is missing, and the Evil Lord Blackthorn may be involved. The game has a beautiful sound track which runs with both a Mockingbird and Midi music systems. Ultima V has 14 different musical themes that run appropriately according to the games action. The graphics are more detailed than ever. In previous versions, the characters all did one-liners. Now characters have distinct personalities and a lot more to say. They live real lives, in real time. A shop keeper would be in his shop during the day, at home during the night hours. It gets dark at night, decreasing the visibility, and a lighthouse sends out beams of light to brighten the seascape in the night. Dungeons have full 3-D bit mapped graphics where you can see and hear water dripping and splashing from stalactites.

The time limit has been removed from combat, to help out beginners. The strategic elements are more important—make sure you load a weapon before firing, and watch out that one of your band is not in the line of your fire. There are more visual effects when you cast a spell or use weapons.

Ultima IV is about the good side of "the Force". As you, the player, need to increase your virtues, you increase your strength and agility. Ultima V requires you to deal with the dark side of the Force in order to conquer it. You must learn to deal with undesirable characters. Again you must have a conscience. If you kill someone unnecessarily, he is dead for the rest of the game. There is no way to revive him. If that person held a clue, it is gone forever.

Ultima V is a complete, realistic, whole world simulation. Five man years went into creating an Ultima V (two and a half years in real time). Average playing time over 100 hours. ☺

# A SHORT GLOSSARY OF COMPUTER JARGON

Demented Definitions for Computer Crazies—"If not the Devil's Dictionary, at least the Imp's insight."

by Joe Kelley

Computerese (which see) embraces many terms which can confuse inductees in the electronic army of the computer equipped. While this author doesn't know whether this work should appeal to the spirit of Sam Johnson or Humpty Dumpty, he does hope they will both smile at the definitions.

What follows is a series of whimsical explanations of the terms used in computerese. Good taste will not be found among them. Let the reader beware.

**A:** (The first letter of the alphabet) A is for Apple.

**AI:** n. (Acronym for Artificial Intelligence) An attempt to provide artificially what is absent naturally from data processing directors (which see).

**Apple:** n. A fruit used by Eve in the Garden of Eden to make a mess of things and by the California computer firm that brought the world the Apple /// and the Lisa.



A slightly used apple.

**Application:** n. A piece of software alleged to have socially redeeming value.



A socially redeeming application.

**ASCII:** n. (Pronounced A..KEY) 1. The cuneiform of computers. 2. The Esperanto of the computer world.

**AT&T:** n. Acronym for Ma Bell of late, lamented fame.

**Back Door:** n. A more mundane name for a Trojan Horse (which see).

**BASIC:** (Acronym for Beginners All-purpose Simplified Instruction Code) n. 1. The world's worst programming language. 2. The world's most widely used programming language.

**Baud:** n. A particularly sexy measure of speed in telecommunications. 300, 1200, and 2400 (the raciest!) baud being the most widely available flavors. Divide by ten to get the approximate characters per second, if you care. Used in the bawdy phrase: "Byte my baud."

**BBS:** n. (Bulletin Board System) A (micro)computer running software which allows remote access across telephone lines and providing a message base and file transfers. The electronic equivalent of the cork board in the local supermarket.

**Bells and Whistles:** n. Fancy but useless features of a system which drive the price up and confuse the purchaser into thinking it is worth paying for.

**BetaWare:** n. Software which the user is supposed to debug (which see). Same as application (which see).

**Big Blue:** n. Nickname for condition of IBM stockholders after three years of poor profits.



Print this logo in blue!

**BIOS:** n. (Basic Input/Output System) The ignorant opinion that only IBM computers should be purchased.

**Bit:** n. 1. The basic unit of computer storage. Symbolized as a "1" or a "0" or as an "on" or an "off," or as a "maybe I know," or "maybe I don't know"; 2. The Morse code of computers.

**Bit-Map:** n. An itty-bitty diagram, too small to be read.

**Bomb:** n. 1. A bad idea produced by software and deliberately inserted into it by programmers to justify their continued employment. 2. A hiccup of the operating system.



Don't lose your data when the bomb goes bang!

**Buffer:** n. Something needed to reduce acid indigestion when output (which see) is first late and then wrong.

**Bug:** n. 1. The cockroach of the computer world. 2. Unplanned feature (which see).



Is this bug eating your data?

**Burn In:** n. (Said of computer screens) The ghosts of departed pixels.

**Buzzwords:** The substitution of jargon for thought.

**Byte:** n. 1. The basic unit of misinformation. 2. A set of eight bits which are mistreated as a unit. Sometimes roughly equivalent to a character on a typewriter keyboard, depending.

**Cache Memory:** n. A location in memory where needed information is stashed away and forgotten.

**CAD/CAM:** n. To use the computer to speed up poor design or manufacturing in order to save money.

**Camera Ready:** adj. A state of misdesign which can be turned over to the printer.

**Character:** n. An office weirdo.

**Chart:** n. A pictorial guide to errors.

**Clip Art:** n. Useful art stolen from someone else.



**COBOL:** n. A small group of programmers determined to drive you crazy.

**Code:** v. 1. To translate a simple idea into an indecipherable language. 2. To program. 3. The machine language instructions which explain why the software doesn't work properly.

**Compiler:** n. A piece of software designed to be blamed for poor design of the application.

**CompuServe:** n. An obscenely expensive network with many enticements to waste your money.

**Computer:** n. An electronic device designed to replace people but which doesn't work.

**Computer Literate:** adj. 1. Able to misspell with a computer.

**Computer Room:** n. 1. The shrine containing the holiest of holies. 2. The Sanctum Sanctorum of the Data Processing Department complete with 20th century incense (air conditioning).

**Computerese:** n. 1. The b.s. argot of the data processing world. 2. A depraved form of speech used only by those too ignorant to be able to express themselves with words.

**Consultant:** n. 1. A person who knows 100 ways to make love but doesn't know anyone of the opposite sex. 2. A person who





borrow your watch and then tells you what time it is. 3. A fraud masquerading as an informed expert. 4. An unemployed creep looking for a job.

**CPU:** n. (Central Processing Unit) The field of battle in the DP world. A riot of little 0's and 1's fighting it out at the speed of light.

**Crash:** n. The electronic equivalent of a pile-up at the Indy 500.

**CRT:** n. (Cathode Ray Tube) The boob-tube of data entry.

**Cycles:** n. 1. The run around. 2. The number of times the computer can do nothing before it has to do something.

**Data:** n. The everyday substitute for information.

**Data Entry Department:** n. Group responsible for the arduous task of creating data errors.

**Data Processing Department:** n. The Vatican of authorized ritual.

**DBase:** n. (Abbreviation of debase) Software which will ingest vast amounts of misinformation and convert it into data to be used as input to another process with a similar end product.

**DBMS:** n. DeBased Management System (said of many MIS (which see) environments).

**Debug:** v. To locate the bugs in an application program or otherwise to do things which should have been done before the software was sold to the unsuspecting public.

**DEC:** v. To floor an IBM sales rep by buying a Vax.

**Design:** n. 1. Planning. 2. The missing component in software development.

**Desktop Publishing:** n. 1. Ugliness at three hundred dots to the inch. 2. The combination of the author's zealotry, the editor's misunderstandings, the typesetter's poor taste, and the paste-up artist's mistakes. (Ed Note: What?!)

**Digit:** n. The finger.

**Digitize:** v. To number until numbed and/or to make a verb from a noun.

**Digitization:** To give the finger to verbs and nouns.

**Disk:** n. Possibly a hard disk (which see) or a floppy disk (which maybe you should also see) or even maybe a diskette (yes, you had better see that one too).

**Diskette:** n. A place where data is lost. Can be hard or floppy (each of which see).

**Disk Drive:** n. The juke box of computers playing the diskettes of data.

**Documentation:** n. The generally incorrect and always incomplete information provided by the manufacturer about a product.

**Dog and Pony Show:** Phrase indicating event where all the bells and whistles (which see) are used.

**Down:** adj. The emotional condition of the DP Director when the computer is not functioning.

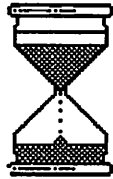
**Download:** v. (See Upload) To use telecom-



"May I borrow your watch?"



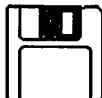
Cycles as advertised.



Cycles as real.



A better way to manage your data!



This is a diskette.



This documentation is incomplete.

munications to illegally transfer software from a remote computer to your own.

**Downtime:** n. The minimum length of time exceeding your ability to wait for some useful output.

**DP:** n. (Data Processing) 1. The jargon of an illiterate cult who are so inarticulate that they do not speak in words, grunts and letters being made to suffice. (See wookie.) 2. The department responsible for mutilating information.

**DPI:** n. (Acronym for Dumbness Per Item) Basic measure of the stupidity of the output of a desktop publishing (which see) system.

**Dummy:** n. A desktop publishing inge-

**Dupe the Decks and Go!:** Phrase used by crazed presidents of start up computer companies. Indicative of extreme inattention to details such as timeliness, accuracy, etc.

**Duplex:** n. 1. A telecommunications phenomenon which comes in two flavors, full and half. In full duplex the remote computer echos what you type back to your computer. In half duplex, your computer talks to itself. 2. In real estate, two for the price of one.

**EBCDIC:** n. (Pronounced EB-SA-DICK) Cuneiform according to IBM.

**Electronic Mail:** n. The paperless Post Office on your desktop.

**E-Mail:** Sort of like she male but only of the other sex (at least in England).

**EPROM:** n. (Acronym for Erasable Programmable Read Only Memory) A contradiction in terms.

**Error Listing:** n. Things your computer salesperson never told you.

**Error Messages:** n. The Delphic utterances of the 20th century's high tech toy, the computer.

**Ethernet:** n. A gaseous transmission medium moving 10 million little thingies a second and capable of moving massive amounts of inaccurate data. Will not transmit information.

**Executive Meeting:** n. A group grope with high tech trappings.

**Expert System:** n. Software intended to replace your boss.

**Fault Tolerant:** adj. An easy boss.

**Feature:** n. Planned bug. Features come in two flavors: documented (expected by the user and sometimes described in the documentation) and undocumented. The latter are often confused with unplanned bugs (which see).

**File:** n. A collection of misinformation which are treated as a unit by a computer. Files can be made up of data or program instructions (software) but it doesn't make any difference.

**Flipped Bits:** n. A condition in which small pieces of one's mind are individually driven crazy by random chance.

**Floppy:** n. Temporary home for itinerant data.

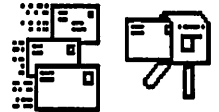
**FORTRAN:** n. A programming language which correctly gives the values to formulas incorrectly chosen to solve some problem.

**FreeWare:** n. The Off-Track betting of the computer world. Amateur, entertaining and risky.

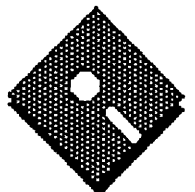
**Giga:** Prefix meaning "a few."



"You did this newsletter all by yourself?"



Electronic mail is so fast, it's obnoxious.



This is a floppy.



**Glitch:** n. A bitch of a bug.

**Graph:** n. The picture worth a thousand numbers—all of them in error.

**Graphic:** 1. n. Electronic picture. 2. adj. The type of language used to describe the accuracy of typical output (which see).

**Hacker:** n. 1. A creep out to destroy your files. 2. Another system user.

**Hard Disk:** n. A rigid medium whirling around in a state of ecstasy.

**Hardware:** n. Computer junk which can be banged (referred to an "impact adjustment," which see) when it malfunctions. But see the entry before the computer malfunctions.

**Hot Type:** n. A stolen font family.

**Hype:** n. The standard substitute for help.

**IBM:** Popular chant meaning "I Bought a Macintosh."

**Information:** n. The dream of decision makers and the nightmare of DP managers.

**Input:** n. 1. Misinformation fed to a computer at great cost. v. 2. To pour, drip or otherwise enter stuff so that it can be manipulated at great speed and even greater cost.

**Impact Adjustment:** The thrashing you always wanted to give that \*#\$+ing computer.

**Integrated:** adj. A cliché falsely applied to almost every product and system. The summum bonum of data processing, more honored in the breach than in the observance.

**Interact:** v. A word used by people whose vocabulary does not recognize the more specific terms: talk to, communicate with, meet and discuss.

**I/O:** An abbreviation for "I Owe!" Generally sighed.

**Jobs, Stephen:** n. The self-appointed designer of the NeXT computer after the last computer for the rest of us.

**Junk:** n. 1. Computer equipment. 2. Yesterday's MIS reports.

**K:** n. 1. the first letter of this author's last name. 2. One thousand.

**Key Combination:** n. An unremorable collection of keys which must be depressed at the same time to achieve the effect of a mouse click. The Guinness Book of Records entry is the oft-used Command-Shift-Option-Alt--- -l-Kneeonnumeric keypad.

**Kludge:** v. 1. To jury rig. 2. The programmer-preferred technique for modifying software.

**LAN:** n. (Local Area Network) The office coffee klatch for data.

**Language:** n. An organized syntax of statements designed to mystify normal human beings.

**Laser Printer:** n. The single machine more responsible for the proliferation of bad design than anything since the invention of the printing press.

**Lasercrud:** n. 1. Documents produced by desktop publishing (which see). 2. Products of the Ransom Note School of Design.

**Lexicographer:** n. A madman who writes or compiles a dictionary.

**LISP:** n. An effeminate programming language designed to control your mind.

**Log Off:** v. To disconnect from a BBS according to proper

procedures (as distinct from rudely turning the modem off).

**Log On:** v. To gain access to a BBS, sometimes legitimately.

**Logic Bomb:** n. A set of program instructions triggered by a specific event (such as a key stroke sequence) which can produce unsettling results such as suddenly erasing a hard disk.

**Look and Feel:** n. Touchy-feely in a copyright way.

**Lotus:** n. (After Eatin Lotus) The name of the college accounting teacher who volunteered his soul for the noted second generation electronic spreadsheet (which see).

**Mac Graphic:** n. Computerized pointillism at 72 daubs to the inch.

**Machine Language:** n. Programming instructions which can be understood by a machine but not by a human being.

**Mag Tape:** n. Akin to a tape worm (each of which see) and having approximately the same usefulness.

**Mainframe:** n. The great, big iron abacus of the computer world. Noted for being "down" (which see) when needed most.

**Malfunction:** n. The operation of a hardware or software according to the way it was built as distinct from the way it was advertised.

**MTBR:** n. (Acronym for Mean Time Before Repairs) The cube of the average length of time from malfunction until output is needed.

**MTBF:** n. (Acronym for Mean Time Between Failure) The square of the average length of time from when you must have output until you get it.

**Mega:** Prefix meaning "a couple."

**Microcomputer:** n. A jumble of silicon, plastic, and pixels small enough and cheap enough to do something useful, maybe.

**Microfloppy:** n. An embarrassingly small floppy.

**MIPS:** n. MisInformation Per Second; basic measure of data processing.

**MIS:** n. Code name for DP (which see) adopted after large numbers of people began to realize that merely grinding numbers through silicon has no socially redeeming value.

**Modem:** n. Acronym for Modulator-Demodulator. An electronic device for converting a computer's electronic thingies to an acoustical signal (modulation) which can be transferred over telephone lines and converted back (demodulation) by another modem to those mysterious thingies which micros love.

**Monitor:** n. A piece of hardware useful for viewing the destruction of one's data. Noted for pixels dancing on its face (head).

**Mouse:** n. A device used to avoid more productive employment (as in the phrase "mouse around" [here embarrassingly used as a verb]).

**Mouse Click:** n. 1. A nervous twitch of the finger designed to mean something. 2. Basic unit of effort on Macintosh computers, as in "It took me 712 mouse clicks to do this!"

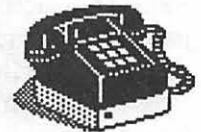
**MS-DOS:** n. Acronym for Messy Style - Damaged Operating System.



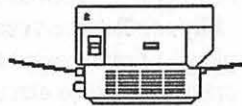
I bought a Macintosh!



This is Steve. Steve is a millionaire.



This is a modem hiding underneath a telephone.



My Wonderful Computer

**Multiplexer:** n. An expensive device for confusing streams of data bits. A cuisinart for little 0's and 1's.

**Nanosecond:** n. The length of time from when the light turns green and the jerk behind you beeps his horn.

**Network:** 1. v. To look for another job.

2. n. The spider's web of data distribution.

**Network Administrator:** n. God.

**Network Topology:** n. The complex of decisions about whom you speak to first, what you say, and what you admit to knowing.

**Newsletter:** n. Irrelevant graphics floating in a cesspool of poor writing dictated by worse design.

**NeXt:** n. A hardware company with a vaporware (which see) product.

**Object Code:** n. The result of feeding source code (which see) to a voracious compiler (which see).

**Operating System:** n. 1. Overbearing software which interferes with your intentions. 2. An overly complex program which you don't really want but which you must buy so that it can interfere with your application software.

**Orphan:** n. A child of a desktop publishing fanatic.

**Output:** n. Occasional substitute for information; its chief characteristics are that 1) it's late; and, 2) it's wrong.

**Parameter:** n. 1. A word that does not mean *boundary*. 2. Computerese for *boundary*.

**PARC:** n. A not very green place south of San Francisco. A place not to be late at night.

**Pascal:** n. A programming language with nothing to do with the French mathematician after which it is named.

**Phone Phreak:** n. 1. An idiot with nothing to say but determined to say it long distance at Ma Bell's expense. 2. A system cost passed on to legitimate users.

**Pica:** n. A cheap typesetter.

**Pixel:** n. What angels were to heads of pins, pixels are to computer screens.

**Pixel Eater:** n. A graphics crazed Mac groupy who displays a severe compulsion for or an electronic addiction to computerized pictures of thingies.

**PL/1:** n. A programming language (which see) so obscure that it is impossible to determine the intent of a program from an examination of its source code (which see).

**Power Lunch:** n. Equal parts of red ties, expensive food, snooty service and mutual flattery.

**Power User:** n. Someone who uses vastly powerful computers to run games.

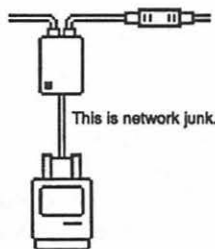
**Print Out:** n. Output (which see).

**Programmer:** n. 1. A person who explains to you why you can't have what you need. 2. The high priest of a low cult.

**Programming:** v. A personality conflict with a machine.

**Programming Language:** n. A system designed to obscure the intent of software (which see) from all but the highest paid consultants (which see).

**PS/2:** n. (Acronym for Personal System/2) A hardware product line without an operating system to allow its effective use.



This is a pixel. Look really close, there isn't much to see.



"What? Me worry?"



A Programmer.

**QC:** v. (Quality Control) To prevent the client from getting too much for his money.

**Quark:** n. An Irish eccentricity, thought to be a basic constituent of matter.

**Resolution:** n. 1. The degree of smallness needed so that you cannot see something. 2. A determination to look for it anyway.

**Reverse Engineering:** n. The process of design after construction. Used in software development.

**ROM:** n. (Acronym for Read Only Memory) The "look but don't touch" machine instructions.

**RS-232C protocol:** n. An industry-wide agreement which specifies whatever it is that really happens when signals of some incomprehensible kind are sent by a computer to a modem.

**Rules:** n. Skinny lines on the page. v. (To rule) The dream of every programmer.

**Sans Serif:** n. Arab programmer noted for his cooking.

**Scanner:** n. A character in a bizarre movie.

**Screen Dump:** When your program messes the bed and your monitor flushes the toilet.

**SCSI:** n. An acronym for Small Computer System Interface which is pronounced "sexy" before you get a virus and "scuzzy" thereafter.

**Security:** n. The greatest myth of computers.

**Sexed Quotes:** n. Quotation marks shaped to match the outside edges of the number "69."

**ShareWare:** n. A "drive-before-you-buy" system for software for microcomputers. Originally devised by Diogenes. Believed to be the cause of many bankruptcies of start-up software companies.

**Software:** n. Computer junk which can only be cursed when it malfunctions.

**Source Code:** n. The statements of a program in a programming language which describe what the program is actually to do—well, sort of.

**Spreadsheet:** n. The soul of an accountant locked forever in a computer program.

**Supercomputer:** n. A large computer with 12 inch hard disks capable of great endurance.

**Sweaty Palms:** n. Proof that if God had meant us to use computers we would all have been born with silicon skin.

**Sysop:** n. System Operator (which see).

1. The person who can do things you can't do on a BBS. 2. The men's room attendant of the telecommunications world.

**System Operator:** n. Sysop (which see).

1. Individual responsible for flushing the electronic toilet of a BBS. 2. On large systems, the individual who interferes with your output.

**Tape:** n. Comes in four colors, red, green, magnetic, and worm.

**TeaseWare:** n. The simplified, error-free version of software which does nothing useful.

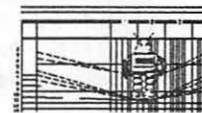
**Technobabble:** n. Writing or talking about computers.

**Technocrap:** n. Documentation (which see).

**Technocrat:** n. A jargon dispenser of the computerese kind.

**Technonerd:** n. A microcomputer owner with a compiler (which see) but without a word processor (which see also).

**Technophile:** n. (AKA Technofile) A place where MIT grads



are filed and forgotten.

**Telecommunication:** n. Computers chatting over telephone lines.

**Template:** n. 1. Would-be software.

**Terabyte:** n. (From the Greek *Teras* or *Monster*) 1. Minimum memory size to run any useful application. 2.  $10^{12}$  bytes. 3. More than a few bytes.

**Throughput:** After the input (which see) and before the output (which see) there is this throughput (which you are seeing).

**TIFF:** v. An argument about scanner formats.

**Time Bomb:** n. 1. A set of program instructions activated by the computer's internal clock. Known to occasionally increase computer anxiety by changing all the passwords on a system. (Not for the faint of heart.) 2. Proof that computers can tell time better than people.



Tick, tick, tick.

**Toner:** n. The ink of laser printers. It's just that you can't stick a girl's braids in it.

**Trojan Horse:** n. (Back Door, which see) 1. A set of instructions in a program which upon activation will allow unauthorized entertainments to occur. 2. A technique used by banking systems programmers to increase their pay.

**TRS-80:** n. Acronym for Trash Eighty, an early microcomputer clunker.

**Type:** v. Instruction to a secretary (usually followed by a "!"). n. The characters making up words (i.e., the office weirdos who gossip).

**Unix:** n. A user-vicious operating system praised by programmers in need of employment.

**Upload:** v. (See Download) 1. To transfer a computer file from your computer to a remote one. 2. Electronic publishing.

**User:** n. Victim.

**User Friendly:** adj. Cliché used in marketing software. Equivalent in substance to "Want some candy, little girl?"



**VaporWare:** n. 1. Announced but undelivered software. 2. IBM marketing strategy.

This lolly pop tastes good.

**Virus:** n. 1. A piece of software designed to be activated without the knowledge of system user and capable of attaching a replica of itself to other files which will transfer the virus to any system to which they are moved. 2. Poltergeists of the computer world.

**VisiCalc:** n. (after Irving Visicalc) The name of the high school bookkeeping teacher who volunteered his soul for the first electronic spreadsheet (which see).

**Voice Mail:** n. When poison pen letters fail, this adds a new dimension to graphic communication.

**Volatile:** adj. About to be destroyed (e.g., your most important data).

**Welner, Norbert:** n. An early computer crazy.

**Which See:** v. Which see (which see).

**Widow:** n. Wife of a desktop publishing fanatic. Mother of his orphan (which see).

**WIMP:** n. 1. Acronym for Windows, Icons, Mice, and Pointers. 2. An IBMer's sneer at the Macintosh. 3. The interface for the PS/2.

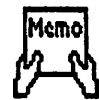
**Wookiee:** n. 1. A large and generally inarticulate subprimate species character-



This is a Wookiee. It speaks a strange language.

ized by uneven personality development and a preference for letters and numbers over words. Noted for poor dress habits, its diet consists primarily of caffeine, sugar, salt and alcohol. 2. A programmer (which see).

**Word Processing:** n. The puréeing of ideas into neatly typed pap.



Isn't word processing wonderful?

**Worm:** n. A piece of humorous software which slowly corrupts all of your files in random ways. Not useful for fishing.

**WORM:** (As distinct from Worm (which see), an acronym for Write Once Read Many) The data storage system for those who never needed erasers.

**80286:** n. The telephone number of someone in Lawrence.

**80386:** n. The telephone number of someone else in Lawrence.

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## APPLE II MEETING PROGRAMS by Ray Hakim

Thanks go to Charles Don Hall for organizing a great games meeting. Of particular interest were Wizardry V and Ultima V. Both of these are for Apple II series computers. Ultima V came out recently. It extends the fantasy universe created by Lord British and it breaks new ground in its use of tile graphics and music to support the story line. Those who came to the party afterwards got a peek at even more complex graphics being developed for Ultima VI. The new Wizardry, not yet released, is being developed by David Bradley. What we saw suggests that game play will be similar to the earlier (and classic) Wizardry games, but with interesting new twists. Characters have more capabilities than they ever had before; non player characters play an important role in the game; the new graphics of monsters are terrific. I think they will set the standard for other games to beat.

A whole bunch of new Apple II and Mac programs were distributed for review the following week at the GamesSIG. It looks like there will be plenty of new games available for the New Year.

I am writing this article about 3 weeks before the September Meeting. Both Ted Meyer and I are working on the Apple II desktop publishing meeting. I expect it will be interesting and informative. It strikes me that with this type of topic some of you might like to have a chance to work with the programs, to get a better sense of their capabilities. In the future, would you like to have Apple computers set up in the cafeteria after the main meeting so that you could try programs on them? This could go on at the same time as the Q&A session. If you think this is a good idea (or a bad one) let me know at 649-1891.

The Education meeting for October is well under way. It will be run by member of the Ed Sig. I hope to have a preview by the September meeting.



# CAN YOUR MICROCOMPUTER PAY ITS WAY?: A BIBLIOGRAPHY by Kim Cimmery

Recently while scanning the TCS Classified Conference bulletin boards I came upon a message from someone seeking information on using his microcomputer system to earn extra money. Rather than respond only to the message I thought other Washington Apple PI members might be interested in my response.

Between 1979 and 1987 I was able to pay for two microcomputer systems: an Apple II Plus and a Macintosh 512K. I used my hobby interests by teaching computer science courses at the university graduate and community college levels. In addition, I provided microcomputer applications consulting to small businesses, the local chamber of commerce, and school district. All of my profit was used for journal subscriptions, reference publications, new software and hardware. In other words, profits were used to increase my knowledge and the capabilities of my system, i.e. to support my hobby.

Most microcomputer owners probably have the necessary knowledge in an application area but they may not be motivated to exploit it or be aware of how to turn it into a money earning potential.

Since 1979 I have collected a variety of references related to using microcomputers to earn extra income. The bibliography that follows was compiled from my library. All of the references have had value to me. Some provide motivational stimuli while others explore a vast range of ideas; they also explain the facets of small business management and the entrepreneurial spirit. As I acquired them I gradually began to try some of the ideas. For example, I "marketed" a software package called MINROUTE for network analysis for a while. You probably have not heard of MINROUTE, but developing and marketing it was a very educational process. I continually observed and considered how local businesses might use spreadsheets, database management programs, and word processors. The primary value of these references, for me, has been to impart a mental process to develop the earning potential of my microcomputer systems.

Business was never booming but my hobby remained a hobby and a very valuable learning tool. I believe that most microcomputer owners can earn extra money with their hardware and software if they desire. The ingredients are planning, knowledge, motivation, the entrepreneurial spirit, and an understanding and/or participating spouse. It may take time and patience but the rewards go beyond the extra income. I would encourage anyone to give it a try.

Here is my bibliography:

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Confessions contd. from pg 25

you will find the Apple copyright notice for Business BASIC and then a couple blocks after that, you will find ASCII text standing out among all those control characters that says HELLO. You can edit that block to say JELLO or FIXER or whatever. Then when you boot that BASIC disk, it will boot that file up rather than HELLO if it is on the disk as a BASIC program. Try it sometime, but do it with a backup disk, not your only copy. You'll find that messing around with block editors can be very dangerous.

*Jim Suthard is an independent video producer/director and president of Communication Arts International, as well as Pastor of The One Loaf Christian Fellowship Church of Northern Virginia. He and his wife, Miedo, have two children: James Paul, age 4, and Christina, age 3.* ☺

# COLUMBIA APPLE PI SLICE NEWS

by Tim Childers

## August Meeting Report

This will be the start of a regular column reporting on the activities of the Columbia slice of Washington Apple Pi. The big news is, obviously, that we had our first meeting. It was very well attended, with a turnout of 33 people. I want to say thanks to everyone who attended.

The meeting started with an introduction by Bob Shaffer, representing the Washington Apple Pi, who described what a 'slice' is and what the benefits were of being a slice. Then I explained that the purpose of the meeting was to get the group organized and get volunteers for the many positions which were needed. Several people with previous experience volunteered to be on the Board and to stay to help plan the next steps. Then we had a lively Question and Answer period. There were questions from, "What is a good Accounting package on the Mac?", to questions on what the club would do, in addition to the benefits provided by Pi membership. The accounting question resulted in a barrage of answers, culminating in the advice to call the club treasurer, who had recently written a review of several packages. The question of what the Columbia Apple Pi would provide was tougher to answer. At the most basic level it provides a meeting place that is more convenient for the members than Bethesda. But more importantly it will be a ready resource of friends and advice that is right here at home. There seems to be a large pool of users out here based on the response to the one announcement in the Columbia Flyer.

Ultimately Columbia Apple Pi can offer anything the members want, given the willingness of the members to pitch in and make it happen. Several people in the room were programmers and one volunteered to give a presentation in the future on programming the Mac. Another person volunteered to donate a broken Apple II for use as our own Bulletin board if someone could be found to repair it. But until we can find a volunteer to give that a try we will be looking forward to the addition of a Columbia-accessible phone number to the Washington Apple Pi Telecommunications System (TCS). (You can call the TCS right now if you're willing to pay the long distance charges.)

Copies of Washington Apple Pi membership forms were given to all those who were not already members. Some people even took extras to give out at work. We encourage anyone in the Columbia area to come on by to one of our meetings. They are held the first Thursday of each month from 7:00 to 9:00 pm. Meeting will be held in the meeting room of the Miller Branch of the Howard County Library. Like all Pi meetings they are free and open to the public.

The Program for the evening was short and sweet since the main purpose was to get organized as a club. It consisted of a videotape from Apple showing John Sculley's fictional 'Knowledge Navigator' being used by a college professor of the next century. The small notebook shaped device was a powerful touch screen color computer with videotelephone capability and a cellular connection to a worldwide network of information. The most intriguing thing about it was the little 'artificial intelligence' secretary which followed all the professors spoken

commands and screened his calls for him. It was like having Max Headroom on your computer as your personal secretary!

The Board Meeting was held after the main meeting and consisted of those members who had volunteered to be on the Board and some interested observers. The board made several decisions on what the direction of the club would be. If you are interested in helping plan the future of our slice feel free to stay after the regular meeting and contribute to the Board meeting.

**Membership:** It was resolved that all members of Columbia Apple Pi must be members of Washington Apple Pi. There would be no such thing as a slice member who was not a Washington Apple Pi member.

**Dues:** It was resolved that there would be no dues to be a member of the Columbia slice beyond those of being a Washington Apple Pi member.

**Bylaws:** Ann MacKay volunteered to chair the committee to draft the club bylaws for approval at the next meeting. The bylaws will basically be similar to those of other slices.

**Meeting Format:** It was resolved that we would have both Apple II and Macintosh program on the same night. A prototype agenda is shown below (but is subject to change of course).

7:00 Apple II Presentation

7:30 Apple II Q and A

7:45 General Business Announcements

8:00 Macintosh Presentation

8:30 Macintosh Q and A

8:45 Board Meeting

**Board Members:** The following people volunteered to be on the Board of Directors of Columbia Apple Pi:

Doug Morrison Tom DeMay Bill Campbell

Ann MacKay Charles Franklin Pat Cappelaere

Tim Childers

I would like to thank the following people for their willingness to jump in and take care of the many things needed to make a Users Group fun. We still need lots of help. Specifically we need two people who would like to hobnob with developers to be responsible for arranging Apple II and Macintosh Programs each month. If you have an idea or are willing to do something for the club please call Tim Childers at (301) 997-9317 evenings.

**To Doug Morrison and Ann MacKay:** A special tribute for starting this whole idea of a Columbia Users Group in the first place and thanks to Doug for all the planning meetings, phone calls, good advice, and hard work he did to make his idea happen.

**To Joel Broida:** For calling WAP members to tell them about the first meeting and for calling the Post to place an announcement of next months meeting.

**To Ann Knust:** For volunteering to demonstrate Uninvited at next months meeting.

**To Ann MacKay:** For volunteering to draft the club bylaws and to print a Flyer about the club for distribution to local dealers and bulletin boards. P.S. Anyone can pick some of these up at the next meeting and post them at your favorite dealers!

**To Charles Franklin:** For volunteering to write a membership questionnaire for the next meeting.



To **Tom DeMay**: For volunteering to attend the August WAP Board Meeting and tell them about our first meeting. Also for agreeing to post announcements about the club on various electronic Bulletin Boards.

To **Bill Campbell**: For agreeing to try to arrange for an Apple II program for the Games meeting next month.

To **Bob Shaffer**: For volunteering to speak about viruses at some future meeting and for speaking at this meeting about WAP and slices.

To **Pat Cappelaere**: For volunteering to speak about Mac programming at a future meeting.

### September Meeting Report

The September 1 meeting of Columbia Apple Pi was all fun'n'games. The first item was a review of The Book of Adventure Games volumes I and II by Kim Schuette. Together these books cover more than 120 adventure-type games, from old classics such as Zork to newer games such as Mindwheel. The front of the book contains complete maps of each game. A nice touch is that the solutions for each room on the map are in a separate section in the back of the book so you can just peek at the map without getting too many hints. These books are a great buy for serious adventure game addicts. The books are available from Arrays Inc. 6711 Valjean Avenue, Van Nuys, CA 91406. They are \$19.95 each plus shipping.

Bob Leedom brought in two Apple II games from his collection and gave an excellent demonstration of each of them. The first was a skiing program called Ski Crazy, published by Baudville. It was actually written by two members of the Washington Apple Pi. It consists of a series of progressively more difficult ski runs with a variety of obstacles and gates. It includes the capability to design your own ski runs and save them to disk. The other game Bob demonstrated was a golf simulation called World Class Leaderboard Golf, published by Accolade. It features color animation of your swing, nice sound effects and selectable skill levels. It comes with three different courses plus the ability to create your own courses and save them to disk. Both of these games should be available wherever Apple II games are sold.

The question and answer session included discussion of how the Columbia slice could get access to the Washington Apple Pi TeleCommunications System. A survey was taken and the results will be forwarded to the WAP board. The bottom line is that such access would cost a great deal for the Washington Apple Pi. The board will have to decide if the number of users in Columbia warrants installing such a line. If you would like to see such a line go ahead and call the TCS and leave a message saying so. The phone number is in your Journal.

The Macintosh program consisted of three game demonstrations. The first was Professional Air Traffic Controller Simulator. The author, Don Shepherd, is a Washington Apple Pi member and he came up from Virginia to demonstrate it himself. It is a simplified simulation of what a real FAA Air Traffic Controller sees on his radar scope. The feature I liked about it was that it used MacInTalk extensively to simulate the radio requests you are constantly receiving from pilots as they request clearance to pass through or land in your sector. Don told us about his experiences writing this game in his spare time for the last two years and how he eventually refined it and started marketing it.

What started as a hobby based on his interest in air traffic control has now resulted in a new job actually writing air traffic control software for a major software company working on an FAA contract. As a special deal for all Pi members you may obtain this simulation for only \$15 by writing to Don at Advanced Simulation Systems, P.O.Box 756, Huntington, MD 20639 and including your Washington Apple Pi member number.

The second Macintosh demonstration was by Ann Knust. Since she is the only person I know who solved Uninvited in one night, she qualifies as an expert adventure game player! Uninvited is one of several new adventure games that add a new dimension by the use of a graphic interface rather than text input. Not only do you get great graphic images of the world you are exploring but, you can actually manipulate the images on the screen using your mouse. In order to pick up an object you actually drag it across the screen into your inventory. Commands are entered by selecting an object with the mouse and then clicking a command button such as open, examine or operate. This greatly speeds up play by eliminating the possibility of the parser not understanding what it is you want to do. You also get much more involved in the plot of what is happening because the mechanics of playing the game don't interfere with your experience of exploring this spooky old house. The sound effects are nothing short of awesome. The first time my body was ripped to bloody shreds by a skeleton I nearly jumped out of my chair! This game and its cousins, Deja Vu and Shadowgate, are by Mindscape and should be available just about anywhere Macintosh games are sold.

The last Macintosh demo was of the arcade style game Dark Castle. This game demonstrates very vividly that the Macintosh is an excellent game machine. The graphics are beautiful, the animation is very smooth and lightning fast, the sounds are very realistic, and the skill and ingenuity required to navigate through the successive rooms full of adversaries will challenge even the most serious arcade game player. This game and it's sequel, Dark Castle II, are from Silicon Beach Software.

After the programs the Board reviewed the first draft of the Columbia Apple slice charter prepared by Ann MacKay. After considerable discussion it was deemed ready to distribute to the club at large for review at the October 6 meeting. A list of club positions was distributed to the membership and nominations for officers will be accepted at the October 6 meeting. If all goes well the charter should be ratified and officers elected at the November meeting, so be sure to be there to get your vote in! The October 6 meeting will be in the Miller Branch of the Howard County Library from 7 to 9 PM. The Apple II program is not final as of press time but the Mac program will consist of demonstrations of HyperCard and Reports for HyperCard. ☺

# BUDGET SUMMARY: Year Ending May 31, 1989

September 7, 1988

To the Members:

The budget in summary as passed by the membership on August 27 is attached. It includes both the budget for the year that will end May 31, 1989 and, for comparison, the actual results for the year ended May 31, 1988.

Please note that TCS dues, expenses and capital expenditures are being budgeted and accounted for in a separate fund.

Edward J. Myerson  
Treasurer

**NOTE:** Includes TCS revenue as the average of Budget Committee and TCS estimates; and TCS expense, which in turn includes provisions for capital expenditures, and is set equal to revenue.

TCS income and expense as well as current capital expenditures are accounted for in a segregated fund (the TCS Fund) as of the year ended 5/31/88. As a consequence, the net budgetary contribution to, or demand from, the general Pi budget by TCS activity is \$0, and is independent of TCS revenue, expense and capital expenditure estimates.

For the year ended 5/31/88:

Income to the TCS fund was	\$9,714
Expenses were	5,030
Capital Expenditures were	<u>3,116</u>
The balance in the fund at	
June 1, 1988 was	\$1,568

	Results for Year-End 5/31/88	Proposed Budget For YE 5/31/89
<b>GROSS MARGIN</b>		
TOTAL MEMBERSHIP REVENUE	\$162,112	\$169,141
TOTAL COST OF SALES MEMBER.	123,193	132,476
CONTRIB. TO MARGIN - MEMBERSHIP	\$38,919	\$36,665
TOTAL PUBLICATION SALES	\$37,899	\$36,200
TOTAL COST OF SALES-PUBS.	9,814	8,748
CONTR. TO MARGIN - PUBS.	\$28,085	\$27,452
TOTAL GROUP SALES	\$72,086	\$74,000
TOTAL COST OF GROUP SALES	60,071	64,895
CONTR. TO MARGIN - GR. SALES	\$12,015	\$9,105
TOTAL DISK LIBRARY SALES	\$47,739	\$48,000
TOTAL COST DISK LIBRARY SALES	18,947	12,600
CONTR. TO MARG. - DL SALES	\$28,792	\$35,400
TOTAL OTHER REVENUE	\$20,669	\$21,075
TOTAL COST OTHER REVENUE	5,024	6,500
CONTR. TO MARGIN - OTHER REV.	\$15,645	\$14,575
TOTAL GROSS MARGIN	\$123,456	\$123,197

## CASH EXPENSES

TOTAL OFFICE EXPENSE	\$85,521	\$94,802
TOTAL MEETING EXPENSE	4,532	4,478
TOTAL OTHER EXPENSE	7,340	14,110
TOTAL EXPENSES	\$97,393	\$113,390
CASH EXCESS (DEFICIT)		
FROM OPERATIONS	\$26,063	\$9,807
NON-CASH EXPENSE		
Depreciation & Amortization	10,241	8,580
EXCESS (DEFICIT) Fr. OPERATIONS	\$15,822	\$1,227

## ANSWERS TO LAST MONTH'S WAP ACROSTIC

What good's a secret if there's no one to tell it to? Use those few precious weeks between suspense-filled presidential nominating conventions to trade yours for a MacWEEK Mug. Just call the Knife (...) or MCI (MactheKnife).

Author: Mac the Knife

Work: Rumors Column

Source: MacWEEK - July 26, 1988, p66

Words

A. Meekets	G. Kickshaws	M. Underfeed	S. Outgrow
B. Amidships	H. Nationhood	N. Motifs	T. Leer
C. Cape Town	I. Interweave	O. Objects	U. Unfruitful
D. Teapot	J. Flatfoot	P. Reconcile	V. Mellow
E. Huskiness	K. Eels	Q. Shoe	W. Negotiant
F. Eyestrain	L. Retest	R. Cementing	



Nancy Byrd and Eric Rall at our MacWorld Booth in Boston



# FedSIG NEWS

by John Nelson

**SIG Business:** Our next meeting is October 19, at Apple Federal's Reston office. We will focus on Artificial Intelligence solutions for the Macintosh II.

Capital Micro Users Forum has come and gone. I was impressed with the fairly even mix of Macintosh and MS-DOS in the vendor booths. Sudhir Isbahani and Otis Johnson, of Darby Graphics, and I presented a workshop on "Mixing Apples and Oranges." Our message: you can integrate Macintoshes and MS-DOS compatibles in your workplace today; your only decision is what is the best solution to choose. I want to congratulate federal information managers who take this message to heart and act to eliminate the concept of a "standard" PC. Selecting a personal computer is a function of the job, the person doing the job, and connectivity requirements. Managing a system that allows both Macintoshes and MS-DOS compatibles demonstrates that you place a priority on productivity.

The fundamental requirements for connecting Macintoshes to MS-DOS compatibles, or any other workstation system, are: (1) File Transfer, moving the file from one system to another, (2) File Translation, e.g. turning an MS-DOS WordPerfect file into a Macintosh Word file, (3) Resource Sharing, a file server or printer, and (4) Electronic Mail, linking those in your work group, and linking to other work groups in your agency. File transfer can be accomplished with something as simple as a null modem cable, but to satisfy all four requirements, you will need a network such as AppleShare, TOPS, or the recently announced NetWare for the Macintosh (from Novell). The best solution for you depends on your requirements and current configuration.

A detailed analysis of network options is beyond the scope of this article. So where do you go from here? Meetings of User Groups such as FedSIG and its parent, Washington Apple Pi, are excellent sources of information because you get real world input about what works. Apple Computer's User Group Connection recently provided each user group the first installment of their "Solutions Showcase" which includes a video tape and guide to desktop communications that answers many questions. (Ed. Note: Available at the WAP office.) Systems integrators and value-added resellers make a living providing solutions to your integration needs. If these professionals are in the federal market place, Apple Computer supports them through its federal development executives (FDEs). The FDE for this region, Mr. Lang Craighill, will speak at our September 21 FedSIG meeting. ☺

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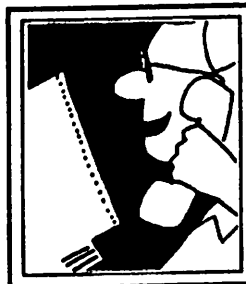
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# MacNovice Column

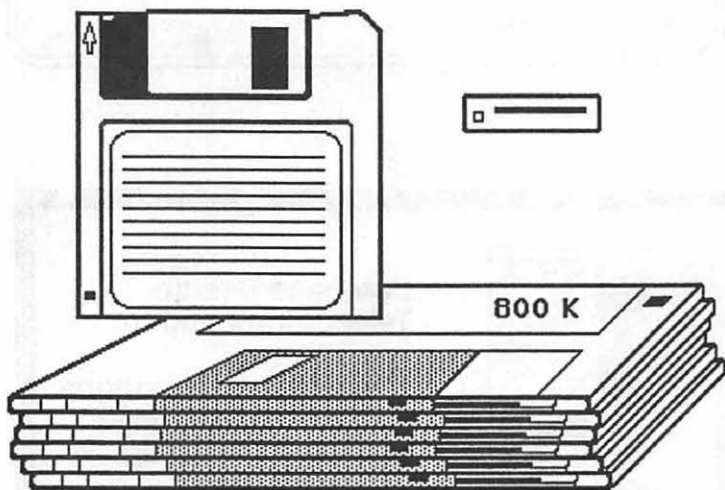
by Ralph J. Begleiter



## MacSpeak (continued)

Last month, we explored some of the most basic terms used in Macintosh computing, hoping to help MacNovices understand their Mac systems. Now, here's another level of computerese-explained in the effort to keep the mystery out of the Mac.

• **Floppy Disk** - Most Mac users find the phrase floppy disk to be a mystery, because the disks used on the Mac don't appear to be "floppy" at all! They're encased in hard plastic shells with aluminum shutters—nothing "floppy" about them. But *inside* the plastic shell and *behind* the aluminum shutter is a thin, disk-shaped slice of magnetic recording material (the experts call this the recording "medium") which is actually a "floppy" disk. You should never handle the recording material inside your disk shells. Fingerprints and dirt can damage your data. But the entire "package" of recording medium, shutter and plastic shell in the Macintosh world is called a floppy disk. (Other computer systems, including IBM, have begun using these hard-shelled "floppies" because they're less prone to damage, and because they're compact.)



• **Hard Disk** - Just like the "floppy," most MacNovices will never actually see a hard disk. The disk itself is made of different recording material, much more solid than the "floppy." The hard disk is encased in a box containing the disk drive mechanism which spins the disk continuously at a high rate of speed. (A "floppy" disk doesn't spin all the time—only when access is needed.)

Hard disks are capable of containing and storing vastly more data than "floppies," so they are often used on larger Macintosh systems which use many applications and lots of data. Collectively, the disk inside, plus the mechanism and the outer case is often referred to as the hard disk drive in the Macintosh world.

• **Modem** - A modem is a device which allows your Mac (or any computer) to transmit data over the phone, using telephone lines as connecting wires to another computer elsewhere. The term itself actually comes from the technical process through which the data is dispatched and received. (The data is "modulated" and "demodulated" by the modems at each end of the

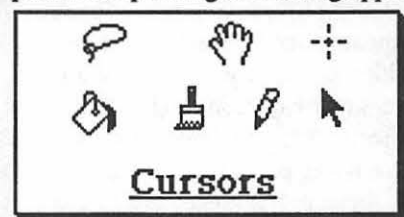
phone line.) In a few years, modems will become obsolete, because telephone systems are being improved to accommodate clean data transfer without modulation and demodulation. In the meantime, however, sending data over a telephone requires the use of a modem.

• **Byte** - Without getting into the technical explanation of a byte, suffice it to say that a byte is a "chunk" of computer information or data. It's a basic measure of information used in the computer world. (It's not the *smallest* measure, just a commonly used one.) One byte is an extremely small amount of information, equivalent approximately to the data needed to convey a single character in a word processing document.

• **K** - Leftover from the days when computers were used almost exclusively by scientists is the use of the symbol "K" to signify the number one-thousand. Your floppy disks can hold almost 800,000 bytes (pieces of computer data), or 800K of data.

• **Megabyte** - When computer disk sizes became too large to conveniently measure even in K, they began being measured in megabytes (abbreviated MB). One megabyte is one million pieces of computer data. A "20-megabyte" hard disk drive can hold about 20-million pieces of data. The computer hardware world is growing so rapidly that you may sometimes now hear the phrase "gigabyte," which refers to one-thousand megabytes. Incidentally, the phrase megabyte is also applied to the space inside a computer's RAM (random access memory). So a Macintosh with "2MB RAM and a 60MB hard disk" is one with random access memory of two million bytes, plus a hard disk drive capable of storing about 60-million bytes of data.

• **Cursor** - The cursor on the Macintosh is the small, mobile pointing icon on your screen with which you choose from menus, select text in word processing documents and draw computer pictures in painting or drawing applications.

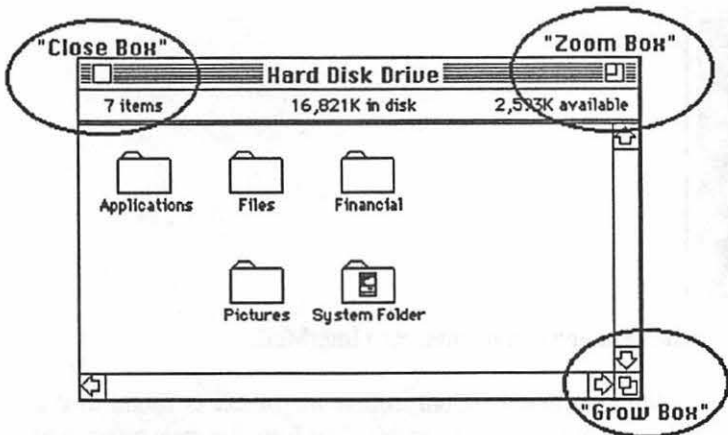


The Macintosh cursor takes on many different shapes, usually depending on its function at any moment. Often, it's the shape of an arrow, "pointing" to the menu

choice or to an on-screen "button." But in other applications, the cursor can take on the shape of a paintbrush, a text-insertion line, or even a tiny human hand for "grabbing" and moving on-screen items.

• **Grow box** - The small, overlapping squares in the lower righthand corner of most Macintosh windows is the grow box. This icon allows you to change the size (and often the shape) of many Macintosh windows. Simply CLICK and DRAG the grow box to "grow" the window to a different size.

• **Zoom box** - The zoom box is the tiny square in the upper righthand corner of most Macintosh windows. Clicking in this box instantly "zooms" the size of the window to a different size (often large enough to fill the entire screen). Clicking *again* in the



zoom box shrinks the window to its original size. You can determine the size to which the window returns by using the grow box.

- **Close box** - The small square in the upper lefthand corner of most Macintosh windows is an alternative way of "closing" the window. (The other methods are choosing CLOSE from the FILE menu or, in some applications, typing COMMAND(cloverleaf)-W.)

- **Macro** - This term, another holdover from the days when computers were used mostly by scientists and mathematicians, is shorthand for "a single command (or keystroke) which implements a series of actions." There are several Macintosh programs available which allow users to design and implement their own custom-built macro commands. An example: Selecting a paragraph in a word processing document and pasting something in its place from the clipboard usually involves several Macintosh commands (click and drag through the paragraph; move the mouse to the EDIT menu; choose PASTE). A macro could accomplish the same task (if properly designed) with a single keystroke.

Knowing these basic Macintosh phrases will help you understand the literature you may read, and can help you become more comfortable with the "lingo" of Macintosh program manuals. Ultimately, familiarity with these concepts will make you more comfortable with your Mac. ☞

## AVSIG NEWS

by Nancy Seferian

Our new group has gone through many changes since its beginning only a short time ago. Now, one of its Co-Chairmen, Jay Williams, has found it necessary to resign because of the limited amount of time he has available. Nancy Seferian will continue as Chairman in the interim.

The group has several projects in the works for the coming year. These include the possibility of organizing and sponsoring a Washington DC Computer Art Exhibit. We are presently looking for a place for it and are considering several promising sites. Marianne Giguere is heading the committee for the exhibit. Please contact her if you can help with time or ideas at (301) 460-9758.

The October meeting of AVSIG will feature demonstrations of animation programs by members who have used them. The meeting will be on October 19 at 7:00 PM. For further information contact Nancy Seferian at (202) 333-5817. ☞

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## Softviews by David Morganstein



E-Mail, electronic mail for exchanging messages and files, can be an asset in an office with multiple Macs. In a previous review I described how Think Technologies (now owned by Symantec) implements an E-mail system in their InBox package. Because I had several problems with InBox I decided to take a look at MicrosoftMail, formerly known as InterMail. First my complaints about InBox then on to MicrosoftMail (MM).

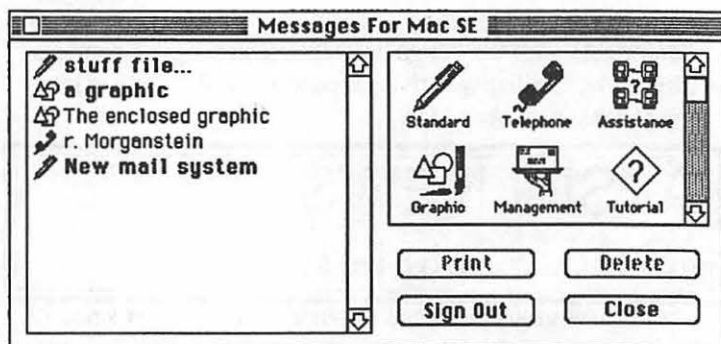
The main problems with InBox deal with poor MultiFinder support, operations on the one Mac which acts as a server and with installation and updating everyone else. Since my machine at the office acts as the server, I am aware of the following problems. 1) When my machine boots, it automatically runs the InBox administration program which quits to the Finder. This means I have to remember to manually run the InBox Startup program which logs me into the InBox system and allows me to send and receive mail. It would be nice if the Administrator program could be told to launch the Startup program. 2) More serious problems affect how InBox, when run in the background of a working Mac, conflicts with a number of commonly used INITs, like Quickeys and OnCue. I can not do a program launch from the Finder with Quickeys and I can't run OnCue at all. Oddly enough, if I am in a program, I can use Quickeys to launch another program. Also, the InBox server will not run under MultiFinder.

The problems with the other Macs accessing the server are in two areas, installation/updating and MultiFinder. The installation process is somewhat tedious. In particular, you can't install or update InBox on machines with Suitcase, especially if you have a lot of DA's. (This problem exists with Think's spooler, Laserspeed, as well). I have on more than one occasion, crashed a system file and had to replace it, when installing or updating InBox. Also, you can't update an installation disk. InBox is now up to version 2.2 (with version 3.0 expected real soon now). To do an installation, you use a special serial numbered disk to install version 2.0, then you use a second disk to update to version 2.2. Unnecessary. MultiFinder support is very odd indeed. You can not run the InBox startup program under MultiFinder, nor can you use the standard InBox desk accessory to access InBox. Instead, you boot under Finder, and run the InBox startup program. This is modified to run a special program that gives you a choice of jumping to the Finder or to MultiFinder. If you want MF, you select that option. To access InBox under MultiFinder, you run a "shell" application called Multi-InBox which basically contains the InBox desk accessory and nothing else. It works fine but is difficult to explain to people having to use it. By placing this application under the OnCue list, the user can get to InBox just as easily as selecting the standard InBox desk accessory. It just shouldn't be necessary given that MultiFinder has been out for ten months—a smoother solution should have appeared by

now. Enough complaints, onto InterMail.

**MicrosoftMail.** Competition for InBox is found in this product, marketed by Microsoft. This E-mail system offers most of the features found as standard equipment in InBox. Optionally, you can buy a couple of add-in features you might find useful, namely, inclusion of graphics in the messages, multi-network connectivity, timed message transfers and MS-DOS support.. One of its biggest advantages in comparison to InBox is that it uses significantly less memory than does InBox and is less intrusive to the Server's machine. Another is its ease of installation and updating.

MM allows you to send and receive a text message (the Standard icon) or a phone message (the Telephone icon). The two types of messages differ only in appearance, not content. When sending a standard message, a file can be attached for transfer along with the message. A well written tutorial is built into the MM DA. While the tutorial is excellent and makes a good reference, MM is easy enough to learn and to use that there should be a way of eliminating the tutorial after mastery, thereby freeing up disk and screen space. A nice feature is the ability to send a special Assistance memo to the E-mail administrator. This memo is ideal for describing a system bomb or other troubles. It even includes a space for the System bomb ID number!



In the above screenshot taken on a Mac that has received mail, you see that several files have arrived. Two are standard messages, one is a phone message and two contain graphics. Before a message has been opened and read, its title appears in a bold looking font (e.g. "stuff file"). After opening, the title is displayed in standard format, indicating that it has been read (e.g. "The enclosed graphic").

The Management Icon allows the network manager to perform administrative chores from any Mac. With InBox, these tasks can only be performed on the Administrator's Mac. This icon is used by the network manager to add new names to the E-mailing list. It can be used by anyone to change your passwords or network preferences using the following dialog box:



**Preferences**

Always:

Remember window positions Update

Print messages with laser fonts Cancel

When sending messages:

Display the address list in "last sent" order

Request a return receipt as default

When reading messages:

Copy message text to reply as default

Delete original message after sending reply

When new mail is delivered:

Display alert dialog

Display menu bar icon     Flash     Don't flash

Sound chime                     Once     Twice     Three times

Always display urgent telephone messages

Here is the Telephone message dialog box. Please note the important message shown below! In the "To" box you will see all the names of MM users on the system. Those that have "logged" in will be displayed via a mini-mac icon. You can click on one or more names to send the message to as many people as you desire.

**Send Message**

To:  MacSE     MacII   

Network Manager     Return Receipt...   

From:  or

<input checked="" type="checkbox"/> Telephoned	<input checked="" type="checkbox"/> Please call	<input type="checkbox"/> Urgent
<input type="checkbox"/> Returned your call	<input type="checkbox"/> Will call again	<input type="checkbox"/> Left Package
<input type="checkbox"/> Came to see you	<input type="checkbox"/> Wants to see you	<input type="checkbox"/> Please see me

The telephone number is: 654-8060

Please renew your membership!

After the message is sent, it travels to the Server. If the recipient(s) has already logged in, or when they do, a message box appears (see below). Optionally an audible signal sounds at their Mac notifying them that they have mail and allowing them to access it (unfortunately, I was not receiving the audible signal on the Mac II I tested it with.) This "logging in" process can be made automatic if the Network Manager assigns the names which appear in the Chooser dialog box and indicates no password. If other names are used or if passwords are included, then it is necessary for each user to "log-in" once to establish the required link with MM.

**A Message Has Arrived For You!**

Regarding:  OK

Sent By:  Read

Although the MM DA (shown earlier) contains a graphics icon, the ability to view transmitted graphics directly is an option and not a standard part of the package. Unfortunately, this is not at all obvious to the user. I was able to select a graphic, copy and paste it to the MM DA and "apparently" send it, even though I didn't have the graphics option. When the receiver attempted to

open it, the following message appeared. At this point the MM server locked up and had to be re-booted! I repeated this several times and the error occurred consistently. It would seem more appropriate to remove the Graphics icon if that function is not installed, thereby avoiding unfriendly crashes.

**I'm sorry, I didn't receive that message from the InterMail Server correctly... Would you please try again?** OK

Any Appletalk support program may run into a variety of compatibility problems. I found none with MM. It worked well with MultiFinder (on both the Server and the users machines). I ran MM at the same time that Tops was installed, as well as a host of DA's and INITs, both commercial and public domain. I observed no detectable conflicts, other than the problem encountered when trying to send a Graphic image.

Pricing is interesting. You can purchase MM in various sizes, from small networks of 1-4 Macs up to a 20-32 units version. As mentioned earlier, you buy graphics support, a reminder for delayed message sending and multi-network operation as extras. Microsoft had indicated they will have an MS-DOS version at some point but it is currently not available (InBox for the PC has been shipping for some time now. I have tried it and it works fine.). Generally, MM is cheaper to install than InBox. The list price for a system containing 20-32 machines is about \$950 for MM but twice that for InBox where a separate serial numbered disk (\$80 a piece through mail order) is required for each user.

MM is particularly easy to install. For the server, the one where transferred mail is sent for storage until the receiver collects it, you install a DA and drag two INIT files in the system folder. You can place the DA in a DAs file for access by utilities such as Suitcase of Font/DA Juggler. For all other Macs, the DA and one of the INITs is all that is needed. (Compared to InBox where an initial installation program must be run, with utilities like Suitcase removed, and then a second "update" diskette used, installation of MM is a breeze.)

Documentation is more than adequate. The single diskette with the required software is accompanied by an 89 page manual that tells you how to install MM in a matter of minutes. It describes how to use the E-mail system and provides enough information to address potential problems.

I found MM's message arrival announcement to be a bit disruptive. What is more, it only appears once, when you first boot-up or just after the mail arrives. InBox on the other hand has a continuous, visual but innocuous display which constantly reminds you there is unopened mail. Optionally, you can have a continuous, audible reminder. Also, as I mentioned, I did not hear the audible alert on the Mac II on which it was tested.

MM will no doubt evolve, adding new functions to an already sound program. It did not seem to suffer from the problems that disturb me about InBox. MultiFinder presented no problems. Installation and operation are simple and straightforward. All in all, a strong product. Microsoft, Box 97017, Redmond, WA. 98073-9717. Phone (208) 882-8088. ☺

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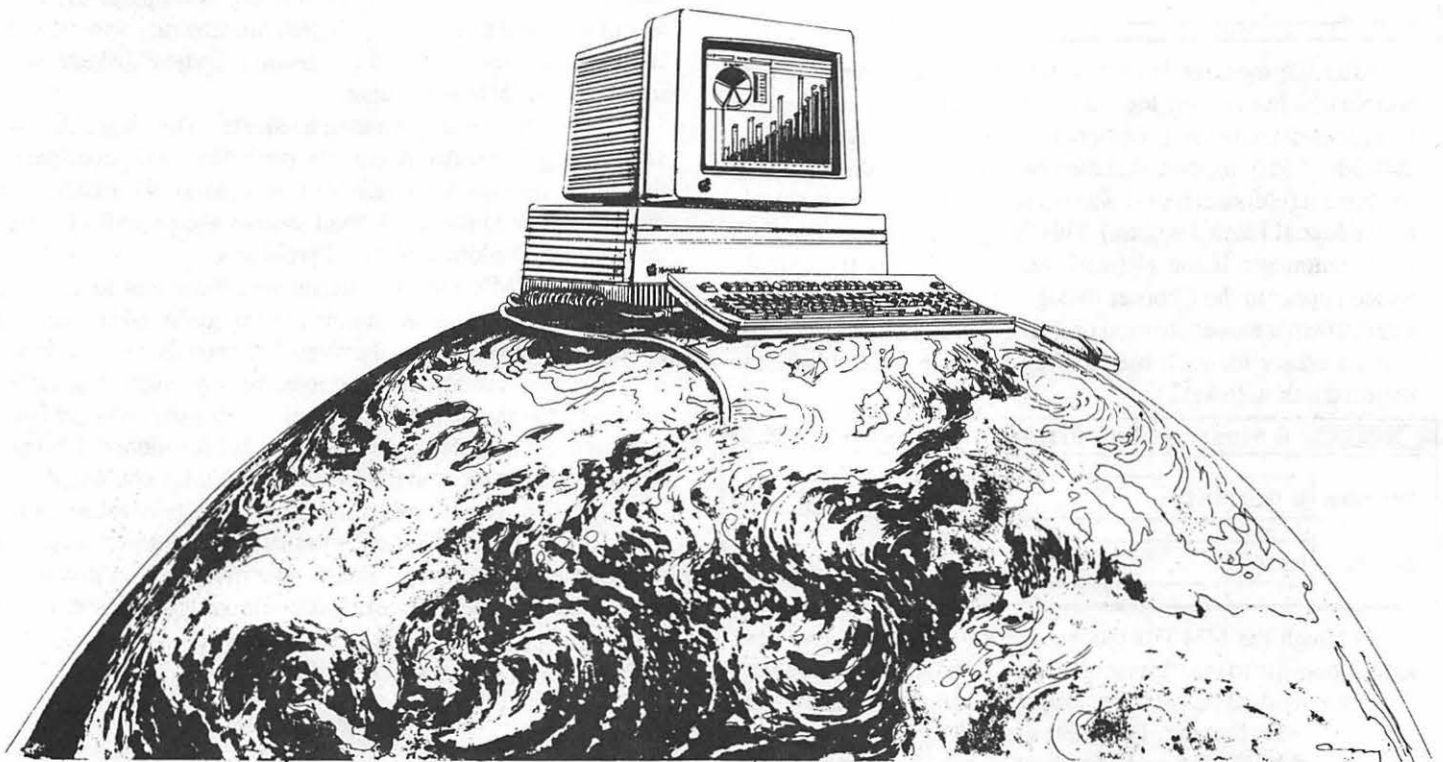
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*Supports import and export of scripts as text files. Allows control of PBX's, Hayes and non-Hayes modems through flexible modem drivers. Runs at 50 to 57,600 baud. Emulates DEC VT52, VT100, and TTY type terminals. Mac II and LaserWriter compatible. Works with all Mac large screen monitors. Supports the extended keyboard. Built-in text editor. Includes Glue, licensed from Solutions, Inc.*



# MACINATIONS

by Robb Wolov



## A Faster Track

No one piece of hardware, so symbolized, and only until recently, so differentiated the Mac from "those other computers" as did the mouse. Mac'ers would point to it with pride as their symbol, almost like a religious icon.

After all, this was WAR with Big Blue! A pirate flag flew over Apple's Macintosh development building. Symbols in a struggle sometimes take on dimensions beyond reality.

The IBM'ers (with whom I was solidly entrenched at the time) pointed to it with ridicule and derision. After all, "real men typed with command line interfaces!" They were quick to point out to the touch typists in their audience—which you must remember are quite numerous in a predominantly business community—that a mouse would slow them down. On the contrary, they were reticent to the fact that most menu commands had quick, keyboard equivalents. IBM was strictly of the "we don't need no stinking mice!" school of thought—until OS/2 and the Presentation Manager Interface, but that's another story.

I preface all of this, before I confess that for the better part of the last year, I have foresworn my mouse for an "alternate pointing device", a Kensington trackball, recently upgrading to their new optical "version 3".

Before I am pilloried as a heretic, let me note that a trackball is not that radical a departure, merely an "upside-down mouse". Whereas a mouse is supported by your fingers and the sensor ball is moved by the tabletop, the trackball inverts the mechanism and supports the device by the tabletop while your fingers move the ball. Very basic, very simple, but profoundly different in character. If you are cramped for desk space, the trackball with its small fixed footprint is the only way to go.

If it turns out that you are a trackball person (they do require some getting use to—try it for at least a half hour before turning up your nose) then the Kensington is worth a look. I liked the old original, I love the new optical version which is more sensitive and gives a far greater degree of cursor control.

Sitting roughly 5 1/4 x 4 1/2 inches, colored and sculpted to blend with the contours of the newly styled Mac keyboards when placed along side, the Kensington has a ball about the size of a tennis ball. An advantage of the new optical diode designs (of which the Abaton is another) is that you merely lift the ball straight out for cleaning. Older mechanically linked designs required you to disassemble the case.

Where the Kensington comes into its own (and the Abaton left me cold), is its programmable dual keys. Strange but true, not all people are right-handed! The new version, like its predecessor, has two keys, one to either side of the ball. As a lefty, I place my trackball to the left of my keyboard, rest my fingers on the ball and use my left thumb to tap the mouse button. Abaton's model has one mouse button and a button lock both to the left of the ball. A set-up that any righty would love but for a southpaw, well...

A snap-out backplate exposes a series of DIP switches which allow you to select which button you wish to designate as your

mouse button (or use them both), which will be a button lock, and what will be the "chord function". If you press both buttons simultaneously, "chording" them, the Kensington

will signal a command-letter file function of your choice, New file or folder, Open, Close, Save or Print. The Save function was my logical choice, especially when word processing.

Just as with SCSI ports, there are two ADB ports, one on either side, to use depending on which side of your keyboard you set up your trackball. This also allows you to chain ADB devices. You can therefore keep your old mouse connected and functional if you prefer to use it for graphics (a mouse holder bracket is supplied), or connect a graphics tablet or other ADB device.

Kensington is one of the few companies to have a hardware upgrade program. We're all use to software upgrades, but usually with hardware—once you bought it, it's yours forever. If you are smitten with upgrade lust you must either sell your old gear, give it to your brother-in-law or just let it gather dust (personally, I donate it to schools). Kensington lets you trade in your old model regardless of condition plus \$60 for a factory fresh, sealed model 3.

Cynics will say that it was Kensington's way of keeping all those old, but perfectly usable trackballs off the used market. Maybe so, but I like their product enough that I would have sprung for a new one anyway.

Trackballs are not for everyone, but they may be for you. Mac'ers in general should keep an open mind as to control devices. If rumors are true, they will be changing or at least evolving in the not too distant future. It is likely that any new laptop Mac (is "Laguna" still the code name this week?) will incorporate a trackball or some variant opto-sensory device simply because such a route would make a portable independent of a desk.

So I'll take my trackball and keep on tra..., nah I can't say it!

## The Icon Factory

I've have already said in these pages that I never cease to be pleasantly surprised at the the variety and ingenuity that has been shown in many shareware HyperCard stacks by allegedly amateur, novice programmers. HyperCard has already met the intent of its creator Bill Atkinson, to be a "software erector set," to allow regular users to design and work with their computers in the manner that THEY choose, not the way that a handful of programmers say they must. This is a major inroad into what I call the "tyranny of programmers".

They have shown great variety and ingenuity—what they haven't shown is visual diversity! There is a place for consistency. I'm sure after its first year in use everyone can recognize the sort, home and scan buttons with their eyes closed. But, I think that we have forgotten that all those idea and button stacks that came with HyperCard were to get us started—not to be the templates for all stacks to be. With this editorial for graphical creativity to go along with our programming creativity we get to

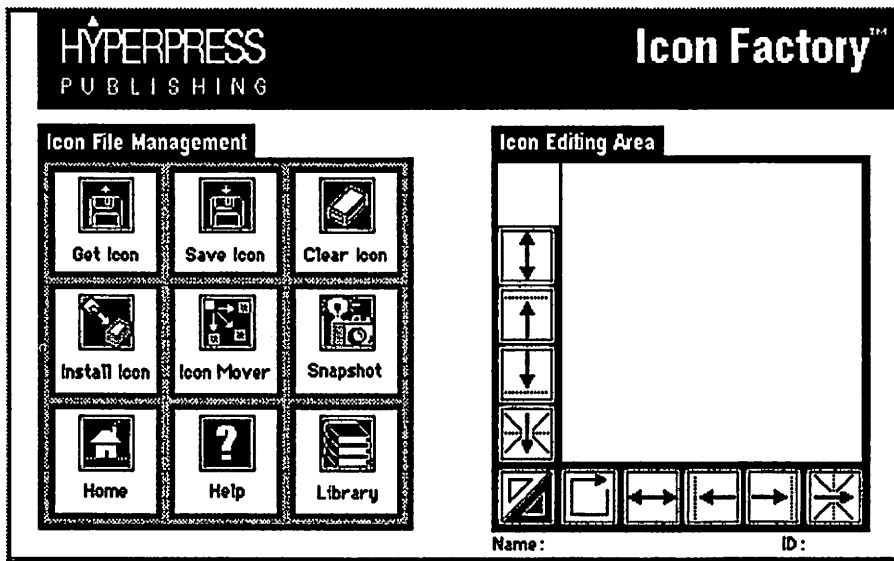




a neat little commercial stack called, The Icon Factory (TIF) by the HyperPress Publishing Company of Foster City, CA.

Do not misunderstand me, TIF is totally nonessential "fun-ware". You can live quite nicely without it. You can continue to create new icons with ResEdit or just keep recirculating the same old icons from stack to stack. But, why bother when TIF is so much fun?

TIF, a stack itself, is an integrated system for collecting icons from designated stacks, modifying those icons, or creating new ones from scratch, and then installing them in the stack of your choice or saving them in an icon "library" collection of stacks.



HyperPress supplies TIF with a sizable collection of icons gleaned from numerous commercial and shareware stacks which can be used to inspire or as frameworks to modify. A collection of aesthetically appealing originals is also included (it never ceases to amaze me that there is room for artistic expression in what is a 32 by 32 grid field).

The one thing that TIF will not do is allow you to renumber icon resources. I don't consider this a problem (though it should have been included as a function of this program) since you can perform that function easily enough with ResCopy, a HyperCard resource editor, available free from Apple via any number of BBS's or the WAP disk library.

I have been busy creating a system of linked stacks to index, retrieve and display pathology information and photomicrographs from a laser disk. This has required a collection of unique, symbolic buttons to call up "volumes" for different subheadings such as "Surgical Pathology", "Forensic Pathology", "Molecular Biology", etc. The Icon Factory came to the rescue and the results have blown the socks off my IBM-using colleagues (I'm not going to tell them how easy it is!)

The manual that comes with TIF is well written, though a bit superfluous which is typical of most Mac programs and a credit to its ease of use. It does have a well written section on artistic points on when to use as well as how to design clear, relevant icons and use them to create effective interfaces. This shows a bit of responsibility, trying to prevent the hypercard equivalent of the original Macintosh disease—ten typefaces to a page!

If you are at all serious about the appearance of your stacks, or are just sick of looking at the same buttons, The Icon Factory may offer a respite.

Until next time...



# MACINTOSH SHORTCUTS I+II: A Review

by Ian Michael Thal

Papertech publishes a series of 8.5" X 11" charts for the Macintosh. They include shortcuts for the keyboard and mouse, tips for managing one's screen, charts, and other general advice.

Being a relative newcomer to the Macintosh (but neither to computers nor to Apple), I found the cards useful, and I will probably continue to find them useful in the future. They contain much in the way of basic (though not always obvious) information in a concise, easily understood fashion, thus reducing time spent flipping through the manual.

The primary aim of Shortcuts I is to explain window techniques and general use of the floppy disk drive. Shortcuts II contains tips and tricks for using a hard drive, a laser printer, and MultiFinder, as well as other bits of useful advice and information.

While Macintosh Shortcuts are not a necessity, they do serve as an aid to the user.

Papertech also makes similar cards, including: Introduction to HyperCard; Symbol Font Guide; and, Zapf Dingbats Font Guide.

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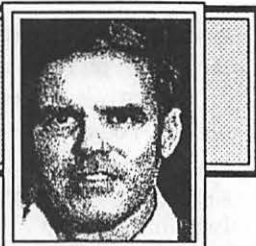
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# MACINTOSH BITS AND BYTES

by Lynn R. Trusal



## Demise of "Macintosh Today"

*Macintosh Today* ceased publication with the July 18, 1988 issue. They apparently could not compete with *Mac Week* which came out weekly compared to *Macintosh Today's* original bi-monthly circulation. More recently, they became a weekly but apparently too late. Competing for advertising dollars is harder and harder with more and more Macintosh publications entering the market and only the strong will survive.

## MacUser and MacWorld Renewal Rates

How many users simply renew their Macintosh magazine subscriptions without checking out the details? A WAP member has provided me with the following information. A subscription to *MacUser* is \$19.97 for 1 year and \$34.97 for 2 years, but if you are a subscriber and you want to renew, *MacUser* was offering a 1 year renewal for \$26 and a 2 year for \$48 (includes a special \$1 off coupon). Therefore, existing users pay a penalty of \$6.03 for 1 year and \$13.03 for a 2 year subscription. New *MacUser* customers also get a free copy of *MacUser's* Hints and Tips.

*MacWorld* apparently offers a better deal with a savings of \$4.05 for 1 year and \$7.90 for 2 years to existing subscribers compared to new subscriber rates. Existing subscribers should get a better rate or the same rate offered to new subscribers, but it shouldn't cost more.

I recently decided to not renew my subscription to *Publish* and got a telephone call offering me 2 years for the price of one. That is usually the first sign that a magazine is in some trouble. More and more publications, including "USA Today", will call subscribers who have not sent in their renewals by a certain date. They want one last chance to get you to change your mind.

Remember that postal increases may be reflected in renewal rates but there should be a similar increase for new members. Check out the rates and the length of the subscription carefully, and if you like the magazine, a 2 or 3 year subscription will be the most cost effective, essentially locking in the price regardless of what the post office does. Also keep in mind that advertising pays the bills and the subscription price to any magazine largely covers handling, distribution and postage. The circulation number determines the advertising rates that can be charged and when the former drops, the latter also drops (Source of magazine rate information - Bill Syndor, WAP member).

## Apple Warranties

I don't like 90 day warranties. Any company that is not willing to warranty its products longer than 90 days should stop making products. Unfortunately, 90 days is the standard warranty in the computer market place. At the minimum, I would like to see 6 months with 1 year preferred. After all, automobile manufacturers now give 3 to 7 year warranties on the drive train at a minimum, and we all know how many mechanical parts are in cars and how often they are used. Surely, the computer industry can build an electronic product that they are willing to stand behind longer than 90 days. I would like Apple to take the lead on this. After all, IBM now gives a 1 year warranty on its

computer equipment and so should Apple. This was recently brought home to me when my 40 MB hard disk failed just short of 1 year.

## Woz, What are You Doing Now?

It seems that the Woz isn't satisfied with just being a multi-millionaire. He has put his company CL9 (Cloud Nine) up for sale. He founded the company after leaving Apple and its only product is a \$200 universal infrared remote controller for TV's and stereo equipment. It has not sold well and I have seen other Japanese competitors with similar products for \$100 less.

He has never seen himself as a business man and is interested in turning over a new leaf. He plans to learn Spanish at a local community college to keep up with his kids, recently finished a bicycling trip to Yellowstone National Park, and now wants to get more involved in education of children. In particular, he wants to teach kids (for free even) and challenge them to follow their creative urges. I wish him all the luck, but someone needs to tell him that they don't teach "following creative urges 101" anymore in school, sometimes not even in college. Lord knows, we need it! Maybe he can start a new movement. (Source - Investors Daily, August 1, 1988)

## PC/Mac Connection

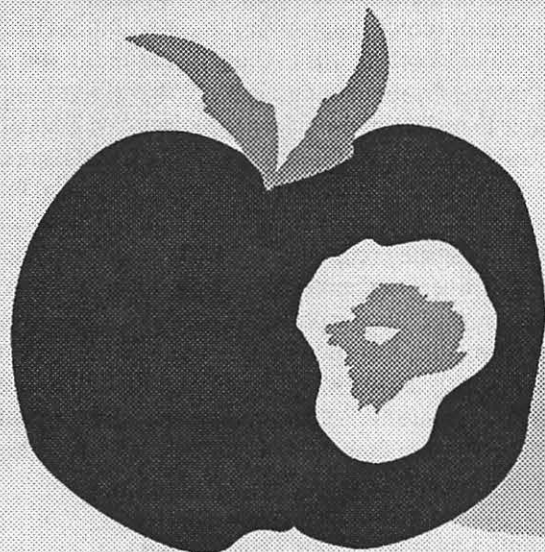
Those who read my column on a regular basis know that I generally recommend Mac Connection for mail order software. The reason is simple—I own stock. Just kidding, since it is not a publically traded company, but perhaps it should be. It is located in the unlikely location of Marlow, NH and was started by Pat Gallup and David Hall in 1982. The company grossed \$233,000 in 1982, \$8 million in 1983 and is expected to gross \$100 million in 1987. In 1986, it was listed as the second fastest growing company in America by *Inc. Magazine*.

The sales people are all college graduates working on salary and not on commission so there is no incentive to do pressure selling. If a product is ordered by 8:00 PM it will usually arrive the next day (2 days is my experience) and COD charges are only \$3 regardless of the distance or the total dollar amount or weight of the order. Members of both the "Boston Computer Society" and "Washington Apple Pi" receive free shipping on their orders and the company has over 18,000 corporate accounts. They even furnish a 90 minute video tape with each hard disk sold with 15 minutes of instruction on the product. The user is then encouraged to use the tape for personal use.

They are currently renovating the historic Christmas Tree Inn (\$1 million) in Marlow and investing \$1.5 million in a video studio in Newport. The inn will be a retail showroom and training facility for businesses to acquaint themselves with their products. The studio will produce videos that can be sent via satellite to corporations for training purposes.

MS-DOS users would be surprised to learn that Mac Connection exists and Mac owners would be surprised to learn that PC Connection exists. The article this information came from did not even mention Mac Connection.






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While outfits like Icon Review have filed for Chapter 11, PC/MAC Connection continues to thrive and the reason is simple. They haven't robbed Peter to pay Paul. "The Connection" has always had a reputation for fast service, cheap software, and honest business practices. Read the business policy that appears in their ads. The bottom line says it all. While an honest mail order firm thrives, the unscrupulous go bankrupt. If you need Macintosh software, stick with one of the best or wait until newer companies develop a similar reputation. (Source - Investors Daily, August 1, 1988)

### Automatic Saving - Is it a Plus?

More and more Macintosh software is providing "automatic saving" of files. Such programs include FullWrite Professional, Double Helix II and HyperCard. The option runs the gambit from FullWrite which can be controlled by the user to HyperCard which could not be controlled by the user. The newest version of HyperCard does not do automatic saves because of its use with CD-ROMs to which no information can be saved.

I prefer that "automatic saving" be user selectable. A case in point is FullWrite. I usually set the save for every 5 minutes but there are times I want to make some global formatting changes to see how it will look without saving. If I forget to disable the "automatic save" feature, I have to do an "undo" or reformat the entire document. If you are the kind of user who always forgets to save, "automatic saving" is a plus but if you save frequently it may be a burden. I hope that all software vendors will include it as an option and permit the user to turn it off and determine how often files are saved.

### PowerPoint 2.0

PowerPoint 2.0 has recently been released by Microsoft with an upgrade price of \$40 for owners before a certain date. I was surprised to get a new bound manual of 360 pages, several pieces of softback documentation and 3 disks for \$40.

I had used the old version for several desktop presentations and was anxious to do a new one in color. I was pleasantly surprised by the results. The new version includes a dictionary for spell checking that is based on the Microsoft dictionary used for Word. It is larger than the Word dictionary, but it is not interchangeable and Word will not recognize it. Thus a second dictionary takes up more room on your hard disk. A nice feature is the use of color schemes that provide the non-artist with a set of colors that go together based on the foreground color chosen. This is also useful for color blind persons. A number of very professional looking templates are also provided that may be used as a starting basis for user designed presentations. I shall look forward to a good review of PowerPoint, Ready-Set-Show and Aldus Persuasion in one of the upcoming Macintosh magazines.

### How Do You Like Your Software Bound?

I was recently called by a lady conducting a survey and she knew what kind of computer I owned. I wonder how "Big Sister" knew that? She spent five minutes asking me questions about whether I liked, hardbound, softbound, spiral or loose leaf binding for my documentation.

I prefer hardbound, such as now comes with PowerPoint and FileMaker. They look more like a novel than computer software but they are the most durable. The spiral kind can come unspir-

aled, although MacDraw II and Adobe Illustrator combine spiral with a semi-hard cover that works well. Softbound like Laser-Paint eventually comes unglued and the pages fall out like cheap novels, while looseleaf will eventually tear out if you are not careful turning the pages. Looseleaf does have the advantage of being able to replace pages if new documentation is updated but few software houses use that approach. They just issue a small supplement that covers all the bug fixes or additional features. One kind of looseleaf that I hate is Word Perfect's, which does not use a "C" shaped ring. It is more "D" shaped and the pages get hung up when you turn them. Change that, WordPerfect!

Until you read this you probably didn't think much about the binding of your software documentation and after you're read it you are probably saying why did he take up the space with this discussion. If someone is taking a survey, it is because software houses are trying to find out what users prefer. Don't be afraid to express your views!

### The Apple Lawsuit - A new Twist (Part 1)

It seems more and more, that judges end up disqualifying themselves because of conflict of interests. It may be the inheritance of stock or belonging to an investment club that owns stock in a company that creates the potential conflict of interest. This happened recently in the Kodak/Polaroid lawsuit and in the Intel/NEC lawsuit. In the Intel/NEC suit the judge owned only \$80 of Intel stock.

Everyone also knows that Apple has sued both Microsoft and Hewlett-Packard (HP) for copyright infringement. Hewlett-Packard is also involved in another lawsuit with Bausch & Lomb, Inc.. The suit is a patent infringement case brought by B&L against Hewlett Packard in which judge Aguilar ruled in favor of HP. It turns out that U.S. District judge Robert Aguilar's son works for Hewlett-Packard, and Bausch & Lomb officials want him to disqualify himself in the case. He recently declined to do so on the grounds that he felt "statutory guidelines were met regarding any ethical problem regarding his son."

Judge Aguilar is the same judge that is hearing the Apple/Microsoft/Hewlett-Packard case and any appeal based on the impartiality of the judge may also have a bearing on this case. If a judge later disqualifies him/herself from a case it can add years to the eventual outcome. Generally the losing side uses such conflicts to get an unfavorable decision thrown out and a new trial.

Hot off the press is news that Judge Aguilar has reportedly imposed a one year delay on the start of the trial with a starting date of Aug 14, 1989. He gave no reason for the delay which may hurt both Microsoft and HP due to the long delay in the start of the trial. To top that off, the judge has been hit by a palimony suit of his own by a female companion. (Sources - MacWeek, Investors Daily and other multiple sources.)

### Apple Third Quarter Results

Apple continues to be on a roll with the announcement of record gross income and profits in the 3rd Quarter. Net income and net revenue increased 71% and 56%, respectively. Total sales for the quarter were recorded at \$993 million dollars. Therefore, Apple may reach \$4 billion dollars in sales for the year. Much of the increase was attributed to increased sales of the Macintosh II which were estimated to have risen to 50,000 from 35,000 in the previous quarter. Apple IIgs sales were also



strong, and there was also a strong increase in International sales, which accounted for 38% of the sales increase.

All of these figures were higher than analysts predicted but there was no spurt in the price of Apple stock. The power of financial analysts can not be underestimated since, even though Microsoft's revenue increased about 70%, it was below analyst predictions and the stock dropped 2 points. Only in America!

### Mac WorkStation Gets Rave Reviews

Many readers have not heard of Mac Workstation but this little written about program is gaining more respect and acceptance for Apple Computer in corporate America. Mac Workstation suffers from some of the same misunderstanding and lack of self-identity as HyperCard. It is basically a set of high-level programming code and tool box routines which provide a Macintosh interface for communication between mainframes and the Macintosh. Both IBM and DEC mainframes can take advantage of Macintosh user interface with a minimum of hassle and without rewriting mainframe programs. By using about 160 commands, programmers can create a Macintosh front end for host resident applications without needing to be Mac programmers.

The bottom line is that companies such as Citibank can use Macs as front ends to access their mainframe software without buying 3270 dumb terminals or IBM PC's. This marriage has been described as, "enabling applications developers to leave the windows and user interface on the Mac and keep the number-crunching and shared resources at the host level." (Source - PC Week, Connectivity Supplement August 1, 1988)

Lynn R. Trusal, Ph.D. may be reached at 301-845-2651 to answer questions about material that appears in the Bits and Byte Column. The opinions expressed in this column are solely his. ☺

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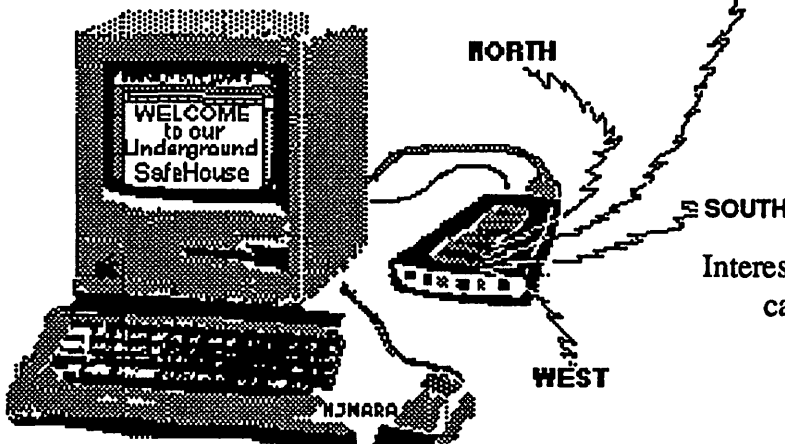


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# Mac Underground is Expanding !!!

Announcing two new Safehouses in the Baltimore-Washington Metropolitan area. MAC SOURCE, a mostly Mac store, in Crystal City, Va., opened a new Safehouse™ this month. The hours of operation are from 7:00 P.M. to 7:00 A.M. Monday thru Saturday and 24 Hrs on Sunday. The other new Safehouse™ is located in Baltimore, Md., and is open from 6:00 P.M. to 6:00 A.M. Monday thru Friday and 24 Hrs on Saturday and Sunday.

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# MacinAround

by Eric Rall

## GOfer™

Well, I came across my latest favorite DA. GOfer is a text locating utility DA from Microlytics™ that is a hard drive owners dream. This little DA will search document files for word or phrase.

Suppose, for example, you want to locate a file in which you remember referencing either "Washington Apple Pi" or "WAP". The problem is that you forgot the name of the file. You also forgot whether the file was a MacWrite file or a PageMaker file. With GOfer you have no problem at all. Simply tell GOfer what to look for and where to look. In this case, send it looking for "Washington Apple Pi" or "WAP" and search only MacWrite and Page Maker files.

To send GOfer searching for "Washington Apple Pi" or "WAP" simply tell it what to find as in Figure 1. Then tell it where to search (i.e. what folders). Next tell it how it should report the "finds" (with a beep or a pause). Then let it GOfer the file(s). GOfer will remember your preferences next time around, so it isn't always necessary to tell it where and how.

File Edit View Special GOfer™

File Edit View Special GOfer™

The screenshot shows the GOfer application window with a menu bar (File, Edit, View, Special, GOfer™) and a title bar (GOfer™). Below the menu bar are three search criteria boxes: "What... %1:" containing "(Washington Apple Pi OR ...)", "Where... %2", and "How... %3". Below these are five buttons: "Next Find %F", "Next File %N", "Pause %P", "Stop %", and "GOfer It". A table displays search results:

Name	Size	Kind	Finds	Location (Where)
Layered	2KB	MacWrite document	2	WAP
Letter re TCS	11KB	MacWrite document	4	Pro 45 SEI
Microlytics	2KB	MacWrite document	2	
Plan of Organization	7KB	MacWrite document	9	

Below the table is a progress bar for "Current File: 0%" and statistics: "Files:13 Bytes:69K w/Finds:5 Finds:20". The main window area displays a preview of a document:

Mr. Mark Homuth  
Microlytics, Inc.  
300 Main Street  
East Rochester, NY 14445

September 1, 1988  
Dear Mark:

This letter is a reminder that we are all looking forward to having you present GOfer to Washington Apple Pi. The meeting is scheduled for Saturday morning, September 24, 1988. You are now scheduled as the first speaker (11:00 AM).

GOfer offers a fast way to transfer blocks of text between files of different applications. It searches documents created by FullWrite Professional, HyperCard, MacWrite, Microsoft Excel, Microsoft Word, Microsoft Write, Microsoft Works (all 3 types), MORE, PageMaker, Ready-Set-Go, TeachText, ThinkTank, and WordPerfect. You can even tell it to search through files created by applications other than those listed.

GOfer will also search for a simple match, or use logic. I showed how GOfer can look for either one or more matches. Searches using "AND", "NOT" or "NEARBY" are also possible.

Considering the task, GOfer is fast. It searches about 1 megabyte per minute. Before you start moaning that you have an 80 megabyte hard drive, remember that GOfer only searches documents. It will also only search documents created by the specified applications and in selected folders. This makes the search much quicker than anticipated.

GOfer has won a place next to Disk-Top and QuickDex under the Apple of my

system.

## MacSnap 2SE

I wish I could be as enthusiastic about this as I was about GOfer. I bought this memory upgrade to console myself after I removed the 4 megs from my SE and put them into Karen's Mac II.

Almost immediately after installing the MacSnap 2SE, my

The screenshot shows the search options dialog box with the following settings:

- What:  Simple  AND, OR, NOT, NEARBY  Browse
- Search terms: "Washington Apple Pi" or "WAP"
- Logic:  AND  OR  NOT  NEARBY
- Exactness:  Exact match  Ignore Case  Close Match
- Buttons: "Clear All Text", "Cancel", "OK"

GOfer reports all "finds" and then allows you to scroll through any file with a "find". Figure 2 shows GOfer's report.

Once GOfer has finished, scroll through the "finds" and copy any of the text into the clipboard. It even appends to the clipboard! Suppose you want to copy a sentence here and a sentence there. Just select the first sentence and copy it. Next select the second sentence and use the "copy more" feature to append the clipboard without losing the first sentence.

CMS PRO 45 SEi internal hard drive started acting strangely. Before trying to track down the problem, I did a backup. Using Fastback 1.02 with the disk verify option on, it took 47 disks plus a catalog disk and a little over an hour.

I used the CMS utilities to check the hard drive. This test started to produce failures about two-thirds of the way through the drive. If I started the testing at the midpoint of the drive or tested the blocks that had been reported bad, I couldn't reproduce the error report. Each one of these test took about 20 - 30 minutes.

After multiple reformats and retests, I decided to remove the MacSnap 2SE and test again. Sure enough the problem was gone. Wanting to be certain, I installed the upgrade once more and retested. The intermittent read errors were back. So I removed the memory and gave the drive one final check. Everything tested fine.

Naturally, all this happened late on a Friday night. Monday morning I telephoned Dove Computer Products. The first technical support person couldn't help, but she said her boss would call me. Rather quickly, Mike Johnson (Technical Support Manager) called me back. I was told that Dove was aware of the problem with the CMS drive and that Dove was trying to get CMS to lend them a drive to check it out. Mike told me the problem was that the CMS drive "drew too much power". I was also told it was that "same old problem" with the "wimpy" Mac power supply. I expressed my disbelief. After all, the SE has a 100 watt supply and the CMS draws only 13 watts.

The net result of all of this was that I returned the MacSnap 2SE to MacConnection. If you are considering the MacSnap 2SE and have an internal drive, check to see if you can return the MacSnap, should you experience problems.

#### Fastback 1.02

The MacSnap 2SE wasn't the only problem I ran into that awful night. Remember that backup I did? Well, when I tried to restore the drive, I got about 26 disks into the restore and the backup aborted with a cryptic message about a "bad magic number". When I tried to rebuild the catalog disk, the rebuild died on the last disk (number 47). I was able to rebuild catalog for all but the last disk and I recovered almost all of my files.

This is a problem with Fastback 1.02 when files are open during the backup. By open files, I mean such things as DA's or fonts opened with Suitcase or Font DA Juggler.

If you have Fastback 1.02, be certain to have all of your files closed before beginning the backup. To do this just remove Font DA Juggler or Suitcase from your system folder and restart your Mac. Then run Fastback. If you need to restore a backup that was made with open files, first rebuild the catalog with the rebuild option of the Fastback menu. Don't let the utility read the last disk or it will abort.

According to BBS talk on the Twilight Clone, this problem has been fixed in version 1.3 of Fastback. The new version also allows selection of "documents only" (a feature most other backup programs already had) and permits backup to the Apple 40SC tape drive. The cost of the upgrade is \$25 for registered owners and the offer expires on October 31, 1988. I am going to upgrade my copy, but I think it is outrageous that the user has to pay \$25 to correct a product deficiency. ☺

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# THE MACINTOSH BIBLE: A Book Review

by Chuck Sicard

*The Macintosh Bible* is written by Dale Coleman and Arthur Naiman, and published by Goldstein and Blair, 1987.

## Organized Mac Help Information

Any computer book which carries the name "bible" is likely to turn off a number of potential buyers, and for different reasons. There must be a corollary to the old saying about book covers, "Don't judge a book by its title!"

Most Mac enthusiasts have gone through a stage where they scoured newly arriving Mac periodicals for neat new how-to-do tips. Often a new trick is tried out and forgotten within a few weeks unless you find a real need to implement the "jewel". Neat Mac hints have a way of hiding in old issues of MacUser or Macazine never to be seen again.

*The Macintosh Bible* has been around for a for almost two years (over 65,000 copies in print after fifth printing) but it remains undiscovered by many users who would benefit from having a handy reference book full of tips, tricks and shortcuts within reach of their Mac. In the early Mac days one learned about these "discoveries" one at a time in some obscure manner. Now Mac users who want to upgrade their basic Mac skills can benefit from this book without reading heaps of old magazines.

One of the best things about this book is that it is indexed in a logical manner so that looking up information is fairly easy. This is important if you happen to forget a tip and want to refresh your memory and are vague about where you read it. A HyperCard version of the book has been released, so looking up information should be a dream come true if you have the memory available for MultiFinder. (See FINDINGS by Larry Feldman in this WAP issue). Notes for this book were compiled in Filemaker and otherwise prepared using the Macintosh.

The authors are so taken by the Mac icon as quick "right-brained" identifiers that they have employed margin icons to help the reader easily differentiate between very hot tips, important warnings, shortcuts, very good features, very bad features, bargains, things to come, and gossip/trivia. The subject is divided in five parts; getting the most out of your system, your software, your applications, your hardware, and your dollar spent. There are three appendices (glossary, where to find more information, and product/company lists, etc.). You can start reading anywhere in the book and stop anytime, as the plot doesn't thicken.

The first thing experienced Mac users have been known to do when handed this book is to scan the margin for very hot tips (see the burning match icon) trying to slyly observe a previously unknown Mac hint. I have never heard of anyone who could honestly claim he knew them all. Having all the most important Mac hints in one place is an accomplishment; to have them available in an orderly retrievable fashion is even better.

I suppose you want an example of the tips you didn't know? Here are a couple of hints which may be new for you.

1.) Do you know that the worn feet on your mouse can be made to work better if small pieces of Velcro are placed on either side of the worn feet (use the loop half, fuzzy side down)?

2.) Or do you know that when using MSWorks it is best to set

the Ram cache in the control panel at 64K or 32K, or turn the Ram caching off if you have a 512K machine and use a file over 30K?

That last "very hot tip" is found in the second update to the book. Because computer books quickly get outdated you are entitled to two free update inserts. The first update came out in August 1987 and the second one was available in January 1988. The updates are both over 50 pages and neatly indexed. I'd be quick to subscribe to such a no advertisement update.

If you don't own this Mac reference book, at least peruse it next time you are in the book store. You might buy it as a gift (for yourself), or you might not if the title annoys you. Regardless, it has good Mac information for those wanting to go beyond the Mac novice level. I chalked the title up to naivety. ☺

## PASCAL NEWS

by Robert C. Platt

**FIG.** The next meeting of the Pascal Interest Group will be on Thursday, October 20 at 8 p.m. in the WAP Office. New members are always welcome. The FIG is WAP's longest running SIG and focuses upon Pascal, Modula-2 and other structured programming languages and techniques.

**USUS.** USUS is the international user group for the UCSD p-System. USUS is sponsoring an "Orphan Software Project." They are compiling a list of all UCSD p-System-based programs. These include, Apple Pascal, Apple Fortran, pfs:file, Wizardry, and Apple Pilot on the Apple II. If you own or use any p-System programs other than these, please write to Beverly Henderson, P.O. Box 1389, El Granada, CA 94018 or send a message to Alex Kleider 71515,447 on CompuServe with the following information: program name, version number, hardware requirements, documentation provided, current support status, program author, copyright holder and any addresses or phones for these individuals. Also include any comments about your experiences with the program.

It will be interesting to see what their survey yields. A long time ago, SofTech published a catalog of all applications running under the p-System. USUS is looking for a copy of this catalog as well.

USUS has also revised its library of Apple Pascal programs and is revitalizing its Apple SIG. For further information, write P.O. Box 1148, La Jolla, CA 92038.

**Benchmarks.** Ted Meyer and I are conducting benchmarks of the different Pascal compilers available on the IIGs. We plan to use the benchmark programs from the June 1988 Byte Magazine. Please call us if you have other benchmarks or have already translated these benchmarks to run on the Apple or Mac. We are particularly interested in benchmarking Pascal on Apple II's with Zip Chips or other accelerator cards. ☺



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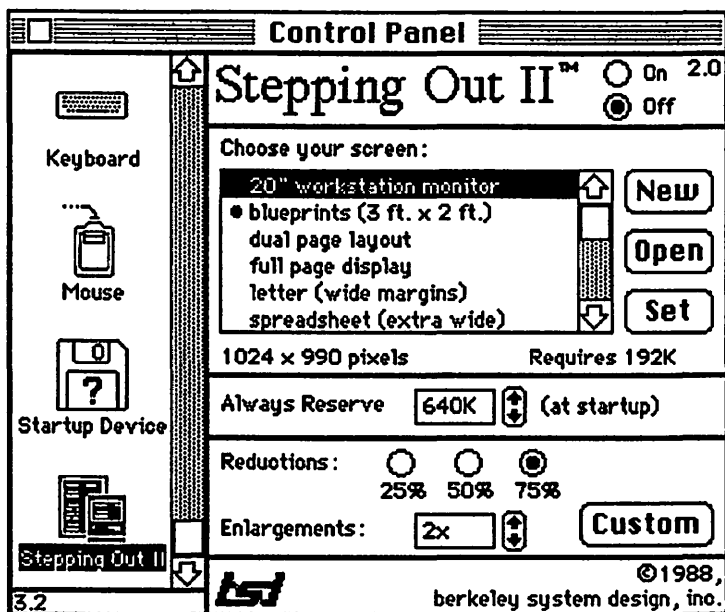
# STEPPING OUT II™—If You Like Blind Dates

by Chuck Sicard

Stepping out for a big night on the town can be great fun. Using Stepping Out II™ (version 2.0) to invoke a bigger Macintosh screen can also be delightful but confusing. Allow extra time to become oriented to viewing a large document through a smaller screen.

Stepping Out II permits you to set the size of a custom screen or you can choose from a list of predetermined screen sizes. From this established list you can specify that you want to use a Mac II screen (even if you are using an earlier Mac), 20" work station monitor, an extra wide spreadsheet, or a blueprint (3 ft. x 2 ft.) size. Stepping Out II "tricks" your Mac into thinking it has a larger monitor available. However, as you select larger and larger virtual screens, you tie up more and more memory. Color demands far more memory (2 to 8 times more) than black and white. For example, a 20" work station monitor size in black and white requires 192K in RAM, with 16 colors it requires 564k, and with 256 colors the overhead is 1059K. If you choose the blueprint (3 ft. x 2 ft.), the largest preset screen size, you need 615K for black and white or 4,443k (yes, over 4.4 megs) set aside in RAM.

Stepping Out II is a cdev (Control Panel device) and is installed by placing it in the system folder. The user must first go to the Control Panel to set up the RAM requirements corresponding to the selected screen size. The monitor settings are automatically calculated (for black and white or 16 colors or 256 colors). You are apprised of how much memory reserve is needed as each virtual screen from the Control Panel is selected.



The virtual screen can be viewed at a reduction of 25%, 50% or 75% of normal size (in color, only a 50% reduction is available). Simultaneously, a split magnified screen view can be set up to include an enlarged view or the area where the cursor is located. This takes some getting used to but it works. The split screen is also employed in system 6.0 (tools). This ability to have a magnified work area can be very useful to the vision impaired.

One can easily slide around on these enlarged windows by mousing the cursor into the physical screen edge. Then the virtual screen scrolls by quickly and smoothly. This is a delightful improvement if you need to move freely around an oversized spreadsheet, a large drawing, or a full sized view of a desktop publishing document. This viewing process far outperforms the old built-in automatic scrolling that jerks into view.

The Custom button in the control panel let's you select settings and key commands. In this dialog box you may 1) Set the screen to follow text insertion bar, 2) Keep menu bars at the top of the screen, 3) Follow active window to cause the view to move to show any active window which might otherwise be out of sight. You may change the keyboard commands to suit yourself.

Be forewarned that applications which were never compatible with big screens are not going to suddenly become compatible with Stepping Out II. Earlier versions of MacPaint, MacDraft (1.2a), Navigator, the original On Cue and the first version of Excel cannot make use of big screens. Do not try to use BackDrop or Camera desk accessories either. However, full page screen snapshots (up to 8" x 10") are possible from within this application.

Stepping Out II crashed when first installed on my hard disk. I spoke on the telephone with Mike Schutt of Berkeley Systems Design, Inc in Berkeley, California, who was very quick to identify the problems areas. On Cue 1.0 tries to boot after Stepping Out II causing a bomb. The best answer is to obtain On Cue 1.3 when available, or you can change the booting order with name changes (inits boot in alphabetically order). The most common incompatibility has been "screen saver"s (AutoBlack or MacsBug) or early Pyros (after 2.1 is okay). Problems with menu bar clocks (inits) can be expected. There are real problems with conflicting inits. Mike's recommendation was to remove all the inits and set them aside in a separate folder and then bring them into the system one at a time to determine which one(s) were the problem. Since I did not want to change my system folder or do a lot of experimenting, I created a special start-up floppy with a skimpy system folder including Stepping Out II. It worked great and I could open any application on the hard disk. The good news is that Stepping Out II is now releasing a more bulletproof version (2.01). I strongly recommend the free upgrade if the user wants to install this screen expander on their hard disk.

Remember, Stepping Out II will fail to create the selected virtual screen if insufficient memory is available. You must have enough memory to meet the overhead demands of the system, the application and the screen expander, given the virtual screen size selected. If you have not allotted enough memory you may have to reset the memory reserved in the Control Panel and turn off the RAM cache, then restart. When you have enough memory, the selected screen kicks in without restarting. Stepping Out is not going to limit the size of your virtual screen; your available memory will be the first most likely limiting factor.

Custom screens can be created by resizing, renaming or modifying an existing screen using the dialog box that follows

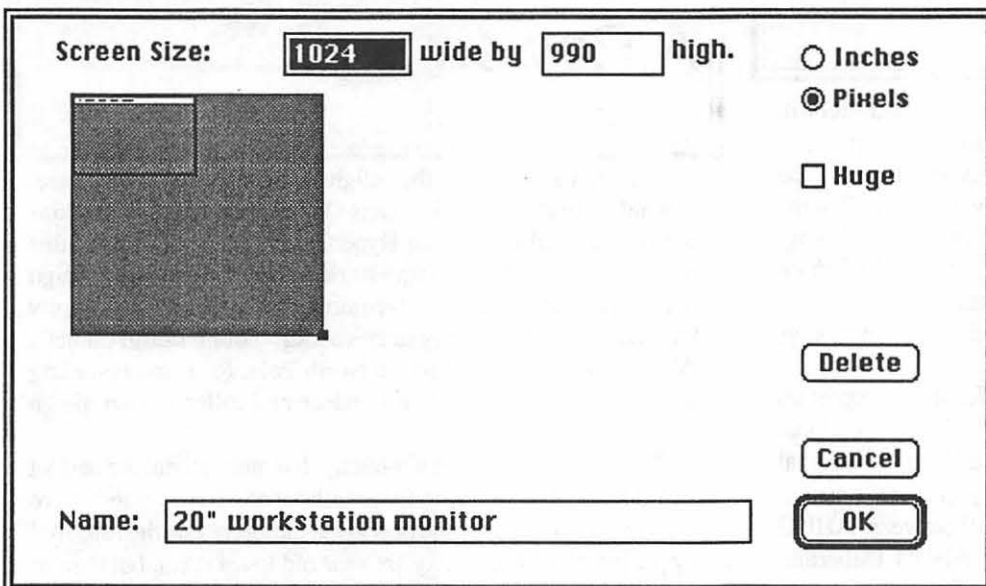


when clicking on the open or new commands in the Stepping Out II control panel. A comparison between the physical screen and the virtual screen selected is shown in the dialog box.

Screen Size:  wide by  high.

Inches  
 Pixels  
 Huge

Name:



There are some keyboard commands which one needs to master. Option-Command-Down arrow progressively views the reduced sizes; Option-Command-Up arrow reverses this process. Command-Option-Spacebar shows you a near reduce-to-fit view with a possible normal or enlarged view around the cursor. If you have QuicKeys installed you will have to change a conflicting keyboard command (Command-Option-Spacebar). Option-Command-X will activate and toggle the magnifying glass on and off. The magnified area moves around as the cursor.

You can magnify a portion of the virtual big screen from two to 16 times. Option-Command-R will permit resizing of the magnified area. Option-Command-L toggles the screen lock on and off so that bumping the cursor on the edge of the window does not move the virtual screen.

Remember, after you have created a large document window you may have to downsize it. Some programs don't automatically shrink the screen. Also, there may be a loss in speed during processing-intensive operations. Applications open slightly slower, and Excel calculations will be a bit slower at times.

The manual is brief and very clearly written. The technical assistance by telephone is good. The question is whether you will learn to like this application, since it takes a fair amount of time to become comfortable using it. It is worth the effort if speedier handling of large documents is desirable. It is certainly a lot

less expensive and far more portable than a large monitor. Note, you must use System 4.1/finder 5.5 or higher, and it is not recommended for a 512K or KE.

You might like to read MacUser (March 1988) for a review of the earlier version of Stepping Out. It was given a five mouse rating, which seems generous considering all the things that can go wrong with this upgraded version. Berkeley System Design, Inc. (415-540-5536) in California can provide information on applications and sometimes solutions to problems you may have. ☺



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# HYPERCARD NEWS

by Robert C. Platt

**Next Meeting.** The next meeting of the HyperCard SIG will be held on October 22 after the Macintosh program. The program will feature a demo of 101 Buttons and Bows. The HyperTalk SubSIG will meet on Wednesday, October 19 at the Fairlington Community Center, 3300 S. Stafford Street, Arlington, VA at 7:30 p.m. This is a few blocks south of I-395 on Quaker Lane. If interest continues this group will meet on the third Wednesday of each month. New members are always welcome at both groups.

**August Meeting.** The August meeting featured a report on the Boston MacWorld and the debut of AHUG as a national HyperCard users group. To date AHUG has been an internal group for Apple employees. However, they are now opening their membership to the general public for \$10 per year. AHUG can be reached at 20525 Mariani Ave, MS 27-AHUG, Cupertino CA 95014, (408) 974-1707. AHUG is planning a nationwide clearinghouse for public domain stacks called STAKTRAK. We are trying to become a STAKTRAK node so that we can provide WAP members with access to this valuable resource.

Bob Shaffer, who is a contractor for NASA, demonstrated his HyperCard adaptation of the shuttle launch rule book. This is an impressive application of HyperCard which illustrates the advantages of background scripts and global variables. Bob used these features to create a tree structure for the cards in his stack with each card inheriting from its parent card.

**HyperExpo.** While walking from the subway to the MacWorld site in Boston, I met an advanceman for the HyperExpo to be held at the Boston World Trade Center on October 15 and 16. It should be an interesting show.

**Tax Stacks.** It had to happen. The idyllic world of HyperCard has been invaded with tax preparation stackware. StackWorks, P.O. Box 426, Urbana, IL 61801, offers a stack which generates 30 commonly used forms and schedules in a form suitable for IRS filing.

**Stackenvy.** The "stack I wished I had written myself" award goes to Mark Zimmerman's *Texas*. In prior columns I reported on very expensive stacks to speed text retrieval times. Texas is a shareware XCMD which gets the retrieval job done in a very professional manner. Texas examines a text file (called the "dataspace") and builds an index to the occurrence of individual words in the file. Once a file has been indexed, Texas presents the user with a scrolling field containing all words listed in alphabetical order together with the number of occurrences of each word. Clicking on a word in this window displays a key word in context listing of the occurrences of the word in the dataspace. Texas is ideal for a HyperCard front end to access large textfiles (such as long and boring legal documents.) Zimmerman is also making the c source code available.

**Goodman.** Time and space does not permit a review of Danny Goodman's excellent new book *HyperCard Developer's Handbook*. I will review it next month. In the meantime, I suggest purchasing it with its program disk. ☺

# AMANDA'S STORIES:

## A Review

by Karen Rall

Amanda's Stories are the delightful adventures in stackware. Amanda's first story, "Inigo Gets Out" accompanied Bill Atkinson on his world tour with HyperCard. A new version of this stack, along with 3 other Inigo stories are all on Volume 1. Inigo is a curious cat who loves adventure but always ends up happily back home. Volume 2 has stories about "Your Faithful Camel". With Camel, you travel to the North Pole, for some twinkling aurora borealis, a visit with reindeer and roller coaster sleigh ride.

These stories have the simplicity that makes them the perfect introduction to computing for preschool children, yet they have the qualities of some of the best loved children's stories, enjoyed by people of all ages. (My six year old loves them, but then so do I, and I'm old enough to have a six year old.) The portrayal of everyday things has humor, surprises and lots of love. These stacks have gentle animation, that adds to the stories without dominating them.

Freeware versions of two of the stories have been available. The new versions include animation and new sound effects. Amanda's Stories are published by The Voyager Company, 2139 Manning Ave., Los Angeles, CA 90025. 213-474-0032. ☺

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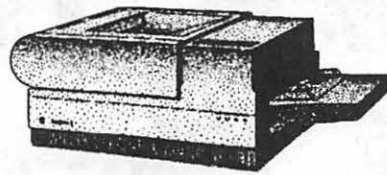


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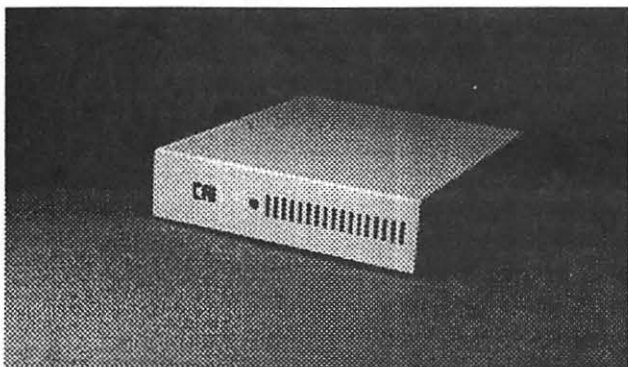
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# ON HYPERCARD—Part 3: Scrolling Fields

by Kenneth Knight

Welcome back. As has been pointed out before, HyperCard, if programmed correctly, can do almost any task assigned to it. Programming HyperCard is both the most rewarding and, at the same time, the most difficult aspect of using HC. How you code a handler in HyperTalk can have a great impact on the performance of your stack. However, exploring what can be done with HyperTalk reveals that many things which at first glance seem impossible are in fact achievable. Consider, for example, real-time linked-scrolling fields.

control the scrolling for all the other fields. This handler waits until a MouseWithin message is sent to it to process. This will happen when the user decides to scroll the field with the scroll bar. After the scroll bar is released, and assuming the user does not move out very quickly, this handler will call another handler to match up the scroll positions of both fields. We'll now take a look at the "Sync" handler.

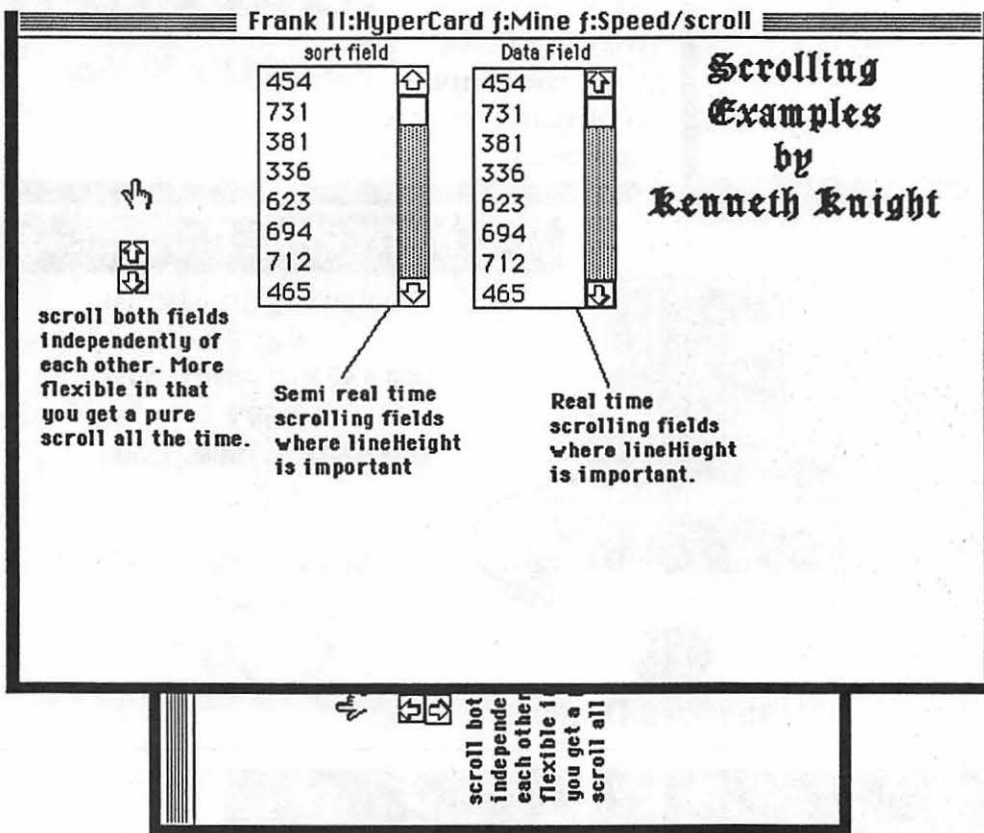


Figure 1: The single page for this month's stack.

It is often desirable to have several scrolling fields that contain related data, as in a translation dictionary. One field would contain the English words, the other the foreign language equivalents. It would be useful to be able to scroll through either field and have the other one scroll along with it, thus showing you all the translations of various words. Impossible, you say. Not really, just not obvious. There are several steps to real-time scrolling. The first is semi-real time scrolling. That is, scroll one field and when you let go of the scroll bar the other will catch up. Not great, but passable.

```
— Semi real-time scrolling driver
on mousewithin
  sync "card", "English field", "card", "Foreign field"
end mouseWithin
```

This small script will drive our semi-realtime scrolling setup. We place this script within the field script of the field that will

- Handler: Sync
- Purpose: Align the scroll values of the two fields passed
- to it. Call this script from either the Scroll handler or
- from a field script between Mouse Within messages for
- semi-realtime scrolling.
- input:
- Type1 & 2: Type of field: card or background.
- Field1 & 2: Id numbers of names of the fields to be
- scrolled.
- example: Sync card, 1, bkgnd, "test data"

```
on sync type1, field1, type2, field2
  if checkType (type1) then get the scroll
  of card field field1
  else get the scroll of field field1
  if checkType (type2) then set the scroll of
  card field field2 to it
  else set the scroll of field2 to it
end sync
```

```
— Returns true if "type" is "card"; else
  returns false function
  checkType type
  if type = "card" then return true
  else return false
end checkType
```

This handler's code is fairly straightforward. The comments tell most of the story (we will get to "Scroll" shortly). All that is done by this script is to set the scroll property of field2 to the value of that property in field1. CheckType tells the calling handler if the type parameter is either "card" or "bkgnd."

As a small but important aside, take a look at the comments in the above handlers and functions, especially those for "Sync." While in many cases comments can be more confusing than helpful, judicious use of them can improve the readability of your scripts greatly. Most HyperTalk code does not require commenting on a line by line basis. However, providing a brief description of what the script does, what it expects to get from the outside and what it will return, can make debugging your work considerably easier, especially if you have put it away for a time.

As you can see, I have provided a brief description for "Sync", a list of the parameters it expects to get and what they represent, and an example of how to call the handler. Since



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"Sync" does not pass any parameters back, or change any variables, I have not included an Output section. It takes more time to write the comments, but it is time well spent. One word of warning: do not fear over-commenting. Comments can be ignored if the reader chooses to do so. And while it is rare that you will comment on specific lines of code, it really does not hurt.

The above scripts provide us with semi real-time scrolling. This might be adequate, but it is much more satisfying to have the data scroll in real time. To achieve this, we need to do some fancy playing with buttons. What follows is the controlling script for the down arrow scroll button; the up arrow is identical except for the direction passed.

```

— Real-time scrolling driver — down button
on mouseStillDown
  if the mouseLoc is within the rect of the target then —
    scroll up, card, "Foreign field", card, "English field"
  end mouseStillDown

```

This is a button script. When the user presses the scroll up arrow (the arrow actually points down, the one at the button of a scroll bar), this script mimics the action of a normal scroll arrow in the scroll bar. That is why we use MouseStillDown. We want this script to continue to execute as long as two conditions are met. First, the mouse must be down. Second, the mouse must be within the button. This is a user interface concern. In a normal scroll bar, the data only scrolls when the mouse is actually on the arrow. If you move off, scrolling will stop.

User Interface concerns are perhaps among the most important things to consider when writing programs of any type. If the interface for the program or stack is cluttered and unclear, people will not use your software. Bending the rules by not having the scrolling stop when the mouse is off the arrow is simpler, but not what we would expect to happen. We have become used to the scroll not stopping, and this is part of the design of the Mac, so it should be part of what we provide. Granted that we need to do a bit more work, but again, like comments, it is worth the time to make the user interface feel and act right.

```

— Handler: Scroll up/down button.
— purpose: allows for real time scrolling of two scrolling
— fields. This handler should be called by a button
— script. The button script should be bracketed by
— mouseStillDown messages. That way the button is
— active until the mouse is released.
—
— Input:
— Direction: direction of the scrolling to occur. Following
— standard conventions. "Up" increase scroll
— value, moves towards the end of the field;
— "down" the opposite way.
— Type1 & 2: Type of field: card or background.
— Field1 & 2: Id numbers of names of the fields to be scrolled.
— Example: Scroll up, card, 1, bkgnd "test field" — 2 field
— scroll.
— : Scroll up, bkgnd, "test field", "", "" — 1 field scroll.
—
on scroll direction, type1, field1, type2, field2
  if checkType(type1) then
    put textHeight of card field field1 into delta
  else put textHeight of field field1 into delta

```

```

if checkType(type1) then get scroll of card field field1
else get scroll of field field1
if checkType(type1) then
  if direction = "up" then
    if it < (number of lines of card field field1 * delta) then
      set scroll of card field field1 to (it + delta)
    end if
  else
    if it > 0 then set scroll of card field field1 to (it - delta)
  end if
else
  if direction = "up" then
    if it < (number of lines of field field1 * delta) then
      set scroll of field field1 to (it + delta)
    end if
  else
    if it > 0 then set scroll of field field1 to (it - delta)
  end if
end if
if param (4) is empty then exit Scroll
sync type1, field1, type2, field2
end Scroll

```

The "Scroll" handler is the heart of our real-time linked-scrolling fields. Like the "Sync" handler, this script has a brief header describing its purpose, the input parameters required, and two examples of how to call it. Now take a look at that header. As you can see, the only major addition to the parameter list is the direction item. This tells "Scroll" which way we want to scroll our data: towards the end of the field, or the beginning of the field. On the whole, the script is actually quite simple. However, there are a few items that need to be explained.

The first thing this handler does is find out the text height of the first field: the controlling field. This is done because we need to know by how much we must change the scroll value of the field. Change it by too little and the scrolling will be slow and potentially quite choppy, too much and we will be moving by more than a line at a time.

Next we actually change the scroll value of the control field. If we set the direction parameter to "up", it will increase the scroll value. However, we do not want to set the scroll value to more than the number of lines of data within the field. That is, we want the highest possible scroll value to be just at the last line of data. If you let it go higher, you could wait a long time before scrolling data the other way, since first the scroll value would have to return to valid numbers, i.e. numbers that correspond to lines of existing data. A similar situation occurs when scrolling down. We do not want to go past a scroll value of 0.

The last section of this script aligns the second scrolling field to the value of the first, if, and only if, such a field is present. The if param (4) is empty then exit Scroll instruction looks for a fourth parameter in the list of parameters pasted to "Scroll." If there is none, then we only need to scroll the one field and can now exit the handler. If parameter four is present, then we need to match the scroll value of the second field to that of the first by calling the "Sync" handler discussed above.

At this point the astute reader will notice a flaw. What if the two fields that are to be scrolled have different text heights? In that case the second field is going to scroll improperly. If you wish to scroll more than one field simultaneously and are



concerned about the text heights being different, then the following script is what you want to use.

```
— Real time scrolling of many fields — down button.  
on mouseStillDown  
  if the mouseLoc is within the rect of the target then  
    scroll down, card, "sort field", "", ""  
    scroll down, card, "data field", "", ""  
  end if  
end mouseStillDown
```

This driver will scroll several fields and if they started out with the same scroll value they will remain matched with each other. This script avoids the possible problem of differing text heights, and if you are scrolling more than two fields will actually save you a little time.

One last thing to note. The above scripts only provide real-time scrolling for the scroll bar arrows. The thumb and paging region of scroll bars are not considered. However, by employing the "Sync" handler as discussed above in its semi-realtime mode, you can get reasonable performance for the thumb and paging regions as well. It is probably possible to make the paging regions scroll in realtime for several fields. However, it would be more complex, since you need to determine where the mouse is in relationship to the thumb. If it is below the thumb you want to increase scroll values; above the thumb, you decrease scroll values. This is something that can be computed. Getting the current mouse location is simple enough. The hard part is determining if you are above or below the thumb. One way to do

this would be to calculate how much the thumb moves each time the scroll value changes. This would involve some interesting math work that would invariably slow things down. However, it can be done.

Hopefully the preceding discussion has given you some insights into HyperCard programming. The idea of using button scripts to get the realtime scrolling was not obvious to me initially. I had some vague ideas of what to do, but the idea of making some arrow buttons to scroll with came from Bill Baldrige on the HyperCard board on the WAP TCS during a discussion about scrolling data. Perhaps you might not know just what to do, but somebody else might be able to provide that nugget of information that brings everything together for you. This fact is well worth keeping in mind when you are stuck with a problem that you cannot seem to solve. Next month we will take a short look at moving around stacks in an easy and efficient manner. ☺

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# THE SOFTWARE MAC PEOPLE PREFER

by Louis C. Pecora

What's the best way to find out about a program you might want to buy? Easy, try it out yourself. Since most of us don't have the kind of money that would let us indiscriminately buy programs to test drive, that leads us to the next best way: find someone who has the program and uses it often. Quiz them deeply. This technique can work well, if you can find that someone. Lacking this, the last technique is to read reviews of programs in computer magazines. Helpful, but nowhere near the first two. Reviews can also be deceiving.

But wait! There's actually another way that fits somewhere between talking directly to an expert user and reading a review. It's sending and receiving messages to and from other computer users on a communications bulletin board service (BBS). You can get a lot of advice, opinions and help on a BBS. You only need a modem and a communications program to get all this. It's the main reason I call the Washington Apple Pi BBS.

This service is now available to everyone, for a short time only, in this article. You, dear reader, can now benefit from many of the messages exchanged on the WAP BBS and the Twilight Clone BBS late this spring. Both these BBS's are Macintosh oriented. They have many knowledgeable people who aren't afraid to be opinionated.

What began as a request from me to David Gursky (system operator of a Macintosh board on the WAP BBS) to list his favorite software, has blossomed into an informal poll of BBS people on their favorite, preferred Macintosh software. I gathered all this together, solicited responses from other BBS's, and decided to put it all together into a WAP Journal article along with some of my own comments and recommendations. This is it.

I have tried to distill the preferences and comments of all others into paragraphs on various software packages for the Mac. I divided Mac software into several categories. You might not agree with the categorization, but that's not important. It should be clear what the below-mentioned programs are supposed to do and how people on the BBS's feel about them.

Naturally, in all this my own prejudices will creep in. What I have tried to do in each category is first give a condensed description of the preferred programs and why they were preferred. Then I give my own opinions of the program, usually in a separate paragraph. When giving my own viewpoint, I have tried to start with a sentence using a first person pronoun (I or me) so you will know that now I'm giving my view and not that of others. I hope I have been consistent in this. Naturally, I have given a lot of my own opinions on categories I know a lot about (Calculational programs, for example) and very little on categories I am ignorant of (Desk Top Publishing). I think this is only reasonable. I have not knowingly adulterated the BBS opinions, but, of course, I take full responsibility for what is said about the software in this article.

By the way, throughout this article I use the word BBS like a verb, "to BBS", extending it to nouns, gerunds, etc. as need be. I found this easier than writing something longer, like "BBS use", and, somehow, more descriptive sounding. If it offends anyone, well, just drop the leading "B" for a good laugh.

And now the preferred programs of BBSers and Mac cognezenti.

## CALCULATIONAL

Calculational programs include statistical applications, equation solvers, number crunchers, and mathematical aids (eg. symbolic manipulators). Surprisingly little was said about this category except that there are several programs "out there" with several coming. Statistical packages, apparently, are not big among BBSers.

Those programs out there that I know of are Eureka (from Borland) a supposedly versatile numerical equation solver; MathView, a collection of numerical-scientific routines rolled into one program (not particularly flexible, but good if it does what you want); and PowerMath, an underpowered symbolic manipulator.

Those coming or just arrived that I know of are Milo, a big brother of PowerMath; Theo, a symbolic manipulator from the same people who did the Expressionist desk accessory (see below); MatLab, a matrix manipulation programming package based on the famous LINPAC and EISPAC routines; and Mathematica, a symbolic manipulator, 2D and 3D grapher, Fortran/C code generator, with lots of other features.

Of them all I am looking forward with *great* interest to Mathematica. It was written by the same person who wrote SMP, a very good symbolic manipulator for the VAX and Sun computers (~100,000 lines of C code!). Mathematica looks and is similar, but improved. There are versions for the Mac Plus, Mac II, Sun,—all the way up to a Cray. I have the book written to explain Mathematica, but not the program, yet. It's obvious that the Mac version (which can be used as a "front end" to any other computer running Mathematica) had a lot of influence on the author(s) of this program. Note: There is no version of Mathematica planned for the IBM PC in the near future. It will be expensive (\$500-\$900), but, if it's done as well as SMP, it will blow the competition away. I can't wait.

## COMMUNICATIONS

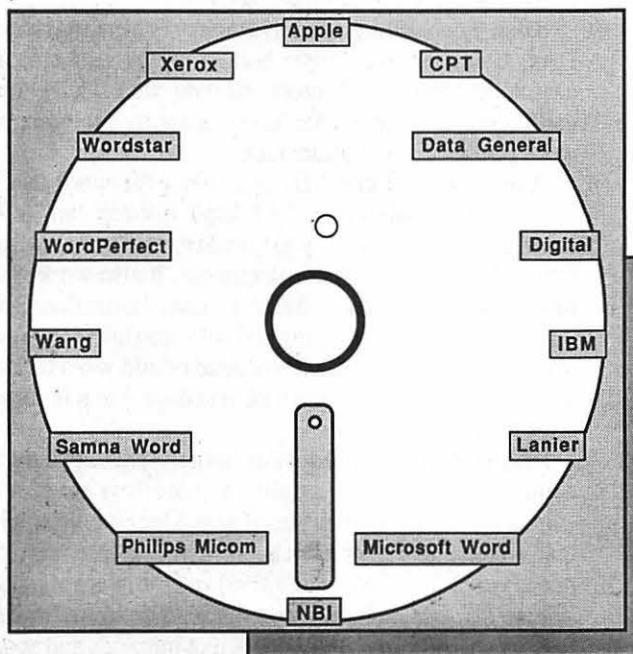
As you might guess, this was a hot topic among the BBSers. Although each communications program had its supporters, VersaTerm and VersaTerm/PRO (big brother of VersaTerm) appeared to come in first, definite LOVE category. They're solid with lots of nice features. Excellent VT100 emulation with very good Tektronix 4014 and 4105 stuff, too. Good downloading features and macros in the PRO version. When you call the company to ask a question you often get to talk to the programmer himself! Only \$20 more than Red Ryder. And many claimed it was well worth the \$20.

Some others didn't. There were lots of arguments over Red Ryder, e.g., "It is cumbersome, kludgy, poorly written, and a general hack". Or, "RR is fine for my uses—there are lots of procedures available for it". This is definitely LOVE-HATE software, with more hate than love from what I saw. Those who hated it, really hated it and its author as well. Those who loved it usually just said it was OK. If you're ever stuck in an elevator with some Mac BBSers, this one will be a good conversation starter.

Others mentioned favorably were, in apparent order of power and utility, Microphone (simple, no-nonsense interface), Smart-



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com, Mac240 (VT240 emulation), MacTerminal (solid, but overpriced), and FreeTerm.

I use VersaTerm/PRO since I talk to VAXes often and need the Tektronix plotting capability. I also find it great for BBSing, including downloading (no bugginess here!). I find it my most used and most solid Mac program. I highly recommend it to anyone with these needs. If you can't afford it, then at least get its little brother, VersaTerm.

## DATABASES

Databases appear to fall into three categories: (1) big, programmable, multiuser, relational (soon to be multi-tasking, too, I guess), (2) smaller, relational, single user, and (3) non-relational (flat file). The most hotly contested category was (1). Category (2) appears small and (3) has lots of entries, apparently all pretty good.

Category (1) includes the legendary (already!) 4th Dimension, Double Helix, and dBase Mac (from the IBM world). These are biggies and they have big learning curves. You can program in them, customize them, and have several people use them at once. Definitely big time. Double Helix appears to be the favorite here. The others may be too new to have picked up a decent following yet, although some confessed to being both impressed and confused by 4th Dimension.

In Category (2) there appears to be only Reflex and Reflex Plus from Borland. This is a solid, simple, one user relational data base with limited graphics capabilities, but very nice display of database links (relations). Some people like the old Reflex, better and some not, but all agree the new manual is very well written.

In Category (3) there is a small crowd. In first place appears to be FileMaker Plus. Not one bad word about it and lots of praise. FileMaker Plus should be upgraded this year to a (somewhat) relational database. This is followed in order of preference by Record Holder Plus (also highly recommended), QuickDex, OverVue, and Microsoft File (so-so).

I use Reflex Plus and it's all the power I need (and probably more), but my database needs are not too big. I used to use OverVue, but despite some very nice features it was quirky (not quite Mac standard) and broke every time the system changed. I like Reflex Plus much more, but I confess to not yet fully understanding linked files.

## DESK ACCESSORIES (DAs)

Boy, now here's a hot topic. DAs are incredibly popular with the Mac crowd. MultiFinder or not, they'll be here for some time and loved for all that time by Mac users. I'll list them in rough order of popularity, but don't take the order too seriously, all of these are good. If a DA especially suits your needs (isn't it exciting to find one!), you'll probably differ with me and list it at the top.

**Disktop:** the finder in every program. Copy, delete, rename, and move files. Get info and change info. Create new folders. Launch any other application (with automatic careful quitting of your present one). And shut down. All within any program that supports DAs (the apple in the menu). A must for most Mac users. It's big, though, so watch it.

**Font/DA Juggler + and Suitcase:** have more than 15 DAs and lots of Fonts, too! There seems to be a tie here between these two. Both sound good. If you like lots of DAs and/or Fonts, get one.

**Smart Alarms:** lots of people liked being reminded of things

and this one apparently does a good job with more alarms than you'd probably ever need. Be reminded of everything from your mortgage payment to a trip to the john, with notes, too.

**MiniWriter:** a text editor in a DA. Does a very nice job. Limited to 32000 bytes and doesn't handle tabs (yet), but well worth the price (\$12), especially if you BBS a lot. Mockwrite was also mentioned in this category.

**QuickDex** (see data base, above).

**Disk Tools Plus** (formerly Battery Pack) DAs: lots of utility DAs, Calendar and Phone-Note pad are probably the most useful, but there are lots more, nicely written. I have this one and use the Phone Pad and Calendar incessantly, including to dial my work phone. They're quite nice.

**Lookup:** spell checker. Just select the word and hit command-option-' (above the TAB key). Lookup can "follow" you through the dictionary as you type in a word to it. It will guess for you and replace words in a document. It also works in all word processors, graphics programs, communications programs, wherever there is text typing and selection allowed. The dictionary can be easily modified to delete or add words. Lookup will not spell check a whole document at once, but it is very handy to have on-line.

**Expressionist:** an equation writer. This appears to be the equation writer of choice, although 3 others are also available (the only other one mentioned was MacEquation, which isn't bad, either, although it's not as powerful). Expressionist is nicely done (very Mac-like and intuitive) and the new upgrade adds lots of nice features including user-defined groups of symbols (like macros), user definable symbols like integrals and summations, and T<sub>E</sub>X compatibility. If you need to write equations in your word processor or graphics program, this is it. I have it and use it continually for my technical documents. I love it.

**Canvas DA:** This one is a dandy. It has 80% of the features of the graphics program Canvas (see below) in a DA! Very impressive. If you want a DA that is MacDraw (and more) and MacPaint (and more) all in one, this is it.

**Wordfinder:** a Thesaurus in a DA. William F. Buckley likes it (which may be a pro or con, depending on how you feel about Bill B). It is a nice DA, however.

One that was not mentioned, but I would like to add is QuickWord, a "glossary" DA. You type in text (including command keys, if you like) and give it an abbreviation. Then when you type the abbreviation followed by punctuation, a space, a tab, or a carriage return, the abbreviation is replaced by the text. Very nice when you have a word, phrase, or whatever you have to use many times in a document. This includes programming (do you really want to keep typing PROCEDURE, BEGIN, END, etc. over and over in all those Pascal programs?).

I also note that people must be getting good at programming DAs. I've used several at once with *no* conflicts (eg. Lookup, WordFinder, QuickWord, Expressionist, and Disktop).

## DESKTOP PUBLICATION

The Macintosh is THE desktop publication computer, right? The big category that's supposed to turn on every Mac owner was generally a big yawner here. Very little response, except for a curious fact. PageMaker was not the favorite among BBSers. Ready, Set, Go! 4 was. There's no accounting for BBSers. But maybe they know something everyone else should know?

## FINANCIAL

Another yawner. Less response than desktop publishing. I



don't understand this (see my remarks in the Recommendations section). This was pretty much a split between Dollars and Sense and MacMoney. I've used them both and like the new Dollars and Sense much more (I got very frustrated with MacMoney).

### GRAPHICS - drawing

As most of you probably already know, this is the big arena for the Mac and rightly so. Graphics is where the Mac shines. There were lots of responses here. Here they are in rough order of preference.

**Canvas** - A relative newcomer to the Mac has made its mark. Deneba Software which wrote and markets Canvas did a great job and everyone is impressed with the product. It's everything you've always wanted from MacDraw and MacPaint and much more. But despite all that power, it is easy to use and very streamlined. Some complaints were made about its slow response to bit (paint-mode) graphics (it can do up to ~2500 dots per inch!), but for object drawing it is superb. The price is right, too (a little over \$100 from a software discount house) with a promised free upgrade to version 2.0 coming out this summer. It also comes with a DA that can do most of what the application Canvas can do (see DAs, above). This is a hard one to beat.

**MacDraw** - Yep, the old standby is right in there. It's easy, cheap, very solid, and does lots of nice things. Add that it is something of a Mac standard now and you've got a popular drawing program. The new MacDraw II is supposed to be a terrific upgrade with lots of new, powerful features, although there is a substantial cost jump from the old MacDraw.

**SuperPaint** - This program has also established itself as a favorite among the Mac community. Like Canvas it does both object and bit mapped drawing. It has a friendly interface that makes you like drawing on a computer. It's handling of bit-mapped images is quite good.

**MacDraft** - This one is a love-hate program, with more hate than love. It's sort of the MS Word of graphics. It does a lot, but it has a reputation for bugginess, un-Mac-like implementation, and slowness. To be fair much of the bugginess has been removed by the developers, Inovative Data, but it does break often when Apple releases a new system. However, right now it is the best-buy of the low level drafting programs. None of the others in this list can really do drafting. MacDraft can.

Others mentioned were **ImageStudio** for high-resolution retouching of scanned images and **Digital Darkroom** for the same.

None of the high-end MacII programs were mentioned, like Aldus' **Freehand** or **Illustrator** or **Pixel Paint**. Either people who use them don't BBS, they don't like them, or the programs are too new. I'll bet on the first and the last reasons.

For my own use I like Canvas. It has replaced MacPaint, MacDraw, MacBillboard, Superpaint, and (almost) MacDraft on my Mac. No small feat. I mostly use it for enhancing scientific plots and desktop presentation work (overhead transparencies). I can't wait for the new version 2.0. It should finally kick MacDraft off my hard disk.

### GRAPHICS - plotting

Only Cricket Graph was mentioned here and not frequently. It came off as an adequate program which still had problems with LaserWriter output, but the only one of its kind. I mostly agree with that, except that there are now two other graphics programs

"out there" which I have not tried yet, but I plan to get: **Passage** and **KaleidaGraph**. Both are aimed at scientific plotting, but should handle business plotting, too. Both appear to be much more powerful than Cricket Graph and one, Passage, is reported to have good LaserWriter output. The other, KaleidaGraph, is by the same people who put out VersaTerm (see above) and that's enough to get my attention. Check them out.

### ORGANIZATION TOOLS

I'm not sure this should be a separate category, but people responded to it. The biggest hits are the outliners. In the Mac world there are really only two: **Acta**, a very good outliner in a DA and **MORE** a very popular and powerful outlining and presentation graphics application. I believe you now get both when you order MORE. One person even claimed to use MORE for witness and case testimony preparation.

Another organization tool mentioned was the **DA Smart Alarms** (see DA's, above). I can see why this would be a good organizer.

For my own use I have MORE. Although I am impressed with the program, it is definitely overkill for the simple outlining work I have. Acta would probably suffice.

### DESKTOP PRESENTATION

Not much here. Most of the response for this category was in the Graphics category. Desktop presentation may be the cat's meow elsewhere in the Mac world, but not to most BBSers.

Microsoft's **PowerPoint** was mentioned and I've heard from some people where I work that it is pretty good. Most people, myself included, still use good old general graphics programs for presentation. I'd rather good graphics features than the ability to do a slide show.

### PROGRAMMING

This is a topic many BBSers BBS for, to talk in that arcane jargon to other programmers! Programming, that's what computers were put on earth for. So why did so few respond to it? Too busy programming, I guess. Well that won't keep me from adding my two cents (more like 50 cents).

The only thing mentioned consistently at all on the BBS's was the **Macintosh Programmers Workshop (MPW)**. It is a powerful combination of Unix-like commands, an editor and a Mac-like interface. In MPW you can program in Pascal, C, Assembly, and (just recently added) Fortran. It is a good programming environment and will be better with the upcoming addition of a source level debugger (a boon to any programmer) and the C++ language. It is big, though. Hard disks required.

My own uses of the Mac as a scientist have lead me to try several programming applications. Here is a quick list of what I know.

I've already mentioned MPW. If you're serious about programming on the Mac, you should look into it.

For Basic programming I think **True Basic** (version 2.0) now runs away with the prize. It has some beautiful features in it. See my article in the July issue of the WAP Journal on Basics for the Mac.

C programming can be done in MPW or in the immensely popular **Lightspeed C**. I've used Lightspeed C for some simple C programming, including learning C itself. It is indeed a terrific environment for programming, period. If you told me you wanted a C compiler for the Mac, I would unhesitatingly recom-



mend this one. The new version (3.0) will have a source level debugger, Mac II compatibility, and faster compilers. Hard to beat. Only drawback (depending on your needs) is that it is not MPW compatible.

Fortran programming is still done in the sciences. On the Mac there used to be Absoft (also known as Microsoft) Fortran and MacTran77, both mediocre. But now there is Language Systems Fortran which runs under MPW. It is almost completely VAX compatible and has many of the VAX and Fortran 198x extensions. Very impressive in its first release. The support also appears to be superb. I look for it to become a standard on the Mac with the scientists and engineers.

You should know that there are also Lisp, Prolog, APL, Logo, Smalltalk, and, of course, HyperCard programming environment for the Mac, but none of them were mentioned. You should know that they're there, if you want them.

I must mention that if you do any scientific or computational programming at all you should look into the book(s) and accompanying diskettes by Press, Vetterling, et al, called *Numerical Recipes*. For around \$60 you can have a very complete library of 200+ routines in your choice of Fortran, C, or Pascal to handle matrices, solve ordinary or partial differential equations, generate random numbers, do fast Fourier transforms, optimize functions, and much, much more. The 800+ page book is very well written and explains the algorithms and the general mathematical concepts that go into the programs. For this low price you get an incredible personal library of numerical routines. I think this is a must for any scientist or engineer who must use the computer.

### SPREADSHEET

This one is easy. There's Excel, Excel, and Excel. It is THE spreadsheet for the Mac. It is pricey, but it is powerful. It also appears to have the Market all locked up. There are a lot of "canned" third party macros for it. It's all very impressive.

Now even I, spreadsheet ignorant that I am, know that there are other spreadsheets out there (MacCalc, Trapeze, for example). I also know that spreadsheets are popular on computers in general (bow once in the direction of Lotus 1,2,3), but only Excel was mentioned. It is quite a program, but I feel we're all trapped here.

### UTILITIES

There's a lot of good stuff here. So in no particular order here they are:

MacZap tools for rescuing files from failed disks (hard and floppy) was a popular and powerful, if somewhat arcane, set of applications. Many people clearly held it to their hearts as they told stories of recovering important, but damaged files and disks from the cursed "Cannot be read..." or "Must be initialized..." dialog boxes. The really good news is that MacZap is back in a revised form called SUM (Symantec Utilities for the Mac) from Symantec. MacUser magazine just had some rave comments about it, including new and powerful file and disk recovery programs and a new and very friendly user interface.

QuicKeys from CE Software is a macro-maker INIT that allows you to make keyboard equivalents for many mouse-oriented actions and it is clearly a favorite of BBSers. Among the many keystrokes you can define are menu selection (very fast at this), mouse clicks and drags (absolute position or relative to window), file launching (from anywhere), FKeys, aliases for any keys, text insertion (including command keys), special items like

window scrolling, selection, closing and zooming, and sequences of any combination of these. One set of macros is always present (a Universal set) and another is specific to the program you are currently in. I use QuicKeys constantly and would kill to keep it on my disk. It's one of those utilities I would recommend to every Macintosh user. If you have a hard disk, you'll love the file launching—no returning to the Finder. Just hit your command key and your present program is closed, with proper saving of files and closing of DA's, and the new program is launched. Beautiful! Paired with Disktop (also from CE Software) you'll spend hours on your Mac without ever returning to the Finder.

If you have a hard disk, you have fragmentation (sorry, everyone has it). Get DiskExpress. It defragments and efficiently re-organizes the file structure of your disk. This program was a big favorite, too. Fragmentation is literally having your files split up into several parts and scattered all over your hard disk. This makes for inefficient use of disk space and can slow down the operation considerably. It only gets worse as you use your disk. I use DiskExpress bi-monthly to solve this problem and usually get back about 75K bytes of disk space and slightly faster operation each time.

To get more Fonts and DA's than usually allowed by the Mac system many people recommended either Suitcase or Font/DA Juggler. They seemed to be split down the middle on which to get, but both were definitely a hit. With either installed in your system you can have zillions (well almost) of DA's and Fonts. This does make switching systems easy. No longer do you have to bother with Font/DA Mover to reinstall things in a new system. No running (and worrying about) the Apple Installer programs, either.

Copy II Mac is great for copying (for your own use) copy protected software, although that isn't the problem it used to be. It is also often good for recovering bad disks using the sector (not the bit) copy.

For those people who have a big hard disk with loads of files in loads of folders, the disk cataloger DiskQuick was highly recommended. It's fast and allows you to sort the file (directory) information from your disk in many useful ways. I have it and, although I rarely use it, I must admit, it is quick and easy to use.

### WORD PROCESSING

Now here we find your basic love-hate object: Microsoft Word 3.01. Typical comments went something like this: "MS Word, it's here, it's powerful (lots of features), and it works (usually)". Or: "MS Word, non-Mac-like, needlessly complex, not WYSIWYG". What's with this program? People have argued continuously and acrimoniously over it. It clearly has captured the high-end Mac word processing market. It has also clearly captured the disdain of the high-end Mac word processing market. Yet, it was the overwhelming choice of almost all BBSers in this category and lots responded to this one. Almost no other word processing program was even mentioned. Perhaps the newer items like Fullwrite Professional and WordPerfect will catch up to it. But, from what some BBSers said, these programs still have their problems. So nothing is going to dethrone MS Word soon, it appears. In addition, it is becoming a semi-Mac standard from what I've seen (Bill Gates is cackling right now as we speak).

I have MS Word and I must admit I understand the love-hate. Intuitive it ain't. Powerful, it is. It's loaded with features and, many times absolutely opaque. It didn't help that Microsoft





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## Quartet

by James J. Romeo

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I have MS Word and I must admit I understand the love-hate. Intuitive it ain't. Powerful, it is. It's loaded with features and, many times absolutely opaque. It didn't help that Microsoft released MS Word 3.0 with plenty of bugs (more like a beta version many people said) which were fixed only sometime later in 3.01. I'm slowly using it more and more in place of the old war-horse MacWrite. I am a bit gun-shy, though. It still has its bugs and quirks. On the positive side, as I learn more about it (there is some learning curve to it), I am more and more reluctant to return to MacWrite.

In a slightly different word processing category, that of straight text or ASCII files (like in source codes for programming or data files Excel or plotting programs), QUED/M from Paragon Software was a standout. It is solid, full featured, dependable, and a must for programmers. It even implements regular expressions, if you like to use these (you don't need to use QUED). I use it constantly and like it very much. When combined with the QuickWord DA and QuickKeys it can make program editing very easy, even fun.

## RECOMMENDATIONS

No, I'm not recommending which brand of software to buy. Here I decided to add this section which recommends which "type" of software a typical Macintosh owner should have. I do this because, from my own experience and from what I see around me, many people do not always think about what their computer can help them with. Or maybe they're just not aware of certain classes of programs.

I'll bet the typical Mac owner has spent several thousand dollars on his system, may even has a Mac at work and makes more than the average amount of income. Yes, there certainly are students who don't fit this mold, but they eventually will. I say this because it has bearing on what software you should consider for your Mac.

The most obvious consideration is for word processing. Everyone writes something (letters, memos, books, notes, lists of things, their diary, etc.). Besides the usual full-featured word processor, everyone should consider a text or ASCII word processor, even one that's just a DA will do. I've found that for lots of computer related things (communications, programming, and data file editing, for example) a straight text editor is much faster and more useful than a word processor.

Financial programs are a category that fewer people think about than you might believe. You write checks, use credit cards,

pay taxes, right? All this most likely involves thousands or even tens of thousands of dollars each year. For less than \$100 you can have your several thousand dollar computer help you a lot in these matters. You need no accounting knowledge, only the diligence to enter the numbers.

You need a spreadsheet, too. I'll bet lots of readers will balk at that one. "Who me? Do Accounting?" Yes, you. Look at the previous paragraph. You buy cars? Houses? Need to amortize loans? Check the interest on your CD? Predict returns on investments? Keep track of expenses for various projects like updating your kitchen? Etc., etc., etc. I have found a spreadsheet to be an incredibly handy program to have around. I'm no accountant and I can't write macros in Excel, but I love having a spreadsheet. There's nothing like planning out the expenses for a project and quickly being able to change some numbers and come up with a new bottom line to check out some "what if" items. Now, Excel will probably be overkill for many, as well as too expensive. Then look for a less expensive spreadsheet program. They exist for the Mac, Excel is just hogging the limelight right now.

Get a good all-around graphics program. You may not be an artist, you may have a job that you think has nothing to do with graphics. But, as with many other things on the Mac, graphics will find their place in your computer life. I guarantee it. From newsletters, to plans for projects, to drawings for your kids, to making family trees, and on and on. Graphics on the Mac are so good and so well integrated with other programs that you don't need to be an artist to produce good graphics documents to help you illustrate your point, whatever it is and whatever other program you're using to make it.

Finally, I recommend looking long and hard through the lists of Utilities and DA's above. Most of them would make excellent additions to *anyone's* Mac. Many of them are the type of thing that once you have it, you wonder how you got along without it. Sort of like the Mac itself.

## ACKNOWLEDGEMENTS

Lots of people (BBSers, all) contributed to this article, especially David Gursky who started the list of Mac Preferred software and Holger Sommer who uploaded a giant file of user preferences from one of the commercial BBS's. Others who contributed here are listed below. If I left anyone out, I apologize. Thanks to all of you for taking the time to send me your preferences, remarks, and opinions.

David Gursky	Dave Gibson	David Harris
Paul Chernoff	Ellen Caswell	Holger Sommer
Jerry Walz	John Hare	Keith Mounts
Ken Knight	Lawrence Wolfarth	Lloyd Swift
Mark Ostroff	Michael Astor	Rachel Caspi
Tom Van Lenten	Paul Heller	Rich Norling
Bill Baldrige	Craig Vaughan	



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- MacScan (Sheetfeed scanner for graphics...excellent software).....\$1199
- PCPC II Color Monitor (16" Trinitron with colorcard).....\$3099
- QMS PS Jet+(85 Typeface PostScript Laser Printer/multituser).....\$2999

**Software**

- Aldus Freehand.....\$349
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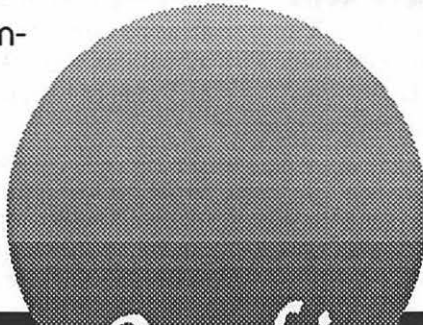
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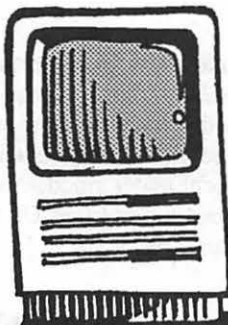
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### Hypercard

RICHARD BROSNAHAN on 08/26

I have created a stack that I really think could be commercial. There is a need, and this thing does the job like nothing I have seen. How can I protect myself, while promoting the thing? It would be great to sell the rights to a company, and collect royalties, eh? Any advice would be appreciated.

BILL BALDRIDGE on 08/27

Check out Stephen Elias' article in the September MacUser (p. 331)—"The Look and Feel of HyperSpace." It's a good look at the copyright issues involved with HyperCard stacks. As for marketing your stack—once you have it copyrighted—if it's really good—Activision is the only big-name publisher who is currently marketing stackware nationwide. You COULD do a test marketing in the Pi Journal for reasonable rates, and see if there's any response. Anyway...good luck!

JESSICA WEISSMAN on 08/27

If Activision fails you, try Hyperpress Publishing. They have published two stacks so far, and will publish two more shortly. They're located in Foster City, California (a suburb of San Francisco). Another tack is Heizer Software. They distribute LOTS of stacks and pay royalties through their quarterly catalog. Publishing the stack yourself is a BIG headache. But lots of specialized stack makers do it. A good example is the Congress Stack. It is published by a local company, and most of its market is probably right here in DC. You might want to go to the Hypercard Expo and Stack Mart in Boston in October.

ADAM COYLE on 08/29

HELP! Which one of the books available on the market is best to actually learn HyperTalk? Suggestions?

JESSICA WEISSMAN on 08/30

Dan Shaefer's and Jeff Stoddard's books are the best for now, if you have some programming experience. If you don't, start with

Carol Kaehler's and graduate to one of the others. I can't remember the titles right now, but Shaefer's is published by Hayden, Stoddard's by Walking Shadow Press and Carol Kaehler's by Addison-Wesley.

### Telecommunications

RICHARD TRIPP on 08/08

I am buying a Zenith 184 since there are no portable Macs that I can afford. I want to be able to transfer files from my Mac to the Z-184 and back. The files will be mostly word processing but transfer of spreadsheet and/or database files would be desirable. I would appreciate any advice or comments from someone who has tried to do this.

JERRY WALZ on 08/08

MacLink Plus from dataViz does a good job in converting and transferring most common WP packages and stuff like Lotus to Excel. Can either be a direct connect or via modem.

BILL BALDRIDGE on 08/09

Check the September issue of MacUser—there's an excellent section on file xfer/connectivity software & hardware. Several solutions should be available.

PAUL CHERNOFF on 08/12

My dream of a Mac II capable of running MS-DOS multiuser database software via a AST-286 board and 3Com network seems to be impossible. While I could access a file via the Mac, when in MS-DOS mode it is not possible to access the network—or so I have been told after conflicting answers. So I am dropping the AST-286 board and Etherlink NB boards from my plans and will just have a 2-station 1-printer Appletalk network which connects to the 3Com MS-DOS network for the exchanging of files and get stuck with 2 computers on my desk unless someone can suggest a better idea. I am still awaiting the official word from 3Com but it does not look too hopeful. I also found out about possibly another piece of software which might be needed to run both networks off of the same server and allow for the exchange of files, but I am not sure.

DAVE GIBSON on 08/12

At the FedSIG last year, I went by the 3Com booth and they had Mac SE's hooked up via Ethernet to PC's. The vendor created a Lotus spreadsheet on the PC for me, went to the Mac, opened it, made some changes, saved it back to the file server and reopened it from the PC. However, 3Com has just announced Apple file protocol compatibility. That means that their current software does not have AFP compatibility. I have heard, in the Novell magazine, where else, that the 3Com software does not work with system 6.0 and that is why their competition (3Com) is thinking of switching.

ROB SWITALA on 08/28

Is there any software available that would allow UUCP emulation on the Mac without requiring AUX? I have a need to communicate to a UNIX box w/ unattended file transfer via the UUCP mechanism. UUCP allows for auto file transfer including email. I use Red Ryder now for file transfer under xmodem and that works fine. However, I'd like to use the existing UUCP mechanism. Thanks for any help you can offer.

**BILL BALDRIDGE on 08/29**

Versaterm comes with some UNIX communications protocol stuff, but I haven't looked at it in depth. On checking the Versaterm 3.0 manual, they have files which define termcap and terminfo for using the VT100 or VT102 emulation modules within Versaterm when connected to a UNIX host. I would think this program could be used with just about any UNIX host.

### Programming Languages

**LOUIS M. PECORA on 08/02**

Just got my upgrade to True Basic. It's a dandy. Very impressive: Saving of graphics as PICT files, no LET (if you don't want it), more Mac-like (but still not totally so) in editing, faster compile and (it appears) run (have to check this out), exception handling (in a BASIC!), much more. Still don't know about tool box stuff. If you plan this stuff check them all out. For straight BASIC stuff and high level graphics calls, it appears to be a real winner.

**STEVE SCHNEIDER on 08/02**

Here's a question I should have asked a long time ago: What are the best programing tools available at low cost?

**BRAD FLIPPIN on 08/02**

I just purchased "Prototyper". It provides a full Macintosh interface with menus, windows, dialog boxes, and all. You have to furnish what happens when you select the menu items, but other than that it is neat. It works with all four compilers, LSP, Turbo, MPW, and TML. It generates either plain code or fully commented code. And it generates pages and pages of the stuff. Prototyper is \$99 + \$5 S.+H. from: SmethersBarnes, Dept 400, P.O. Box 639, Portland, OR 97207, 1-800-237-3611. I think there are NO licensing requirements for applications designed with the Prototyper.

**BRAD FLIPPIN on 08/09**

I got my order blank for LightSpeed Pascal Version 2.0. Seems they are also pushing "Just Enough Pascal", an interactive learning tool that works with LSP to help you learn Pascal (\$40) and Capps', a "professional editor construction kit for LSP", (\$40), plus the upgrade itself (\$49). They say they will ship the end of September. The back cover ad in this months MacTutor (8/88) has an ad for the new V2.0. Seems like it should be good.

### Professional Software

**MICHAEL MAFFEO on 08/10**

Does anyone out there use Omnis 3+, or want to use it? I'd like to hear anyone's comments on what they think of it. I recently bought a copy on the basis of the review in the WAP magazine. Well, let's just say that's it's not quite what I expected. It's more difficult to learn than I anticipated. So I have two questions: 1) can anyone recommend a relational database that is easy to learn; 2) is anyone interested in buying the copy I just bought (complete with registration card)? It IS a great deal for anyone who needs something like this program. It cost me \$200, which includes a free upgrade to the version being released at the end of this month (which will up the retail price from \$500 to \$800).

**BILL ARNDT on 08/10**

I have opted to use Reflex Plus. It is a relational DB and is fairly easy to learn. Entry and report forms are a little more difficult to design than they are on MS File, and the interface is not all it could be. It also does not have a procedural language, no ability to design dialog boxes or custom turnkey systems. But it gives

you the most bang for the buck when compared to the "flat" DB's on the market - most of which cost about the same as Reflex Plus.

**BRAD FLIPPIN on 09/01**

Any of you PageMaker fans ever lose any characters when you transferred text from Microsoft Word to PM? I did. The last character never got there. Well, I found out the reason. MS Word has two ways of saving: a fast save and a "not" fast save. The difference is that in fast save the results go somewhere else in the file with pointers. It is reassembled when called back into Word. "not" fast save, also known as "Save As..." saves the entire results, in the proper order. What was happening was the "lost" character was one that was "fast saved" and was therefore getting lost by reason of the editing pointers. The solution is to do a "Save As..." and then, when it asks if you want to replace the older version, say yes. That puts it all together again. That same technique is necessary when merging many sections together into a final document. The dialog box says "Too many edits", which means you then have to go back and "Save As.." all the individual sections and then try the "merge document" again.

### DAs/FKeys/Utilities

**BRAD FLIPPIN on 08/19**

For those of you using (or considering using) the Symantec Utilities for Macintosh (SUM), I have some important news. This is particularly important if you use M/S Word and their new free utility called AutoMac III. They interfere with each other. I have AutoMac III (a macro INIT) in my system folder. I added Disk Clinic (what SUM calls their shell program) to my big disk. When I call up up, three of the utilities do not work. They are the three that are called from the shell. The dialog box says (This utility is not available). Sure it is, it is in the same folder! Well, the problem is that if you have AutoMac in your System Folder, it is redirecting the call from the current and proper folder to the System Folder and, naturally, they aren't there. There are two suggested work arounds: 1) Move the three utilities to the System Folder. (Use this option if you want to keep AutoMac III). 2) Move AutoMac III out of your System Folder. (Use this option if you really don't want to keep or use AutoMac III). I got this info from the SUM tech support group. They knew the answer right off the bat, so it is a known problem. Which of the two is at fault, I have no idea.

**DAVID HARRIS on 08/30**

Here is a quote from the June issue of MACazine: "QuickFolder was originally a shareware product, but it's now being offered commercially. If you have an older version, be forewarned—the older versions have a serious bug that Greene Inc. has fixed in their new release."

**JACK EDELSTEIN on 08/31**

Does anyone know of a program that lets you listen to a sound file when you start up your Mac? I know about ShutDownSound, but it only plays a sound when you shut down. What I want to do is play a sound while I see a picture. I have Make Screen (this lets me see a picture when I start up) and it works fine, but no sound. Can anyone help?? Thanks.

**DAN HUGHES on 08/31**

Sound Master in the download section will do that and much more, but you need System 4.1. There is Sound Init, MacIntalk and Startupsound file to do it on an earlier system. One of the



WAP disk has all of these and/or you could search D/L area 5.

### Word Processors/DPub

SCOTT TILDEN on 08/04

OK, folks. The definitive answer on line spacing. There are actually only APPROXIMATELY 72 points per inch. The POINT, as a unit of measure, was defined officially in 1887 as being 0.013837 inches. Thus, 72 points is actually .996264 inches. That's why at the end of a long page you may be off a line. The old MacWrite had a "six-lines-per-inch" checkbox option to accommodate this. Yes some fonts look larger or smaller when they are the "same" point size. Apparent size relates to the height of the average lowercase letter (what's called the "x" height). The two or three points of leading recommended is generally a bit much. Traditional general recommendation has been 10 point type on 11 point setting, but with an increasingly older population I suggest 11 on 12. These are for SERIF typefaces (the ones with the little footies on the leers, like Times and N Century Schoolbook). If you are using a sans serif (like Helvetica) I suggest adding one point of leading—10 on 12 is fine even for aging eyes since Helvetica "looks" larger.

BILL ARNDT on 08/07

LetraSet announced Ready,Set,Go! version 4.5 in a recent "press announcement" on GENie. As usual they do not want much for the upgrade as long as you are an owner of RSG 4.0a. Seems like among the other neat goodies it does RSG 4.5 will finally support color!

MICHAEL MAFFEO on 08/11

I'm not sure if this is exactly the right board for this, but it seems close enough. I remember reading somewhere that the character for the command key (that funny little squiggly thing) exists in one of the fonts. I'm writing a course plan for the Macintosh and would love to have that character instead of having to write COMMAND every time I refer to that key. Does anyone know where it exists?

FERNANDO SALAZAR on 08/11

If your word processor can enter control characters, ASCII 17(11 hex) in the Chicago font is the Command-key symbol.

BRAD FLIPPIN on 08/14

Read the "Quick Tips" in the Sept 88 MacWorld (Page 279). It is about that exact thing.

JIM DONNELLY on 08/22

I had to go looking for an old document today: a 39K file dated September 9, 1986. I found it, too. But it turned out to be one of those files about which PageMaker 1.2 used to get peculiar ideas. Even PM 3.0 seems to think that it can't open that file because there's not enough memory. (39K!) Anybody remember that charming feature of 1.2? Is it known what caused it, and (more to the point) did anyone ever offer a solution?

SCOTT TILDEN on 08/24

Yep. I do. Solutions were to: 1. Open the program first, then use OPEN function within program to try to get into a file. 2. Open the "sick" file using PageMaker 2.0 or 2.0a. Apparently, those versions knew what to do about converting from a 1.x to a 2.x. Perhaps the 3.0 (or, now, the new 3.01) does not know how to read 1.x. Maybe you'll need to translate it using the intermediate

step of opening it up in a 2.x PageMaker first?

BILL BALDRIDGE on 08/26

The Sept '88 MacUser has an ad for LW cartridge refills for \$25—pg. 417, Select Office Supply - (314) 426-7337.

### Entertainment & Education

SEAN ABBOTT on 08/04

I am in desperate need of a walkthrough for Shadowgate. My boss has put me on the job of finding it, due to the fact that his 7 year old son is stuck. If nobody has a walk-through then is there someone who can give clues on an as-needed basis?

FERNANDO SALAZAR on 08/05

Complete walk-thrus can be gotten on GENie. Go to the games conference (type "SCORPIA") then search the libraries for Shadowgate.

HARRIET GORDON on 08/11

I recently picked up a copy of Dark Castle to play on my SE, and all worked well to a point. When I finally reached the Fireball room after hours of practice, I got up to the ledge at the top, and when I pulled on those ropes(?) hanging the screen buzzed and flickered and a dim system error box flashed, once giving me an error 10(?). Well, I have not been able to get past this room and it is breaking my heart! Any Dark Castle fanatics out there? HELP!

BILL BALDRIDGE on 08/13

First thing I'd try is re-installing the game (if you're running off a hard disk—if not, try making another copy of the master. You AREN'T playing from the master disks, are you?). Be aware that neither Dark Castle, nor Beyond DC is compatible with the new release from Apple (System 6.0). Good luck.

MATTHEW RUSSOTTO on 08/13

BDC works fine for me under 6.0 on a Mac II.

### Macintosh Union

RICHARD OGATA on 08/03

As those of you who have read my messages know, I am not adverse to venting my frustration when I have trouble with a computer related business. But at last Mr. Grouchy has good news to say. I have found an Apple dealer where I am dealt with courteously, knowledgeably, and promptly. I have been having problems with my Mac SE from the day I got it, and having the analog board and the power supply replaced almost at random did not help one bit. At Bethesda, the service technician has reasonably evaluated the problem and is taking care of it: a faulty display tube/yoke. Rather than simply swapping this piece out immediately, as most technicians do, he first made several efforts to adjust the screen and wiring to attempt to correct the problem, and only after I failed to be completely happy with the operation of the machine has he finally decided to take the fatal step. (Note: this is not under warranty, so he has nothing to gain, timewise or otherwise, in this price reduction attempt.) I feel that this excellent service is more than enough to recommend the place, but for those that are unconvinced, they also have a large stock of software, an excellent selection of books on a potpourri of Mac topics, and they sell all Apple products. FOUR STARS! P.S. The name of the service person I have dealt with is Sonny. Request him by name!



## Graphics & Design Software

FERNANDO SALAZAR on 08/05

Have been using Illustrator 88 nearly a month now. You can do things with it that cannot (practically speaking) be done with a regular draw-type program. For example, creating a map of the USA. Scan the USA map, then use the Illustrator auto-trace tool. It takes Illustrator about 30 seconds (on a Mac Plus) to do this. The "blending" transition effects are fantastic. Other things take getting used to. Many people use the grid in MacDraw to draw symmetrical polygons. There is no grid in Illustrator. But it can still be done, by drawing one vertex of the polygon, rotating off a copy, then repeating till the polygon is complete. You have to get used to a new way of doing things in Illustrator. On the down side, the program is so permeated by Postscript, you almost need to know some to make sense of what its doing. Its text handling is bad: only font/style/size per text block. Also, the screen tends to get cluttered with points and lines, and its tough to remember which paths are filled, in front, etc. The verdict: for making things like org charts, flow charts, or anything with a large number of simple objects, stick with a draw-style program. But for "one of a kind" graphics, Illustrator is a powerful tool.

JESSICA WEISSMAN on 08/05

I read someplace that Word 4.0 is supposed to be bundled with SuperPaint. Does anybody know whether it will be the 1.1 or 2.0 version of SuperPaint?

JERRY WALZ on 08/06

It is the 1.1 version. Haven't heard much lately about 2.0, but I guess it's underway for the Fall.

BRAD FLIPPIN on 08/06

Does anyone know the upgrade policy for Adobe Illustrator to Illustrator 88. Anything like "if purchased after xx, upgrade is free", or if not, what is the upgrade price?

PAUL KELBAUGH on 08/06

Upgrade to Adobe Illustrator is free if you have a valid sales receipt showing your name and it is dated after 1-1-88. You send them a copy of the receipt, the warranty card and a check for \$6.00 to cover shipping. They then send the whole Ill 88 package. If you don't have a receipt in your name, or you bought it before 1-1-88, the upgrade cost is \$100. They are shipping now and promise a fast turn-around on the upgrades. They have a toll free number 1-800-29-ADOBE. Hope this helps.

BILL BALDRIDGE on 08/14

Received vol. 3 of Deneba News today, in which they indicate the reason(s) for the delay in shipping—i.e., Autotrace! Canvas 2.0 will have the ability to trace any bitmap image in two modes: polygon & smooth polygon (the latter will have less points/handles to edit). This was "borrowed" (my words) from Illustrator 88, the \$495 package from Adobe. Other enhancements include: export of picture objects in varying degrees of magnification, better text management (including ability to color and distort/stretch text), addition of points/picas/engineering units to rulers, color gradients, and handling of several more document types (including Gray-level TIFF, full color pixel maps [PixelPaint]). The manual is getting a complete re-write, with the addition of a 200-page "Encyclopedia" reference section. Deneba reiterates its promise of free upgrades to ALL registered Canvas 1.X owners, no matter when, where, or how they pur-

chased the package. So if you haven't sent in your registration card—SHAME ON YOU!

## Peripherals

BILL BALDRIDGE on 08/02

Anyone need a printer for their Mac? Lyco Computer is selling the Seikosha SP-1000AP (an Imagewriter workalike) for \$160. The SP-1000AP is designed to emulate the Imagewriter directly, and you (apparently) can just plug it in and go, using the Imagewriter driver that comes with the Mac. Lyco has been around for several years, so they're not some fly-by-night firm. 1-800-233-8760.

DAVID ARDAY on 08/03

Does anyone have any experience with moving a LaserWriter? Specifically, the manual for my NT says on pg.10, in a warning box, "avoid transporting the printer with a [toner] cartridge installed," because of the danger of spilling toner inside the driver if the movers tip the LaserWriter (which is guaranteed to happen!) I need a new cartridge at the moment, but with moving day only 3 weeks away, I hate to blow all that dough only to have to remove the cartridge. Can you reinstall a cartridge if the sealing tape tab has been removed? Does anyone know or have they tried?

BRAD FLIPPIN on 08/04

1) Always remove the cartridge and keep it handle-side-up. 2) Keep cartridge in a cool place (Don't store it in 130 deg car or attic). 3) When you get to the new place, put the cartridge back in. — The main thing you don't want to do is shake that toner all over the place inside the printer. Also, you want to keep it "fluid" inside the cartridge, thus the "no hot storage" as it is heat fixing. Otherwise, the moving is not big deal.

RICHARD OGATA on 08/10

Can I hear from someone who has done a homebrew HD? I need to know things like where to get a good kit, where I can get a raw HD to put in it, who's the best, who's the cheapest, etc. Is it really worth it for a 20 meg? Keep in mind that I'm a poor student for whom 50 dollars is living allowance for a month.

BILL BALDRIDGE on 08/11

It's getting less and less worth the effort involved. Hard disk prices are such nowadays that a 20 meg drive is just not worth homebrew time and effort. The Cirrus 20 meg is \$539, and it would cost around \$400 to homebrew a cheap imitation (and that's what you'd have—no warranty, D.I.Y. repairs only). It becomes a little better with BIG drives; i.e., 40 megs and up. For example, you can build a 40 meg drive for around \$550, and a 60 meg for about \$700 (but again, you can buy the CMS SD-60 for \$795+tax from the Pi). So, basically I'm saying that unless you have done some hardware hacking previously, or have a serious wish to spend LOTS OF TIME getting your homebrew up and going, it's not worth the trip nowadays.

BILL BALDRIDGE on 08/15

Everyone blames problems on the big VIRUS. Odds are heavily against a virus being the problem (I don't even remember the original message). I've had (and solved) three cases of printing problems during the last week, none of which was viral induced. Two were dead battery problems, and one was no print driver in the system folder (a real new user). There are about a dozen reasons why a printer might not print, depending on configura-

tion and printer, and viral infection is WAY down on the list (about 11th or 12th). Anyway—this message isn't much help, but I just get wound up about the overblown virus problem. (This is not to detract from the seriousness of the criminal nature of the warped minds that write viral code.)

**BILL BALDRIDGE on 08/16**

**WARNING:** The newer Eveready 4.5v replacement batteries (Energizer series) are reverse color coded! The end that was previously black is now silver, and vice versa. You have been warned! Check polarity and synchronize with that molded into the battery holder.

**ADRIAN ABINERI on 08/23**

My Imagewriter II print head just went south. Anyone know of a source for a replacement for anything less than the \$75 I've been quoted locally.

**BILL BALDRIDGE on 08/24**

Give Pre-Owned Electronics a call. They horsetrade in Apple equipment and parts. Also try Mid-Atlantic Telesis in Arlington (is this your "local" source?). I don't have the number for Telesis, but Pre-Owned is (800) 274-5343. Looks to me you aren't going to save much, if anything, over the \$75. Are you SURE it's the print head?

#### **The Rumor Manager**

**JERRY WALZ on 08/06**

Version 7.2 of Copy II Mac is supposed to start shipping yesterday.

**BILL BALDRIDGE on 08/07**

Yaaaaaaaaaaaaawwn. Sorry. More a comment on CP's tweaking another \$18 out of 10,000+ pockets than on your message. I personally send in every fifth request, figuring it's a better shot at getting something significant. I've yet to be surprised.

**BILL BALDRIDGE on 08/19**

There's an outside chance the so-called "Three slot Mac" will be intro'd at MacWorld Expo in Washington next April. Earliest to expect it will be January of '89, but Washington Expo is my guess.

**BRAD FLIPPIN on 08/19**

The topic of a "low cost Mac" came up at several of the sessions at MacExpo. One suggested a \$200 range Mac but the Apple VP Gassée said that was definitely an impossibility, but he did not rule out something a bit higher, although no price was mentioned. Many panel members agreed that Apple is hurting their cause by not having a low end Mac. I would hope to see one in the under \$1,000 price range, say about \$599. I don't know if that would be possible or not. They could always use the Detroit automotive approach—A Mac for \$200, Keyboard \$150, Memory \$200, drive \$200, Mouse \$100, etc.

**JOE CHELENA on 09/01**

From the pages of PC Week. Aug. 29 issue. Two new Macs to be released on or about Sept. 19. 1) The 2meg SE with a 40meg hard drive. No price quoted. 2) A new Mac II. Called the Iix. 68030, 4megs, with or without a 80meg hard drive. Also with what is called a super drive—3.5 inch drive that can read or write either 800k or 1.4meg Mac OS and also 760k or 1.44meg MS-DOS.

Price (sorry but I don't remember if it is with or without the hard disk) is a very "low"! \$7000! I guess I'll just have to sell my second car to get the new II.

#### **Inside Macintosh**

**JUAN RIOJAS on 08/11**

How would an otherwise experienced programmer go about learning about the Mac interface? I've had my share of college programming courses (mainly FORTRAN), but I want to get started on the Mac. Is there a SIG specifically for lost-in-the-woods-types like me. Any help would be appreciated. P.S. I'm not rolling in dough, so I can't currently afford to go out and buy Inside Macintosh Vol 1-5 (or is it 6 now?). Ideally, I would like to find out about how AppleTalk works, so I can make a multiplayer game (a la MazeWars, NetTrek, etc.)

**ROBERT DOHERTY on 08/11**

Unfortunately, there is no real substitute for IM. To seriously contemplate programming the Mac in anything but HyperCard, V1 to 4 are absolutely necessary. Most development packages simply do not repeat what's in IM. If you've had programming for MS Windows on IBM PC's or X windows on whatever, you shouldn't have much trouble, otherwise it's a very long learning curve. As for AppleTalk, if you're familiar with an OSI type network, like Decnet, Appletalk isn't too bad. Even SNA or TCP/IP experience would be distinctly helpful. Starting from ground zero, you face a formidable mountain to climb.

**BILL BALDRIDGE on 08/13**

Your best bet is to start attending the Mac Programmer's SIG, which meets the first Wednesday of each month at the Pi office at 7:30 p.m. Another necessary evil is to become an APDA member, which costs \$20 (at last check), from whom you can obtain much wisdom in the form of books, software, and other information. This should get you "kick started", the rest is up to you—and any other Pi members who may be willing to help. I'm not a programmer, but there are some very helpful types in this neck of the woods. Welcome!

#### **Macintosh System**

**BILL BALDRIDGE on 08/15**

For those who are possibly worried about throwing things in the trash, and then later regretting the decision, just create a new folder on your startup disk called "Pre-Trash" and place it above or next to the Trash icon on the desktop. Then, instead of throwing things in the Trash, throw them in the Pre-Trash (folder). If you're working off a hard disk, you can forget worrying about throwing away a vital item—just go into the pre-trash and retrieve it (of course, you'll have to do some rummaging around in the trash). If you're working off diskette, you may have to empty the trash more frequently, but it at least gives you some lead-time to reconsider. Enjoy.

**JUAN RIOJAS on 09/01**

On the subject of incompatibilities (I play with my System a lot, and my boss absolutely hates it!) I also found a problem when using SuperClock and Talking Moose v1.21. SuperClock boots just fine, and The Moose DA is on the Apple Menu, but as soon as I run Moose, my SuperClock goes out to lunch. It freezes at whatever time I called the Moose and it refuses to update or clear the corner. Maybe JClock wasn't that bad after all? Oh well, live and learn.





**BILL BALDRIDGE** on 09/02

I've said it before, and I'll say it again: "Any time you go messing with the standard, expect problems." If you want to have fun—have fun. But when the fun's over (and the hangs, and bombs, and trashed files), remove all the junk and get back to the basics.

**Federal Gov't SIG**

**JERRY WALZ** on 08/10

According to the current 170-page MacWeek the new Apple 300 dpi scanner is out with a HyperCard front end and use of virtual memory to aid users of 1 meg Macs. Also Apple is endorsing a new \$795 OCR package from Ceres named Omni Page. The OCR stuff is supposed to ship this month for the Mac and next month for IBM types. Barry Bittner from Apple Federal confirmed that he just received a bunch of stuff on the new scanner. Guess I'll try to change my recent order for a MicroTek over to the new Apple item. Will let you all know what happens so far as availability, etc.

**JERRY WALZ** on 08/20

For anyone who has a large number of files and the need to find something and only remember the contents of the file, not the name, try Gofer from Microlytics \$45 from MacConnection. Gofer allows you to specify text and combinations of text as search terms. Support "and", "or", "not" and a nearby (within so many lines) searches. Gofer works in the background either with or w/o MF and is quite fast. You can specify a HFS set of folders all the way up to your entire hard drive for the search. Works on about all WP applications plus, Excel, RSG, Works, Pagemaker,

MORE etc. A feature allows you to limit the type searched. If you know the file is a Word file you can deselect all other types, and speed up the search. Nice package!

**Mac Hardware**

**JULES BERNARD** on 08/16

I don't suppose that PEPCO's fluctuating power supply could affect screens, could it?

**BILL BALDRIDGE** on 08/17

Fluctuating power CAN affect the display, but it REALLY has to fluctuate. The power has to drop below about 85 volts AC for the Mac screen to start to show any effects. FYI, the screen will start to show effects of low voltage before the Mac itself will suffer the consequences—it has to drop below about 80V for this to happen.

**CHARLES BUELL** on 08/27

Do Apple dealers sell replacement keys for a keyboard. I broke the post on the "-\_" key. I can still use it by pushing down the "stump" of the broken part, but I would like to get it fixed.

**RICHARD BROSNAHAN** on 08/28

Yes. You will likely have to order the part. As I remember it, it runs about 5 bucks. Good luck.

**JERRY WALZ** on 08/28

Check MacWorld a couple of months ago. They had a pretty good article on maintaining/fixing keyboards. ☺



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# MAC DISKETERIA NEWS

by David Weikert

## New HyperCard Externals Disk Series

This month marks the introduction of the HyperCard Externals functional disk series. This series of disks includes external functions (XFCNs) and external commands (XCMDs) for HyperCard. The series will be labeled starting with disk number 21.01. The first three disks have been compiled and annotated by our Mac II librarian, Rick Chapman. Dave Condit, our HyperCard librarian, will coordinate this series.

The HyperTalk programming language has a large number of built-in functions and commands for doing nearly everything. Still there are certain functions that either cannot be programmed directly in HyperTalk or would be exceedingly slow. The authors of HyperTalk recognized this and thoughtfully provided a mechanism for using routines written in other languages (e.g., Pascal and C) within HyperCard. These externals come in two flavors, XCMDs that perform a task and XFCNs that perform a function and return a result for use in a calculation.

## HyperCard StackWare Once Again

After a long dry spell, we have two new disks of StackWare, thanks to Dave Condit, our new HyperCard librarian and David Kreisberg who provided the annotation. Dave is soliciting additional volunteers to annotate new disks; call him at home at (703) 349-8752. Look for more new StackWare releases next month.

## Disk Catalog Still Available

The Mac Disk Catalog containing comprehensive information about the entire WAP Disk collection (current through the disks released in August) is still available. The catalog costs \$4.00 at the office or general meetings, or you may order it by mail for \$5.50 to cover postage and handling. The catalog is organized into four sections as follows: (1) list of disks by disk number and name, (2) descriptive listing of files on each disk by disk number and name for the functional series of disks, (3) descriptive listing of files on each disk by disk number and name for the serially numbered disks and (4) alpha-betic listing of files across all disks.

## Revised DA, SU & Sounds Series

We revised the Desk Accessory (DA) series 2.01 through 2.12 and the System Utilities (SU) series 16.01 through 16.12 last month, converting each series from 400K to 800K disks. We also converted the sequentially numbered Sounds disk into functional Sounds series; a nine disk 800K disk series. These series are now available in a six disk set labeled 2.01A through 2.06A for \$21.00, a seven disk set labeled from 16.01A through 16.07A for \$24.50 and a nine disk set labeled 12.01 through 12.09 for \$31.50. Except for the revised Anti-Virus Utilities on 16.07A and sound utilities located on disks 12.01 and 12.02, program content is identical to the disks previously issued except for elimination of redundant files. We've listed below the primary files on each disk (omitted from last month's Journal due to space limitations). Detailed descriptions of the contents of each disk are in the new catalog.

## Apple System Software V6.0.X, "Real Soon Now"

We issued Version 6.0, Apple System Software three months ago; however, Apple subsequently announced a update to this release which we expect to receive momentarily. We will fill any orders for these disks as soon as we receive the changes from Apple. System 6 software is available on four disks for \$5 per disk. (You can combine this order to take advantage of the \$4 price per disk for five or more disks.) One disk includes an updated System, Finder, MultiFinder and associated System folder files. The next disk is dedicated to printer drivers. The remaining two disks contain the Apple utilities including two new ones, a macro recording and playback capability and an expanded screen image for the visually impaired. Please note that the System Software package that we distribute does not include any documentation. If you need documentation, the package will also be available from your local Apple dealer at a list price of \$49; ask about a discount for WAP members.

## The New Disks

We have six new 800K disk this month, three HyperCard Externals, two StackWare and the HyperCard Upgrade. This month's submissions are brought to you by Rick Chapman, Dave Condit, David Kreisberg, Marty Milrod, and Dave Weikert and the efforts of all the duplicators listed under the mast-head. The folder information, where appropriate, precedes the listing of program contents. Folder information is underlined, programs and files are printed in bold with shareware information printed in bold italic print.

### Disk 2.01A: DAs 1A - Desk Accessories

**DA Tester 1.51, DA Utility, Font/DA Mover v. 3.5, FONT-FKEY-DA Sampler, Abacus, ABCcalc, AmortDA.acc, Analog Clock, Analyse 1.2, anima-tor, Appointments, Area Code, ArtBrowser, Artisto 2.01, ASCII, ASCII-Char, ASL Talk, AutoDial, Au-tolog, Demo AutoScrap 0.9, Back-Down/Delta+2, Bagels, Beacon DA, Big Ben, Big Ben II, BlackJack, Blank Screen, Bouncy, Bricks, BugOut DA, Calc.RPN, Calendar 1.7, Calendar v2.2, Call-151, Camera, Casio 1.2, Change Font D.A. 1.03, Charger 1.1, CheckSum and Chime 1.0.**

### Disk 2.02A: DAs 2A - Desk Accessories

**Choose Scrapbook +, Clicker, Clipper DA 1.0b2, ClipPrint DA 1.1, Clock, Collapse, Commander 2.0, Comments, Compact 1, Compact 2, Compress It, ConCode 1.5, confineDA, Control Panel +0.85, Coordinates, Copy File, Crabs2, CrashFix, CRAY5A.BIN, CScan, Cube, DA Book, DAFile, DAFont2, Daleks DA, DAMenus Tester, Delay, Demo Font Mover, DePICTer v. 1.61, DeskDialer, DeskPaint Demo, DeskZap 1.3, DevTols 2.0, Dice Roller, DirC, DiskInfo 1.45, Disktop 1.2, Display Message, DisplayRLE, Doodle Pad, Double Apple, Draw 2.5, Dvorak3.0+, Envelope 1.0a4, Error, Event Reference and Extras.**



**Disk 2.03A: DAs 3A - Desk Accessories**

Fade to Black, FatMouse2, FFT 0.96, File Printer, File Splitter.DA, File Tools, File Utilities DA, FileCopy, FileFixer, FileMaster, FileStar (DA), FileTran, FixPix, FKEY Runner Demo, FKeys, Flow, FolderMaker 1.0, Font Grabber +, Font Lis-ter, Font Sizer, formfeedDA, FrCalcDA, Fremem, , Fun House, Function Keys, Gabby, Get Comment DA, Gone Fishin', Graphics Viewer, Grep-Wc, Hal-loween, Heap Picture, heap scan, Heapinfo, Help DA, HFS Find, Icon Maker 2.1, Idle, Illust.DA, KeyMouse, KIWI Envelopes!, Klutz, Knockout, La-belMaker, Laser Envelope DA, Launch, Load Key-board 1.0, Locator, LockOUT™, LoftyTime, Lookup DA v1.00, Mac's Headroom, Macros.Demo, Macster Mind, Maxwell 2.2a, McSink da, Measles and MegaCalculator.

**Disk 2.04A: DAs 4A - Desk Accessories**

MegaWatcher, Mem Watch DA, Memory Monitor, MemroMeter, MemScan, MenuTime, MenuFonts™ DEMO, MenuMaster, Message DA, Mickey Mouse Clock, Microscope, MIDI Prog. Sel, Mini Sci Calc, MiniDOS, MiniWRITER 1.39, MockPack-age+ 4.3.4, Moire, Molasses, Mouse-o-Meter, Mouseprint, mPcV01, Multi-Scrapbook, Multi-Counter, MW 4.5 Counter.DA, New Idle1, New Scrapbook (v2.2), NumCaps, Other... 3.09, PagerDA, Paint Grabber, ParmBlaster, pattern mover, Periodic Table, Piczle, PocketDA, Poker Game, Poly, Popup, PortWatcher and PostScriptDA.

**Disk 2.05A: DAs 5A - Desk Accessories**

Preferences 1.01, PrinterWheel, ProCount, Prog-Calc, push, QDial 1.6, RasNIX, Rays, Reader 1.06, ReadMacWrite, reset.DA, ResPeek DA v2.03, Rolodex, RoomMate, Rubik's Cube, Ruler, Safe Launch 2.2, Saviour1+, Scrap2Lib, Screensave, Screensave+, ScreenSaver DA, Scribber 1.00, ScreenToLife3 DA, Seek 'n Destroy, SegWatcher, Set Paths, SetMenuFlash 1.1, Setsound 1.3, Show Clipboard, SkipFinder 6.2, Sleeper, Smart Quotes 2.7 DA, SoftDisk DA, Sort DA, Sort, SoundPlay, SpiralsDA.acc, StackSniffer 1.0, Stars 1.8, Stars II, Stuffclip, Super Ruler 1.0, Tab Expander DA, Talking Moose and Talking Keys 1.0.

**Disk 2.06A: DAs 6A - Desk Accessories**

TeaTime, Telegraph, Text Bender 0.95p, Textcount, TheBox, Tiler, Time Logger 2.11, TimeOut.acc, Timer v. 1.2, Toggle <> 1.3, Trails, Transfer 2.1, Translator, Traplist, Unit Conversions, Un-Pack.DA, Uriah heap, Utilities V2.0, Utils, Val-Calc-Calc, Vi-mode, vt100, Windows 2.0, Wind-ws, WN-Text, Wolfman, Word Count V3.0, Word DA, World Time, Wrap, WRD3KPAD, WXModem, XL Screen, Yahtzee, Zoom DA, ZoomDA, ZoomIdle, \$uperHelp, µPaint, ΣEdit 1.1 and 3D Tic Tac Toe.

**Disk 12.01: S 1 - Sounds**

Beep.Init, Feed Me!, MacinTalk, MacinTalk II, Mr. Ed, Narrator™, The Narrator, New Moose Phrazier, Shut-DownSound INIT 1.01, Sound Leech, Sound Mover 1.2a, IBeep2, Sound->snd 1.2, StartupSndInit1.2, SoundOff

]]™, Sound->Beep™, SoundInit, SoundMaster, SoundPlay.da, SoundPlay, SSSwitcher©, SuperPlay 4.0, SUS init, SUSwitcher© and Talk Alarm.

**Disk 12.02: S 2 - Sounds**

Talking Moose, Talking Keys 1.0, Version, Welcome2 CP, ("Bogart" Sounds f; SAM WHAT TIME IN NY?, GAMBLING GOING ON HERE, HERE'S LOOK-ING AT YOU KID, MY LEAST VULNURABLE (sic) SPOT and PLAY IT SAM), ("Dr. Strangelove" f; Blahst), Admiral, there be whales here! and (Animal House f; ASSUME, BURP, HOLY S—, MORON, OUT WIT, THANK YOU and TWERP).

**Disk 12.03: S 3 - Sounds**

("Dr. Who" Sounds f; Exterminate, Human Brain, Superior Beings and TARDIS), The Eagle Has Landed, Short Landing, ayaaaah!, Beep-Sound, boom! ooooh and Break Window.

**Disk 12.04: S 4 - Sounds**

BeepBeepmBeepBeep, Beep-BeepmBeepBeep.snd, Blues Brothers, Bring out your Dead, Burp, Chariots Short, Uh, Clem, Uh, Clem II, Cock (Sgt Pepper), Computer!, Correct! 1 and Cough.

**Disk 12.05: S 5 - Sounds**

Crash!, Death by AT & T, Dog, Dogs, (Dragnet f; aSound Init, StartUpSound and StartUpScreen), (Eddie Murphy f; BeepSound and Startup-Sound), F-Troop, FZ, game over, man, G'Morn Vietnam, Harp, Help! beatles and Hi.

**Disk 12.06: S 6 - Sounds**

(HAL f; Answer (HAL), Completely operational (HAL), Decisions (HAL), Difficult (HAL), Enjoy working (HAL), Human error (HAL), Much better (HAL), Sorry Dave (HAL) and Stress pill (HAL)) and (Hitchcock f; Alfred1 and Appleboy).

**Disk 12.07: S 7 - Sounds**

Larry's StartupSound, Look, Up in the Sky..., Manic Monday, monkey, Now here's..., Number Nine, Number Nine, Oh, Joy!, (PeeWeeStuff f; I know you are, make me, meant to do that, pee wee laugh and peewee startup), Quack, RimShot, Secret Word, Senseless Waste and Spanish Inquisition.

**Disk 12.08: S 8 - Sounds**

(Sounds4SndMaster1 f; Bad disk, Beep sound, Disk eject, Disk insert, Key click, Shut-down sound and Startup sound) (Sounds4SndMaster2 f; Bad disk, Eject disk, Failure, Falling tree, Insert disk, Oops, Red Alert/11, Shutdown, ShutDownSound and Taps), (Sounds4SndMaster3 f; Ah.Sound, Bark.Sound, Be back.Sound, Fart2.Sound, Game over.Sound, Oops.Sound, PWscream. Sound, Trying to think.Sound, TypeKey.Sound, TypeReturn .Sound and TypeSpace.Sound), (Star Trek f; Beep-Sound (Hail), KBeep, KCom, KPhasors and KTorps, RBeep, RCom, RPhasors and RTorps, TBeep, TCom, TPhasors and TTorps, Trans-porter, Boom and Death).



**Disk 12.09: S 9 – Sounds**

(20 BeepSounds f; Beep #1 through Beep #20), Stooze Intro, Tarzan Sound, Trying to Think, Twilight Zone, Vulcan mind, Walk Like an Egyptian, Woob Woob and Yabba Dabba Doo.

**Disk 16.01A: SU 1A - System Utilities**

Apfont, Backdrop, Big Window, ChooseCDEV™, CLIM 1.52, Closer, Comment Editor 1.01, Compare Forks™, Complete Delete, Convert Text v. 55, Curious Cat, DA Tester 1.51, DA Utility, DES, Describe, DeskImation (v2.1), Dir-Acta-ry, Directory 0.9, Disk Dup+, DivJoin 1.0d9, DopplesMaker v2.0, Electric Dvorak, Enigma 1.1, Eraser, Fast Formatter™ 2.2 and LaunchMaker 1.1.

**Disk 16.02A: SU 2A - System Utilities**

FatDisk Init, Feed Me!, File Splitter.APP, File Stripper 2.1, FileZero, FolderShare™, Font Documentor™, Font Lib/HFS, UnSqueezer, Font Squeezer, Font/DA Mover (v 3.8), Font/DA Mover+, FontDisplay™ Ltd., FullConvert and Hardsave.

**Disk 16.03A: SU 3A - System Utilities**

HDBackup, hfs find, HSF Global Search, HFSDir v1.61, Info+, InstallMemoryBar, IWPrint, Journal Maker, Keeper ], Keymouse to Go, Layout 1.3, lazymenu, Lock 'em up, M/F Rating, MacDump, MacID, MacPSDemo, Make Minifinder, MakeScreen, Mass Formatter, MASS INIT, MassCopier™ 1.2, MFMenu, MultiLaunch, MultiSet 1.0, My Back Up, New copier, New Moose Phrazier (v1.01), NewSortMenus, Oasis 2.01 and On Cue™ Demo.

**Disk 16.04A: SU 4A - System Utilities**

Pad-Lock™ Installer, Page Setup Cus-tomizer, Paint Thinner (Crusher and UnCrusher), Password (v1.0), Pattern Librarian, Pict-All 1.0a, PopIt!1.72, PopupDemo, PowerStation™ E, Preview, Print PICT, Print1.0, PROTECT, PUP Descriptor v2.000, purgeicons, DemoQuickKeys™, RamDisk+ 2.05, RamStart2.0+ and Redit1.2.

**Disk 16.05A: SU 5A - System Utilities**

Remove JClock, Reverse Screen 1.0b1, ScreenDump][, Screen Maker, Scribe, Scrolling Menu Installer, Sequencer, Servant .952, Set BackPat, Set Clock 1.8, ShowSizes, Shutdown II, SizeApp©, Sizer 1.0, SmallFinder 1.1, SSSwitcher©, StartMac1.1, Start Up, Start-UpDesk and SuperConvert.

**Disk 16.06A: SU 6A - System Utilities**

SuperFinder 4.2.1, SuperStation3.1, SwapParamRAM, Switcher 5.1, SystemVersion, TextCompactor 1.0, The Front Man, Timed Launch2.0, TimeKeeper, TinyFinder, TogCursor, Ultra Disk Split/Merge 1.1, VerCheck, Verify 1.1, Version Data, Version Reader (v1.1), Version, WayStation2.6, Welcome2, Window Shell, Wizard Copy, Xerisk and XL Back.

**Disk 16.07A: Anti Virus Utilities**

Vaccine, Virus Info # 1, Ferret 1.1, Interferon, KillScores, The Scores Virus, Sniffer, Virus Detective 1.2™ and Virus Rx.

**Mac Disk 19.09: StackWare 9**

**Music Generation Stacks**

This disk includes three stacks for generating your own music scores using a variety of sounds and one strictly sound stack with variety of sounds. If you are at all interested in generating music with HyperCard, this disk of music and sounds is for you.

**HyperTunes 1.0/11 KHz:** A great music machine stack to generate your own tunes. It comes with 15 synthesized sounds that can be used to compose melodies, including sitar, organ, orchestra, and several synthesizer sounds. You choose the notes, tempos, and sounds. You point and click on the keyboard to record your melody. You can then store your melody or the program will create a HyperCard script for you to use in your own stack. *ShareWare—\$5.*

**Keyboard #2:** A nice stack of sounds including the Roadrunner, a transporter, and a sexy "Hi". You play the sounds from the keyboard.

**MagnuSound™:** By Randy McCallum and Lloyd Bernhardt. This stack is a play command editor that allows the user to edit and play back a musical sound score. It allows you to create and edit musical tunes and will generate a HyperCard script for importing into your stacks. This shareware version comes with five sounds (200 are available in the full release) and some features are disabled. *ShareWare—\$10. (with 5 sounds) and \$29.95 for the full release.*

**Sfx stack 7:** This stack has 22 high quality sounds, mainly percussion, that you can cut and paste into your stacks or into one of the music machine stacks. Also includes an interesting use of pop-up menus to play combinations of sounds. *ShareWare—a contribution to the Boston Computer Society, (any amount) and/or Postcardware—send a postcard of your hometown.*

**Mac Disk 19.10: StackWare 10**

**Music and Sound Stacks**

**Guitar Tuner:** This stack allows you to tune your six string guitar using your Mac as a tone generator.

**Hypersounds 1:** This stack from the Acme Dot Co. has ten digitized sounds including a car starting, a gunshot, a death ray, and the theme to the Twilight Zone.

**Hypersounds 2:** Ten more sounds from the Acme Dot Co. including some space sound effects, a blood curdling scream and a few Pee Wee Herman gems.

**Sound List:** This stack serves as a storage for all your HyperCard sounds. If you copy your sounds into the stack it will automatically list them using the ResourceList XFCN by the author and will play each sound as you select it from the list. Sound List also allows you to copy any of the sounds into your own stacks using ResCopy 4.0b17.

**Sound Studio 3.0:** This stack allows you to manipulate sounds by changing their pitch, speed, and note played. You can make up play lists of several sounds in succession and catalog your HyperCard sounds. This is version 3.0 which is not complete, but a completed version 3.1 is supposed to be available for the cost of mailing a disk to the author. *ShareWare—A disk of sounds or stacks to the author.*



**SoundConvertor1.0:** This stack will take a SoundCap file and convert it to a 'snd' file for use in HyperCard. It will also automatically import the 'snd' into your stack.

**The Record Stack:** By Larry Half. This is version 3.0 of a stack to help you catalog your record collection. Data can be sorted using a pull-down menu.

**Parsifal f:** Parsifal: This is an ambitious set of stacks about the Richard Wagner opera, Parsifal. Open the Parsifal stack to learn about the characters, interpretations, leitmotifs, production, sources, and story line. Especially informative and interesting is the discussion of "leitmotifs" or musical phrases which lead the listener into thinking of a person, object, or feeling from the opera. Buttons branch to the ParsifalRecs stack with information about recordings of the opera and to the ParsifalRefs stack listing references to this opera. This is a first class example of what can be done with HyperCard.

**Sound Manager Package 1.0a f:** Sound Manager Package 1.0a: This package includes two applications, one INIT, and one CDEV to give any Mac the ability to use and play beep sounds and startup sounds. Additionally you can convert SoundCap sounds to beep, startup and HyperCard sounds. *ShareWare—\$10 for all of the programs in the folder.*

**Sound Mover** is like a Font/DA Mover style application for sounds—easy to use and effective.

**IBeep2** (pronounced "I Beep, Too) although somewhat superseded by system 6.0 is a CDEV for changing the traditional beep sound on a MacPlus or Mac SE to any sound you want to select.

**Sound—>snd** converts SoundCap sounds to HyperCard, startup or beep 'snd' format.

**StartupSndInit** allows your Mac to play any number of sounds as it starts up. **Sound Mover User Guide MW** is the documentation (in a MacWrite file) for the four programs in this folder.

### Mac Disk 21.01: HyperCard External 1 External Libraries

This first disk contains a library of external functions and commands along with several individual externals. This disk is a must for any HyperTalk programmers.

**Bar Button:** The "Bar Button" is an easy way for the HyperCard author to ask for or display numeric values. It is an XCMD which works a bit like a scroll bar, but you can choose the height, width and direction the bar moves. You may also specify the range of acceptable values.

**Clipboard:** Contains an XCMD for putting text onto the clipboard and an XFCN for getting text off of the clipboard. These are useful if you want to have your HyperCard stacks communicate with other applications.

**columnizer:** An XCMD which allows you to easily set up text in columns on a line by line basis. Columnizer is capable of: specify a starting column for text, specify columns at word breaks, specify columns at delimited fields (delimited by '^'), specify column separation, return a character at a given column within a line, return a word at a given column, or return a delimited field.

**Demo HyperExternals:** By Andy Scheck and Rick Chapman (yes, one and the same). This is a demo stack for a commercial package of external routines. This stack documents the complete package but contains only limited use versions of the sort

and find routines. *DemoWare—\$25 for the full working version.*

**Deprotect:** An XCMD for removing the password protection from a HyperCard stack. This is intended for instructional use only. Please use this external responsibly.

**Developer Stack 1.2r:** This stack is designed for anyone developing HyperCard stacks. It includes public domain and shareware XFCN's, XCMD's, HyperTalk functions and useful script segments. The basic idea is to collect all the useful resources a HyperCard developer needs into one place, making the development process much easier and faster. This stack is designed as a learning tool. Nothing is protected or hidden from the user. Tear into the scripts until you understand what they do. Play around with the XCMDs and XFCNs.

Developer Stack 1.2r contains: (XCMDs) DeProtect, Shutdown, SoundCapToRes, DoList, StdFile, ShowMenu, EnableMenu, CheckMenu, getDANames, HyperSND, ChangeMenu, PopUpMenu, ImportPict, Talk, Color, doRestart, sendSerial, OSErr, ResCopy, SetVolume, DeleteFile2, DispPict, PrintClip, BarButton, CommWrite, CommInit, InitMidi, ResetMIDI, TxMIDI, MungeMCTB, ResetPrinter, Stripper; and XFCNs) FileName, NewFileName, NewMenu, DeleteMenu, FileModDate, MoveFile, RenameFile, DeleteFile, PopUpMenu, sortItems, NumberOfDAs, MultiFinder, isRunning, subLaunch, lower, upper, initialCaps, PopUp, FontName, FontSize, GetVolume, ScreenSize, FileLength, MenuBar, Files, CopyFile, CStoHCdateconversion, CommRead, RxMIDI, InKey, FileType, FileCreator, ChangeFileType, FileVisFlag, SetFile, Interpolate, Resources, SortReals, SortRealsII, Strip, thePixel, ReadCat, HPopUpMenu.

**The XCMD Register:** This stack documents 64 different XCMDs and XFCNs. These commands are not contained within the stack, but a description of where to get them is given. This would be a useful stack for organizing your own library of externals.

**ChangeCurs f:** ChangeCurs XCMD: Use the ChangeCurs XCMD to replace the hand cursor with a different one of your choosing. Unlike the HyperTalk "set cursor to xxx", ChangeCurs exists OUTSIDE of a handler. The cursor that you specify will remain in effect until you change it back to the hand cursor (or any other) with another call to ChangeCurs or another cursor is specifically called by HyperCard (such as when entering the menubar or an unlocked field). ChangeCurs is especially useful when used in button scripts to modify the cursor to change to reflect the intended function of the button. Includes source code in **changeCurs.p**.

### Mac Disk 21.02: HyperCard External 2 Miscellaneous

**DispPICT Stack 1.4:** This is a demo of the DispPICT XCMD for displaying MacPaint and PICT files (like those created with MacDraw or a host of other programs that support that format). DispPICT will also display color or gray scale pictures on a Mac II. This is a very powerful command with lots of neat options.

**DoFKEY:** An XCMD that allows you to call FKEYs from HyperCard scripts. This can call FKEYs that are any number, not just 3-0. It cannot seem to call 1 or 2 (eject disks) since they are in ROM and do not return a valid resource to GetResource.



**DragRect:** An XFCN for creating a draggable window within HyperCard. This is useful for making movable lists or help windows within your stacks.

**FileName:** BAAn XFCN for requesting a file name from the user. This puts up the standard Macintosh file dialog box allowing the user to scroll through lists of files and directories. The routine also supports file filtering allowing you to display only those files of a particular type.

**Files:** Vers 1.1 of an XFCN to get a list of files and folders in a HFS directory. You can specify the path name to the files, the file type you want to retrieve and if you want to include folder names.

**Graphing:** This stack allows you to graph a mathematical function. It also contains a useful little XFCN called MarchingAnts for selecting a rectangular region of a picture.

**Highlight...:** The highlight XCMD will highlight an active button as the cursor is moved over it. It was written to make the concept of on-screen buttons easier to new users. Although this goes against the standard Macintosh user interface, it is a very interesting routine.

**HPopupMenu:** This XFCN allows you to create hierarchical pop-up menus for use with HyperCard.

**HyperComm:** HyperComm includes 2 XCMDs and 1 XFCN for dealing with serial port communications. The Lightspeed Pascal source for the XCMDs is available for a nominal fee.

**Hyperedit:** A powerful XCMD HyperCard script editor. Great programmer's utility.

**HyperList 3.2:** An XCMD that provides a simple interface to the toolbox ListManager. This provides a way to easily create and manipulate scrolling lists of text strings. The command is simple to use but still extremely flexible.

**HyperTerminal 3.0:** A complete terminal emulation program in a HyperCard stack. This stack contains 3 externals, one for performing the basic terminal emulation and two for performing MacBinary file transfers. *ShareWare—\$20.*

**HyperZap v1.3:** Similar to deprotect, this stack will remove the password protection from any HyperCard stack. It uses the same deprotect external as the earlier stack, but has a nicer user interface.

**Import Text:** An XCMD that imports a whole text file (up to 10K, though I wouldn't recommend files over 7K) into a text field.

**ImportPict:** An XCMD that imports pictures from resource files. It turns each PICT resource into a new card in the stack.

**InKey:** An XFCN that allows you to trap for any key typed. This function has been somewhat superseded by the new capabilities of HyperCard 1.2, but still can be handy in certain circumstances.

**Label Maker:** This stack demonstrates the HyperPrint external commands. HyperPrint is a method of controlling and querying a printer directly, using simple commands. The commands in this stack are protected from copying to other stacks. This stack will not work with HyperCard vers 1.2 and higher. *DemoWare—\$30 for unprotected version.*

**Menus for HyperCard™:** This stack contains six externals for setting up and using your own menus within HyperCard. This could be very useful for certain types of applications.

**MultiScroll XCMD:** An XCMD that will link multiple fields together so that they will scroll together. This is a nice

capability but is a bit slow in practice.

**PrintField 1.4.1:** An XCMD for printing the the text of a field in the field's current textFont, textSize, textStyle, textHeight, and width. You may supply additional information about margins in order to place the text anywhere you like on the page. The XCMD works with both the ImageWriter and LaserWriter.

**ReadCat XFCN:** This XFCN will give you handy access to much of the information in the floppy disk catalogs to use as you see fit in your stacks.

**ResCopier 4.0b1:** An XCMD for copying resources from one file to another. This XCMD works like the Font/DA Mover and is easier to use than ResEdit. This stack is great for installing XCMDs and XFCNs. While the XCMD within this stack could be used within another stack is probably best used within this stack.

**interpolate f; interpolate:** A small XFCN for calculation of the value of Y by linear interpolation between two values of X. This external does not come in a stack, but instead comes in a separate file containing the XFCN resource. The file *interpolate explanation* contains a description of the XFCN along with its source code.

**New and Old FileName f; New and Old FileName:** A pair of XFCNs for getting the name of a new or old file from the user. These present the user with the standard Macintosh file dialog boxes and support file type filtering. The old fileName function is basically a rewrite of Steve Maller's function with the modification that the file dialog box always opens in the center of the screen. Source code is included in *NewFileName.p* and *fileName.p*.

**pluckString XFCN f; pluckString XFCN:** An XFCN for retrieving the contents of a string list resource (STR#) from within HyperTalk. This can be used to store lists of string for use within a stack, although I'm not sure what advantage this has over storing strings within a hidden container. The external is described in *pluckString docs*.

**PostEvent f; PostEvent stack:** This stack explains how to glue together HyperCard with a macro utility using an XCMD resource called PostEvent. This can be a very handy utility allowing you to control things like the print dialog boxes entirely within a script! Source code is included in *PostEvent.c*.

### Mac Disk 21.03: HyperCard Externals 3 Miscellaneous

**How to Make XCMDs:** The official description of how to write your own external functions and commands. Includes a description of the glue code and examples. This is not easy going and if you are a novice programmer you may want to also check out Bond's book on writing externals.

**HyperCard Icons:** Over 300 icons for use within HyperCard. Use ResEdit to copy the ICON resource within this file into HyperCard or your Home stack.

**HyperTerm:** A terminal emulation stack containing several externals for control of a serial port. The use of these externals are described within the stack.

**Resource List XFCN:** An XFCN for getting the names of the resources within a file. This could be handy for writing a stack to scan other stacks for XCMDs and XFCNs.



**SendSerial:** A simple XCMD for sending data out the serial port. Not as sophisticated as the routines in HyperTerm, but easier to use.

**Shutdown Stack:** A pair of commands for performing a system shutdown or a system restart from within a script.

**SortItems:** An XFCN for alphabetically sorting a list of items and optionally put each item on a separate line.

**SoundCapMover:** An ancient stack (it refers to HyperCard as WildCard!) for converting SoundCap files to 'snd' resources for use in HyperCard.

**StackAnalyzer 2.0:** This stack is designed to analyze and document the programming structure of a stack. It also contains several externals including: PrintField, FontSize, FontName, and PopUpMenu.

**Stop-TABS™:** An XCMD which allows you to format HyperCard fields according to tab stops or subfields. This appears to have all of the functionality of the earlier columnizer but includes some additional features. *ShareWare*—\$5.

**stripDelim:** An XFCN for processing text. This function will strip selected characters from a text field or change the case of a text field (to uppercase or lowercase).

**Talk Tools 1.0:** An XCMD for calling the MacInTalk speech synthesizer from within HyperTalk. This allows your stacks to speak!

**Texas:** This stack is designed to index and provide access to free-form text information stored in standard text files. It is quite unusual and powerful. Texas contains a large number of external routines for its own use. I imagine that these externals will only be helpful in unusual circumstance, but this is a very interesting use of both externals and HyperCard.

**Text Importer 1.4:** A HyperCard text processor stack with standard Mac menu & dialog interface. Text file Open..., Save, and Save as... capabilities, as well as Print file and word & character count. Will open text files up to 16,384 bytes. Uses FileName and PutFile XFCNs as well as the HyperMenu XFCN and XCMD resources written by Michael Long of Nine to Five Software.

**USF Anova Stack:** The ANOVA XFCN produces a Source Table for One-Way Analysis of Variance. It returns a comma-separated string of nine items: Sum of Squares Between, degrees of freedom between, Mean Square Between, F Ratio, Sum of Squares Within, degrees of freedom within, Mean Square Within, Sum of Squares Total, degrees of freedom total. If you don't know what all that means, I doubt if you'll find this stack useful. Requires HyperCard 1.2 or higher.

**USF Stat Stack:** This stack contains XFCNs for performing standard statistical functions on data. The XFCNs include: Population Variance, Population Standard Deviation, Correlation, Variance, Standard Deviation, and Mean. Requires HyperCard 1.2 or higher.

**ZoomRect:** An XCMD which animates a flashing gray rectangle moving from one location to another. It is similar to the routine used by the Finder when it opens an application.

**XCMD.Sources.f:** This folder contains 21 separate files including the glue routines for writing externals in Pascal or C, include files for both languages, and the source code to a number of external routines including the serial port commands contained in HyperTerm. This would be a good place to start if you want to write your own externals. ☺

# EXCEL SIG REPORT

by Larry Feldman

This month's report will be abbreviated due to being up to my eyeballs in election stuff.

The August meeting was given over to an inspection of Excel 1.5. Tom Cavanaugh, who knows the program well enough to teach it—and does, walked us through a bunch of the features added to Excel in version 1.5. Since the additions Microsoft made in this (interim?) upgrade are sort of miscellaneous, so was Tom's presentation. But that's the nature of the material. There's a new wrinkle here and some additional power there and we got a good view how much of it actually feels on a worksheet.

**ATTENTION: OCTOBER MEETING!** By consensus of those attending, the meeting time has been changed to 7:30 P.M. Meetings will henceforth start at 7:30 P.M. In conclusion, rather than the old time which shall remain unmentioned, Excel SIG meetings will now convene at 7:30 in the evening.

Secondly, the program for October will be a look behind the scenes at the workings and interactions of the formulas in Layered's small business templates. These 19 templates are designed to give anyone operating a small business an off-the-shelf financial system in Excel. The focus of the demonstration will be on how Excel works in a specific setting, not on running a small business. Specifically we will examine how different pieces of work can be done by various Excel functions singly, and in the interaction achieved by nesting.

See you there.



## INDEX TO ADVERTISERS

Audiovisual Washington Inc .....	53
Award Publications .....	41
Carver Publishing Services .....	63
Clinton Computer .....	1
Computer Age .....	60, 61
Computer Desktop Publishing Center .....	57
Computer Ware Unlimited .....	25
Desktop Perfect .....	53
FC Business Systems .....	2
Hagerstown Bookbinding & Printing Co .....	47
Highlighted Data, Inc .....	39
Justin Associates .....	59
Landmark Computer Laboratories .....	21
Laser Graphic Services .....	73
MacCorner .....	71, Inside Back, Back Cover
MacInOffice .....	44
MacSource .....	73
MacTemps .....	67, 79
MacTography & P.M. Graphics .....	55
Mac Underground .....	51
Master Copy .....	73
Mid Atlantic Telesis .....	49
Multisoft Resources .....	4
Nexo Distribution .....	17
Operant Systems .....	15
PC Resources .....	58
PLS Inc .....	14
Practice Management Systems Inc .....	39
Printing Team, The .....	51
Publishers Service Bureau .....	65
Satellite Scientific .....	17
Software Ventures .....	45
Summit Research Corp .....	67
Tempest Products Inc .....	Inside Front
VF Associates .....	13

# NEW APPLE /// PD DISKS

by David Ottalini

Your Apple /// SIG introduces four new disks this month! They include the long-awaited PowerKeys DM+ background utility originally developed by Daryl Anderson of D.A. Datasystems. The other disks complete our series of Foxware programs that were also recently placed into the Public Domain. Here's a rundown of what's on each disk:

## **/THREE.SIG.1031 Basic Extension by Foxware**

Basic Extension is a group of machine language routines (invokable modules) that can be added to your Business Basic programs. They can help speed up your program, speed up manipulation of string and numeric arrays and add utility routines and features not normally available in Business Basic.

Intermediate knowledge of Business Basic is needed to use these routines to their fullest. Basic Extension is the second of three programs placed into the Public Domain by Foxware, Inc. of Salt Lake City, Utah. Original retail price: \$95.

This program is self-booting on side one only.

Basic Extension includes three different sets of routines:

Disk Routines - MatrW, Block and Ftype

Array Routines - Move and Seararray

Utility Routines - Con, Reboot, Reset, Bit, and Upshift

## **/THREE.SIG.1032 TERMINALL MANUAL**

TerminALL is a telecommunications program for the Apple ///. It allows the /// to simulate the operation of many popular computer terminals. While this program can give you access to any BBS like the WAP TCS or CompuServe, it does NOT have the ability to UPLOAD or DOWNLOAD files. While this severely limits its usefulness, the program still serves as a cheap way to get into telecommunications, especially for a beginner.

This disk contains the actual TerminALL manual and is self-booting on side one. Using Menu.Maker, you can read any of the manual's files. They may also be printed out if you desire. This is the last of three programs placed into the Public Domain by Foxware, Inc. of Salt Lake City, Utah.

## **/THREE.SIG.1033 TERMINALL by Foxware, Inc.**

This disk contains the actual TerminALL program. TerminALL runs under the Pascal language, so after booting side one, and at the prompt, turn the disk over and hit <RETURN>.

The program simulates the basic operation of the following terminals: Hazeltine 1500 series, Televideo 900 series, Beehive DM series, DEC VT 52 and DEC VT 100 series terminals.

Features include: Special Keys and Function Keys, Cursor Addressing, Insert and Delete Line, Inverse Video, User Definable Keys, Answer Back, ClearLine, Clear Screen, Clear to End of Screen, and more. It may also be modified to emulate many other terminals as well. Supports XON/XOFF, ETX/ACK, ACK/NAK and hardware handshake (please read manual for more information). (Uses the .RS232 Driver included on the SOS.DRIVER file on this disk).

For these two FOXWARE programs, and one already placed into our PD Library, Inkwell, we also have the source code listings. Thus, anyone wishing to take on the project of, say, upgrading TerminALL to allow it to do uploads and downloads,

please contact me directly.

## **/THREE.SIG.1034 POWERKEYS DM+**

by Daryl Anderson

PowerKeys DM+ is another in the excellent series of programs placed into the PD by Daryl Anderson. This program is a background utility that will greatly enhance the usefulness of your ///. From within any program, you can do everything from disk utilities to telecommunicate and much more.

These programs are not as easy to use or sophisticated as On Three's Desktop Manager, but are an excellent way to "try out" a background utility.

On side one you will find:

NEW.CONSOLE	PKY
OTHER.MODULES	INTRO.MANUAL
INSTALL.MANUAL	CONCLUDE.MANUAL
READ.ME.FIRST	NOTICE

And on side two:

MAIN.MANUAL	READ.ME
ADVANCED.MANUAL	LIMITS.MANUAL
OTHER.MANUALS	

The Modules include EVERY ONE ever produced by Daryl Anderson, including:

ASCI.TBL	SHOWTIME
QUIKSCRN	QUIK.CAT
PRINTMGR	DISK.MGR
QUIKDIAL	NOTE.PAD
FONTLOAD	QUIKCRPT
QUIKCALC	FILESCAN
LOCK.OUT	QUIK.MON
TYPERITE	MODULOAD

Please see the manuals for descriptions of what each module can do. This disk is NOT self-booting. PowerKeys is recommended for use by Apple ///ers with medium to advanced working knowledge of their machine.

All these disks are available now in your WAP /// SIG PD Library. We hope you enjoy them! ☺

# WAP TUTORIALS

by Lynn R. Trusal

Introduction to 4th Dimension - Bill Clugston - Monday October 31 - 7:30-10 PM, Office.

This class is for beginners. Bring your Macintosh and 4th Dimension program (if you have it).

Last month we announced HyperTalk for Beginners on Saturday October 1 and HyperTalk for Intermediate Users on Saturday October 8. Both tutorials are being taught by Jay Heller from 9-12 Noon at the office. As the Journal goes to press, spaces are still available. ☺



# WASHINGTON APPLE PI DISKETTERIA MAIL ORDER FORM

This form is only for ordering disks that you want mailed to you.

5 1/4" Diskettes: - Members \$ 3.00 each; Non-members \$ 6.00 each, Plus \$1.00 each postage up to a maximum of \$ 5.00. No volume discount.

3 1/2" Diskettes (Iigs & Mac): - Members \$ 5.00 each; Non-members \$ 8.00 each, Plus \$1.00 each postage up to a maximum of \$ 5.00.

A \$1.00 per disk discount on the above price for 3 1/2" disks is offered for orders of 5 or more disks. Postage remains as above.

### DOS 3.3 Volumes

- ( ) 41 IAC 25 Mach. Lang. Util.
- ( ) 42 One Key DOS
- ( ) 43 IAC 29 Utilities H
- ( ) 44 Utilities I
- ( ) 45 Diversi-Copy
- ( ) 46 French Vocab. Tutorial
- ( ) 47 Tic-Tac-Toe in French
- ( ) 48 Boot for l'Hote
- ( ) 49 l'Hote Story
- ( ) 50 l'Hote Quiz
- ( ) 51 French Poetry Tutorial
- ( ) 52 Apollinaire Biography
- ( ) 53 Albert Camus Interview
- ( ) 54 Tic-Tac-Toe in Spanish
- ( ) 55 Rafel-Boot
- ( ) 56 Rafel
- ( ) 57 Rafel Quiz
- ( ) 58 Matute
- ( ) 59 Lo Fatal
- ( ) 70 Business/Math/Statistics
- ( ) 71 Music
- ( ) 72 Keyboard Games
- ( ) 73 Text Adventure Games
- ( ) 74 Paddle Games
- ( ) 75 Color Graphics for Fun
- ( ) 76 Education
- ( ) 77 Utilities
- ( ) 90 Spreadsheet C Genl. Bus.
- ( ) 91 Spreadsheet D Investment
- ( ) 92 Spreadsheet E Bus. Recd.
- ( ) 93 VisiPlot & VisiTrend
- ( ) 95 Spreadsheet F-Coin Coll.
- ( ) 100 Utilities A
- ( ) 101 Utilities B
- ( ) 102 Games A
- ( ) 104 Business A
- ( ) 106 Science Engineering
- ( ) 107 Games B
- ( ) 108 IAC 10 (Graphics)
- ( ) 109 IAC 11 (Applesoft Tutrl.)
- ( ) 110 Personal/Education
- ( ) 111 Games C
- ( ) 112 Utilities C
- ( ) 113 Business B
- ( ) 115 IAC 12/13 Misc.
- ( ) 117 Picture Packer
- ( ) 118 Utilities D
- ( ) 119 IAC 15 Misc.
- ( ) 120 IAC 16 Misc.
- ( ) 122 IAC 17 Misc.
- ( ) 123 French Vocabulary
- ( ) 124 Utilities E
- ( ) 125 IAC 18 Misc.
- ( ) 126 Sights and Sounds
- ( ) 127 Math/Science
- ( ) 128 Games D
- ( ) 130 Diversi-DOS (rev.)
- ( ) 131 Personal/Educ. 2
- ( ) 132 IAC 19 - Utilities F
- ( ) 133 IAC 20 - Pascal & DOS3.3
- ( ) 137 IAC 21 Spreadsheet A
- ( ) 138 IAC 23 Utilities G
- ( ) 139 IAC 24 Education 3
- ( ) 140 Education 4
- ( ) 141 Special Data Bases
- ( ) 142 IAC 28 Pinball Games
- ( ) 143 Sports
- ( ) 144 IAC 27 Applesoft Prog.
- ( ) 145-147(3 disks) Ap.Logo Util.
- ( ) 150 EDSIG1 (Elem. Math)
- ( ) 152 IAC 31 Miscellaneous
- ( ) 153 Investments A

### DOS 3.3 contd.

- ( ) 154 Investments B
- ( ) 155 IAC 33 Miscellaneous
- ( ) 156 IAC 35 Applesoft-AW//e
- ( ) 157 IAC 36 Arcade Games
- ( ) 158 Apple Logo Programs
- ( ) 159 Recipe Files
- ( ) 160 Utilities & Games
- ( ) 161 Wizard Worker
- ( ) 162 Games E
- ( ) 163 Graphs and Displays
- ( ) 164 Games F
- ( ) 165 Happy Holidays
- ( ) 166 Charts and Graphs
- ( ) 167 IAC 40 - Pilot Lang.
- ( ) 168 IAC 41&47 - AW Util.
- ( ) 169 Hayes Term. Prog.
- ( ) 170 Love's Follies (Utilities)
- ( ) 171 Cat-Graphix
- ( ) 172 Print Shop Graphics
- ( ) 173 Riley's Pers. Instrum.
- ( ) 174 Imageworks
- ( ) 175 No Name Yet
- ( ) 500 Master Catalog Listing
- ( ) 501 Util.-Beginner's Choice
- ( ) 502 Util.-Intermediate User
- ( ) 503 DComm
- ( ) 504 Database - LOGIC
- ( ) 505 Reading Fun
- ( ) 506 Astronomy Programs
- ( ) 507 Griffith Observatory
- ( ) 508 Educational Games G
- ( ) 509 Educational Games H
- ( ) 510 Education - Math
- ( ) 511 DOS 3.3 System Master
- ( ) 512 DOS 3.3 Tutorial

### Eamon Series Volumes

- ( ) 180 Dungeon Designer
  - ( ) 181 Beginners Cave
  - ( ) \* 182 Lair of Minotaur
  - ( ) \* 183 Cave of the Mind
  - ( ) \* 184 Zyphur Riverventure
  - ( ) \* 185 Castle of Doom
  - ( ) \* 186 Death Star
  - ( ) \* 187 Devil's Tomb
  - ( ) \* 188 Caves of Treas.Isl.
  - ( ) \* 189 Furioso
  - ( ) \* 190 The Magic Kingdom
  - ( ) \* 191 The Tomb of Molinar
  - ( ) \* 192 Lost Isl. of Apple
  - ( ) \* 193 Abductor's Quarters
  - ( ) \* 194 Quest for Trezore
- Note: Eamon disks 195-229 are also available. See description in Member Reference Book.

### ProDOS Volumes

- ( ) 802 Utilities (A)
- ( ) 803 Filecabinet
- ( ) 804 Shareware
- ( ) 806 ZAP
- ( ) 807 Imageworks
- ( ) 808 Comm-Term
- ( ) 810 Haunted House
- ( ) 811 Adventures Disk
- ( ) 812 Toddlers and Kids
- ( ) 813 TAWUG-1
- ( ) 814 TAWUG-2
- ( ) 815 TAWUG-3
- ( ) 816 TAWUG-4
- ( ) 817 Telecom
- ( ) 818 1987 AW Tax Template, (Shareware)

### Pascal Volumes (See also 133)

- ( ) 300 :ATTCH 1.1/BIOS
- ( ) 301 ( ) 302 ( ) 303
- ( ) 304 ( ) 305 ( ) 306
- ( ) 307 ( ) 308 ( ) 309
- ( ) 310 ( ) 311 ( ) 312
- ( ) 313 ( ) 314

### CP/M Volumes

- ( ) 401 Master Catalog
- ( ) 402 Utilities 1
- ( ) 403 Communications
- ( ) 404 Utilities 2
- ( ) 405 Utilities 3
- ( ) 406 ZCPR2 Install
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- ( ) 408 ZCPR2 Utilities
- ( ) 409 Modem 730
- ( ) 410 Essential Utilities
- ( ) 411 Text Editor
- ( ) 412 Spreadsheet
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- ( ) 414 MDM740(7710&A-Cat)
- ( ) 415 Orig. 350 Pt.Adventure
- ( ) 416 Kermit Source Code
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  - ( ) 2002 Demo Disk A
  - ( ) 2004 Slide Show I
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  - ( ) 2008 Odd Bits I
  - ( ) 2009 GS Fonts I
  - ( ) 2010 GS Fonts II
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  - ( ) 2012 AW Tax Template
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- ( ) 42 Studio Session (512K)
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- ( ) 45 Games IV
- ( ) 46 Games V
- ( ) 47 Fonts IV
- ( ) 48.3 Fonts V
- ( ) 50 Paintings III
- ( ) 51.2 Telecom II (no sys)
- ( ) 54 Games VI
- ( ) 55 Games VII
- ( ) 56 Games VIII
- ( ) 57.1 New Memb. Disk 86
- ( ) 59.1 CE Sampler II
- ( ) 74 Fun & Games IX
- ( ) 75 Fun & Games X
- ( ) 76 Fun & Games XI
- ( ) 77 Fun & Games XII
- ( ) 78 Fun & Games XIII
- ( ) 79 Fun & Games XIV
- ( ) 80 Fun & Games XV
- ( ) 83 Telecom III
- ( ) 84 Fun & Games XVI
- ( ) 85 Fun & Games XVII
- ( ) 89 Fun & Games XVIII
- ( ) 91 Fun & Games XIX
- ( ) 92 Education II
- ( ) 93A & ( ) 93B Fonts VI
- ( ) 94 Paintings IV
- ( ) 95 Fun & Games XX
- ( ) 96 Fun & Games XXI
- ( ) 97 Fonts VII
- ( ) 99 Inits I
- ( ) 100 Fonts VIII
- ( ) 101 Fonts IX
- ( ) 104 Fun & Games XXII
- ( ) 105 Fun & Games XXIII
- ( ) 106 Fun & Games XXIV
- ( ) 108 Fun & Games XXV
- ( ) 110 Fonts XI
- ( ) 113 Fonts XII
- ( ) 115 Telecom IV
- ( ) 116 DAs XII
- ( ) 118 Paintings V
- ( ) 120 Inits II
- ( ) 123 Graphics II
- ( ) 124 Paintings VI
- ( ) 127 Paintings VII
- ( ) 128 Fun & Games XXVI
- ( ) 129 Telecom V
- ( ) 134 Fun & Games XXV
- ( ) 135 Paintings VII
- ( ) 143 Games XXVI
- ( ) 145 Paintings IX Clip Art
- ( ) 146 Fonts XIII
- ( ) 147 New Member's Sampler
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See page 87 for disk ordering information.

## WAP TUTORIAL REGISTRATION

**Apple II:** The following three WAP tutorials are being offered to Apple II owners on the first three Tuesday evenings of the month from 7:30 to 9:00 PM, at the office, 8227 Woodmont Ave., Bethesda, MD. We are currently alternating months between the IIgs and other Apple IIs. (The tutorials start promptly at 7:30; if you bring your computer please arrive 15 minutes early to set up.) You may sign up for any or all of the series. They are designed for the "beginner" and will be repeated monthly. The fee for each session is \$10. You are urged to bring an Apple, monitor and disk drive. (Monitors are available for the 1st 5 registrants - call office.) Please note that WAP does not have equipment for you to use; if you do not bring your own, you will have to look over someone's shoulder.

- |                                |                                  |                                 |
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| ( ) October 4 (IIgs specific)  | - WELCOME TO THE WORLD OF APPLE  | ( ) November 1 (I[+, //e, //c)  |
| ( ) October 11 (IIgs specific) | - HOW TO USE YOUR APPLE SOFTWARE | ( ) November 8 (I[+, //e, //c)  |
| ( ) October 18 (IIgs specific) | - POPULAR APPLICATIONS           | ( ) November 15 (I[+, //e, //c) |

**Macintosh:** Tutorials for the beginners are regularly given on the 2nd, 3rd and 4th Monday evenings of the month at the office, from 7:15 - 10PM. They are also given in Northern Virginia on the 2nd, 3rd and 4th Thursdays of the month in Room 110 of Fairlington United Methodist Church, Alexandria. (See map on page 84 of this Journal.) The fee for each session is \$10. You may sign up for 1, 2, or all 3 sessions. You are strongly urged to bring your Macintosh—WAP does not have equipment for you to use. (Note to Mac II owners: You are not expected to bring your computer, but we do not have a Mac II at WAP.) These tutorials fill up quickly—call the office to verify space before mailing your registration.

- |  |
|--|
| ( ) Monday, October 10 or ( ) Nov. 14 (Office) - Introduction to Macintosh. Prerequisite: Guided Tour and Users Manual.              |
| ( ) Monday, October 17 or ( ) Nov. 21 (Office) - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc. |
| ( ) Monday, October 24 or ( ) Nov. 28 (Office) - Personalizing Your Mac for Productivity. Prerequisite: 1st two sessions or equiv.   |
| ( ) Thurs., October 13 or ( ) Nov. 3 (No.Va) - Introduction to Macintosh. Prerequisite: Guided Tour and Users Manual.                |
| ( ) Thurs., October 20 or ( ) Nov. 10 (No.Va) - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc.  |
| ( ) Thurs., October 27 or ( ) Nov. 17 (No.Va) - Personalizing Your Mac for Productivity. Prerequisite: 1st two sessions or equiv.    |

**Non-Regular Tutorials:** The following tutorials are being offered in the next few months. The fee for these tutorials is \$15 (\$20 for non-members). A more detailed description is given elsewhere in this publication or was given in a previous month.

- ( ) **HyperTalk for Beginners** - Jay Heller, Saturday, October 1, 9-12 Noon, Office. Fee \$15 (\$20). Beginning HyperTalk, the programming language that makes HyperCard tick. Assumes a basic understanding of HyperCard and a desire to do scripting.
- ( ) **HyperTalk for Intermediate Users** - Jay Heller, Saturday, October 8, 9-12 Noon, Office. Fee \$15 (\$20).
- ( ) **Introduction to 4th Dimension** - Bill Clugston, Monday, October 31, 7:30-10 PM, Office. Fee \$15 (\$20). Bring your computer, blank disks, and 4th Dimension program if you own it.

Please check the desired tutorials and return this form with fee(s) made payable to Washington Apple Pi, Ltd. to:

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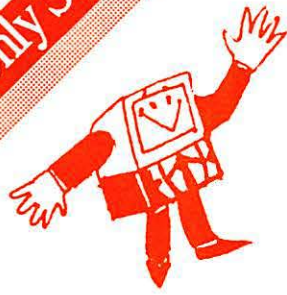
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## INDEX TO AUTHORS

Baldrige, Bill..... 74	Morganstein, David ..... 42, 72	Schwartz, Dana J..... 38
Begleiter, Ralph J..... 40	Myerson, Ed ..... 38	Seferian, Nancy..... 41
Cave, Katherine M..... 28	Nelson, John..... 39	Settle, Ray ..... 16
Cimmery, Kim ..... 35	Oringel, Bob..... 17	Shapiro, Phil..... 12
Childers, Tim ..... 36	Ottalini, David ..... 22, 86	Sicard, Chuck..... 54, 56
Feldman, Larry ..... 85	Pastura, Lou ..... 18	Suthard, Jim ..... 24
Hakim, Ray ..... 34	Payne, Steven..... 26, 27	Thal, Ian M ..... 47
Kelley, Joe ..... 30	Pecora, Louis C..... 66	Trusal, Lynn R . ..... 48, 86
Koelsch, George ..... 10	Platt, Robert C ..... 4, 6, 54, 58	Weikert, David..... 80
Knight, Kenneth..... 62	Rall, Eric ..... 52	Wolov, Robb ..... 46
Meyer, Ted..... 14	Rall, Karen ..... 29, 58	

Index to Advertisers Appears on Page 85

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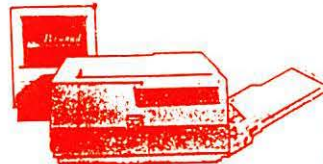
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