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Washington Apple Pi

Volume 10   June 1988   Number 6

Highlights

- Showoff: Presentation Graphics for the IIGS
- IIGS Fonts & Multiscribe GS
- Quicken on the IIGS
- Freehand
- Softviews: Double Helix][& Map Maker v3
- Macinations 4: CD Roms

In This Issue

LASERWRITER PLUS

16780

OFFICERS & STAFF

☛ Use the Hotline for Technical Questions

EDITORIAL

Another rough one. Several problems this time—beginning with hard disk problems. We don't know whether it was time for the DataFrame 60 to go bad on us or whether it was accelerated by our installation of PageMaker 3.0. It was after we installed PM 3.0 that we began to get system bombs and disk I/Os. We completely rebuilt the drive a week ago and ran Super Mac's diagnostics. Everything checked out fine, but wasn't. So, after trying further to determine whether it was hardware or software, we gave in and called Super Mac. They immediately gave us a return authorization (but unfortunately not in sufficient time for consumation prior to the Journal weekend crunch). What to do, what to do?!!

Eureka! Our friends, the Jaspers, came to the rescue with their 30 meg drive and away we went. New application, different drive, different procedures—boy, were they different! But as you can see and read, all's well that ends well. Now altogether... Thank you, Herb and Renee Jasper. Now if we can figure out what PM 3.0 expects from us...

PRESIDENT'S CORNER
by Tom Warrick

With the U.S. presidential nominations basically set, those of you who live from election to election have something big to tide you over until November. You should by now have received your *Washington Apple Pi election ballot*.. I urge you to take time to consider it, choose the candidates of your choice, and send it in to the Pi office by the close of business on *Friday, June 17*.

It's important to Washington Apple Pi for you to do this. We have an excellent group of candidates running this year—one of the best ever—and it will take your careful consideration to decide among them.

Of equal importance are the questions on the *back of the ballot*, which ask your opinion about a number of things Washington Apple Pi is considering. Foremost of these, in my view, are the questions about the Pi's *Group Purchase* program. For years, the Pi's Group Purchase program has been a somewhat low-key affair. It offers good prices on disks, printer ribbons and other supplies. It also offers specials on hardware peripherals and software packages. Some members have suggested that the Group Purchase program be expanded, whereas others would like to see it limited or phased out so that the Pi can devote its resources to other activities. Others would like to see it left as is, or to see only minor "fine-tuning" to the program. What do you think? Have you used the Group Purchase program? If so, why, or if not, why not? Your views will help shape the program's future.

Another question that we are asking concerns what influences your decision to come to Washington Apple Pi's *general meetings*. Would you rather have them on Saturday mornings, as we do now, or would you prefer to meet on a weekday night? Is the program topic an important consideration, or do you come for the Question-and-Answer session? Would you rather hear industry leaders give presentations on their latest products, or hear the more candid views of your fellow members who have used products for a period of time? Again, your views will be used to guide Pi officers in planning programs of interest to as many people as possible.

After the election is over, *everyone is a winner*. One of the great traditions of Washington Apple Pi is that all members are encouraged to participate in the management of the Pi by coming to Board of Directors meetings, held on the second Wednesday of each month at 7:30 p.m. at the Washington Apple Pi office. (The new Board may choose a new date and time, so watch this space or call the Pi office.) Everyone who runs—and everyone who didn't run but is still interested—is more than welcome.

Discussion is open to all, and, except in exceptional cases, everyone present has the same right to vote.

As you may have noticed from a look at your election ballot, I have decided to step down as president of Washington Apple Pi. I have been president for three years, and it has been enormous fun and quite an honor to work on your behalf. This is a wonderful organization with a great number of truly outstanding people in it. I will have more to say in the way of thanks next month.

I can assure you, however, that you haven't seen the last of me here in the Pi. You may see more of me on the Pi's Telecommunications System and other electronic fora. I hope to have more time to write some of the Journal articles I've just not had time to write over the last few years. In addition, one of the wisest things the Bylaws SIG did was to make the Past President an *ex officio* member of the Board of Directors, so I will continue to participate in the leadership of the club. And in all my newfound spare time, I expect to be extremely busy in what I hope will be the concluding few months of the Iranian claims case I have been working on for the last six and a half years. And Rochelle and I are looking to move into a larger house in the next year, as well. Once some of these short-term things are out of the way, I hope to continue in some other form of community or public service, so you may hear from me again.

In other Pi news, our *June meeting*, will be in the Cafeteria at Walt Whitman High School, 7100 Whittier Blvd., Bethesda, MD, and will be in our typical *garage sale* format. There will be a nominal $1 charge for admission ($2 for non-members), which we use to defray the cost of meetings throughout the year. Table space for those who want to sell something is $5 (although there will be special accommodations available for those with only one small item to sell). Commercial vendors are also welcome for a somewhat higher charge. Many stores have found this an excellent opportunity to convert hard-to-sell items into cash without the need to go through the sales effort that would otherwise be required to reach hundreds of customers who may be interested in a bargain. Contact the Pi office for further information on commercial rates. For members, there will also be a special question-and-answer session, if you are interested in participating in one. It should be a great deal of fun! ⑮

CLASSIFIEDS

FOR SALE: LaserWriter+, $2750. Has printed only 13000 pages, includes legal cassette, AppleTalk connector, 1.5 toner cartridges, and AppleCare through June. Call Kevin at (703) 280-1136.

FOR SALE: Mac 512K, 400K external drive, Imagewriter, software. Both drives new, rest 3 yrs old, low usage. AppleCare warranty. (703) 263-0625.

FOR SALE: Almost "new" Apple IIGS (platinum //e with IIGS upgrade kit, new ROM & VGC), peripherals and IIGS software. All manuals and documentation included. $2200 or best offer. Call Alex Mobin at (301) 986-9794.

FOR SALE: Monster Mac—2 mb Levco Board w/Levco SCSI, Tangent Extended Keyboard, Spare Keyboard, Personics Sonar Cursor Head Controller, MacBottom 20 mb Hard Disk Drive, Fanny Mac Fan, Cricket Draw, and Hard Disk Utility. Software in unopened packages, complete with warranty cards. Everything for $1399. Why? Mac II, that's why! Call Joe Klimek (301) 299-5137.

FOR SALE: Computer Desk with Matching Bookcase. Teak wood veneer, 48" wide and 23" deep with compartments for disk drives, etc., two drawers. Matching bookcase attaches to top of desk. Ideal for Apple II or Mac. $225, including chair! Reflex Plus, Borland $125 (retails for $279), and Adobe Illustrator, $250 (retails for $500). X-10 PowerHouse Home Control System. Includes Home Control Interface with Mac software (latest version) Model TC-211 Programmable Security Timer System, 2 Appliance Modules, and 2 Wall Switch Modules. (Many other types of controllers can be added.) Most never used, and includes warranties and packaging. Price $150. Call 202-543-0095, leave message on recorder if I am not in.

FOR SALE: Enhanced Apple //e, 128K 80 Col. Card, Monochrome Monitor III, 2 5.25 in. drives, ProModem 1200A, Okidata 92 Printer w/Tractor Feed, Parallel Grappler+ Printer Card, Cooling Fan w/Surge Protector, Joystick. All with manuals. Software (Pinpoint Accessory & Spell Check, Print Shop Graphics Library, Jeopardy and more). $1400 or best offer. Call Tom Hickey at 301-977-9243, 7-10 pm weekdays or 10 am-4 pm weekends.

FOR SALE: Apple LaserWriter Plus (platinum), 1 yr old, 2900 copies run, includes letter and legal cassettes and toner cartridge, $3000. AppleTalk connectors available for $30 each. PageMaker 2.0a with original documentation, $250. Microsoft Chart $30. Call Lynn Trusal at 301-845-2651 (Frederick) evenings before 10 pm.

FOR SALE: Microsoft Word 3.01, new in box, never used, asking $150. ImageWriter II, excellent condition, had less than a year, asking $350. Call Joe Bohr 703-979-9200 (w) or 301-977-2320 (h).

FOR SALE: Power2 Expand! MASS 50i by Mass Micro Systems. A 49 Mb SCSI Internal Hard Drive for Mac SE, expandable to over 150Mb. Mounts above floppy disk drives, enabling you to keep both. Loaded with shareware and public domain programs and stacks. Free installation, $995. Call Eli Savada 703-530-0549 (h) or 202-828-4073 (w).

FOR SALE: IOMEGA 5MB Bernoulli Box. Includes utility software, cable, & 6 5MB cartridges. Total 30MB storage. Ideal for pre-SCSI Macs (512K & 512KE). $395. Call Russell Bradley at 703-329-1061.

FOR SALE: Soundchaser 16-voice synthesizer, 16 track composition, wave maker, play back instrument—Apple //e compatible. Software included. Mike Leahy (301) 792-9724.🍏

EVENT QUEUE

Washington Apple Pi meets on the 4th Saturday of each month (except December) at 9:00 AM. The June 25 meeting will be a garage sale and will be from 9 AM - 12 Noon in the cafeteria at Walt Whitman High School, 7100 Wilson Blvd., Bethesda, MD. We plan to conduct Apple and Mac Q&A sessions as well as a meeting of the HyperCard SIG in a separate room during the garage sale. (Details of how the garage sale will operate appear elsewhere in this issue.) The July 23 meeting will be at the Uniformed Services University of the Health Sciences (USUHS), 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:

June   25   - Garage Sale, 9-12AM
July   23   - Apple II (to be announced)
                        Mac: Demo of ImageBus by RGB

The Executive Board of Washington Apple Pi meets on the second Wednesday of each month at 7:30 PM at the office. 🍏

GENERAL INFORMATION

Apple user groups may reprint without prior permission any portion of the contents herein, provided proper author, title and publication credits are given.

Membership dues for Washington Apple Pi are $32.00 for the first year and $25.00 per year thereafter, beginning in the month joined. If you would like to join, please call the club office or write to the office address. A membership application will be mailed to you. Subscriptions to the Washington Apple Pi Journal are not available. The Journal is distributed as a benefit of membership.

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 - Friday   - 10 AM to 2:30 PM
      Tuesday *   - 7 PM to 9:00 PM
      Saturday   - 12 Noon to 3:00 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.

* The office will not be open on Thursday evenings during June, July and August.

Members of Washington Apple Pi's Music Special Interest Group played their original compositions and demonstrated the musical abilities of Apple and Macintosh computers at the combined general meeting in April. Although the audience of maybe a couple of hundred gradually melted away during the performances to several dozen, that final core group was obviously mesmerized by a potential of their computers that they hadn't considered before. And they extracted from Music SIG Chairman Ray Hobbs a promise: to create a music tutorial that will show people everything they need to get started using their computers to make music.

Announcements

One of the best reasons to come to a meeting instead of waiting to read about it here has to do with what I leave out, namely, information that will be useless in a month, such as job announcements. Just thought you ought to know.

One announcement that is still timely is the creation of the *Excel* SIG, which will meet on June 15 and every third Wednesday at the WAP office at 7 pm. The meeting will be divided into an hour of questions and answers followed by an hour devoted to a particular topic. Note to beginners: even if you keep missing the *Excel* tutorials, this group ought to be a great way to build your skills and help you get up and running. Honest. You will also certainly get the chance at least once a meeting to see someone really expert blow something. This will help you keep life in perspective. Note to group leaders: try not to start answers with, "*You* don't know *that?*"

And the (synthetic) band played on

The stage of the meeting room featured a few Apple and Macintosh computers as commanders of an array of keyboards, MIDI interfaces, sequencers, synthesizers, mixers, and public address speakers, all conferring with one another through a tangled jungle of black cords.

The SIG members performing their own compositions were Chris Adler and Todd Dampier, who played "Introduction," a keyboard duet, and later performed Maurice Ravel's "Mirrors: The Valley of the Bells"; Carol-Lee Erikson, "Crystal Reflections: Diving Deep"; Ray Hobbs, "Seaside" and "Nairobi to Mombasa"; Carlton Coon, "Eliza's Jazzy Flag Dance" and "Natty Bumpo's Parade"; Mike Tidwell, "Randomly Scattered Rock"; and William Bittle, "Pachydermatitis." The musical styles ranged from classical to rock and New Age to atonal. Two performers were playing music from albums they have recently released: Ray Hobbs, (301) 725-5972, and Carol-Lee Erikson, (703) 698-0374.

When asked for information about getting started in using a computer to make music—but before promising a tutorial on the subject—Hobbs said *Keyboard* magazine has an annual MIDI issue for beginners. Hobbs said he also handles questions on the WAP music hotline.

"The problem is when you get started," Hobbs said, "your spouse will tell you when to get finished. I have about $10,000 wrapped up in equipment." But he is apparently not taking this too hard because he added, "The wonderful thing about MIDI systems is you can keep adding to them—the manufacturers love this." Maybe you will, too.

Cynthia Yockey is a freelance writer, desktop publishing consultant and Macintosh trainer based in Silver Spring, Maryland. ⑤

THE JUNE GARAGE SALE!

The June 25 Garage Sale will be in the Cafeteria of Walt Whitman High School, 7100 Whittier Blvd., Bethesda MD. From the Beltway take the River Road Exit toward Washington. Go about 2 miles to Wilson Lane, turn left, then turn right at the first traffic light onto Whittier. The school is on the right. Coming from DC take River Road at Sears on Wisconsin Avenue NW. Continue past the Maryland state line. Cross Goldsboro Road and take the next right onto Whittier Blvd. The school is on the left. There is plenty of parking.

The admission fee is $1 for members and $2 for non-members. Those who have items to sell may rent a table for $5 (if you only have one item, we will have a general table which you can use free of charge). Commercial dealers may rent a table for $50.

Sellers are asked to arrive no earlier than 8:30 AM. Browsers and buyers may pick up their Journals and buy disketeria items beginning at 8:45. There will be a short business meeting at 9:00 in an adjoining classroom. No selling or buying should begin until the end of the business meeting. Your cooperation in this arrangement is urged.

The garage sale will continue until 11:30 - 12:00, at which time certain unsold items will be auctioned.

During the garage sale there will be Question and Answer sessions for Apple and Mac. The HyperCard SIG will also meet. Watch the displayed signs in the Cafeteria for exact time and arrangements. ⑤

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	2 GameSIG 7:30 PM Office	3	4 Intro to Hyper-Talk Tutorial 9-12 AM Office
5 Deadline for Journal articles is Wednesday June 8 --->	6 PI-SIG 7:30 PM Office	7 Apple IIgs Beginning Tutorial #1 7:30-9PM Office	8 Executive Board 7:30 PM Office	9 Stock SIG 8:00 PM Office	10	11 Advanced HyperTalk Tutorial 9-12 AM Office
12	13 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	14 Apple IIgs Beginning Tutorial #2 7:30-9PM Office	15 Excel SIG 7:00 PM Office	16 Pascal SIG 8:00 PM Office	17	18 Apple II Telecom Tutr. 9-12AM; Mac Telecom 1-4PM
19	20 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	21 Apple IIgs Beginning Tutorial #3 7:30-9PM Office	22 Apple /// SIG 7:30 PM Office	23	24	25 WAP Meeting Garage Sale! Walt Whitman
26	27 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	28 Mutual Fund Sub Group (Stock SIG) 8 PM Office	29	30		

* July 1988 *

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3 Deadline for Journal articles is Wednesday July 6 --->	4 Happy 4th of July! Office closed	5 Apple IIgs Beginning Tutorial #1 7:30-9PM Office	6 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	7 GameSIG 7:30 PM Office	8	9
10	11 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	12 Apple IIgs Beginning Tutorial #2 7:30-9PM Office	13 Executive Board 7:30 PM Office	14 Stock SIG 8:00 PM Office	15	16 Telecomm Tutr: Apple II 9-12AM; Mac 1-4PM-Office
17	18 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	19 Apple IIgs Beginning Tutorial #3 7:30-9PM Office	20 Excel SIG 7:00 PM Office	21 Pascal SIG 8:00 PM Office	22	23 WAP Meeting 9:00 AM USUHS
24	25 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	26 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	27 Apple /// SIG 7:30 PM Office	28 Please Note: Office is closed on Thurs. eves. June, July, Aug.	29	30
31						

SIGNEWS

Apple IIGS SIG meets on the Monday after the regular WAP meeting. See IIGS SIG Meeting Report elsewhere in this Journal or call Ted Meyer at (703) 893-6845 eves., 7 - 8 PM.

Apple /// SIG meets on the 4th Wednesday at 7:30 PM in the WAP office. The next meeting is June 22.

AppleWorks SIG offers two meeting options: 8:00AM before the regular WAP meeting and 12 Noon after the meeting. Attend either or both.

AV-SIG is the new SIG for arts and video. See their news elsewhere in this issue or call Jay Williams at 728-1009.

dPub SIG (Desktop Publishing) meets on the 1st Wednesday of the month at 7:30 PM in the PEPCO Auditorium at 1900 Penn. Ave., NW. The next meeting is on June 1.

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 June 2.

HyperCard SIG meets after the WAP monthly meeting.

Mac Programmers meet on the 1st Wednesday of the month at the office, 7:30 PM. Next meeting is June 1.

MusicSIG meets on the 2nd Saturday of each month. Call Bill Bittle (301) 236-9898 for details.

PIG, the Pascal Interest Group, meets on the 3rd Thursday of each month at 8:00 PM at the office. The next meeting will be on June 16.

PI-SIG (Program Interface) meets on the 1st Monday of the month, 7:30 PM at the office. Next meeting is June 6.

Stock SIG meetings are on the second Thursday of each month at the office, 8 PM. The next meeting is June 9.

Telecom SIG - Call the Chairman for details.

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

General	Dave Harvey	(703) 578-4621
Accounting Packages		
BPI Programs	Jaxon Brown	(301) 350-3283
BPI & Howardsoft (Tax)	Otis Greever	(615) 638-1525
Dollars & $ense	Barry Fox	(717) 652-4328
Home Accountant	Leon Raesly	(301) 439-1799
APPLE SSC	Bernie Benson	(301) 951-5294
AppleWorks	Ken DeVito	(703) 960-0787
	Bob Martz	(301) 795-5689
	Ray Settle	(301) 647-9192
	Ken Black	(703) 369-3366
	Harry Erwin	(703) 391-0295
AppleWorks Data Base	Morgan Jopling	(301) 261-3886
Communications Packages		
ASCII Express	Dave Harvey	(703) 578-4621
ProTerm	Allan Levy	(703) 340-7839
Talk is Cheap/Pt. to Pt.	Barry Fox	(717) 652-4328
Data Bases		
dBase II	John Staples	(703) 255-6955
dBase II & III	Ray Hobbs (BBS)	(301) 490-7484
dBase II&III,Data Perfect	Leon Raesly	(301) 439-1799
Profiler 3.0	Barry Fox	(717) 652-4328
Dvorak Keyboard	Ginny Spevak	(202) 362-3887
Hard Disks		
CMC (not CMS)	Barry Fox	(717) 652-4328
Corvus & Omninet	Tom Vier (BBS)	(301) 986-8085
Corvus	Leon Raesly	(301) 439-1799
Sider	Jaxon Brown	(301) 350-3283
	Otis Greever	(615) 638-1525
Languages (A=Applesoft, I=Integer, P=Pascal, M=Machine)		
A	Louis Biggie	(301) 967-3977
A	Peter Combes	(301) 251-6369
A	Leon Raesly	(301) 439-1799
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
Operating Systems		
Apple DOS	Adam Robie	(301) 460-6537
CP/M	Art Wilson	(301) 774-8043
ProDOS	Leon Raesly	(301) 439-1799
	John Love	(703) 569-2294
ProDOS 8 and 16	Barry Fox	(717) 652-4328
Print Shop	Thomas O'Hagan	(301) 593-9683
Newsroom		
Spreadsheets	Walt Francis	(202) 966-5742
MagicCalc&SuperCalc2.0	Leon Raesly	(301) 439-1799
	Terry Prudden	(301) 933-3065
Telecommunications	Allan Levy	(301) 340-7839
TimeOut Series	Morgan Jopling	(301) 261-3886
Utilities: ProSel	Barry Fox	(717) 652-4328
Word Processors	Walt Francis	(202) 966-5742
Apple Writer II	Dianne Lorenz	(301) 530-7881
	Leon Raesly	(301) 439-1799
Letter & Simply Perfect	Leon Raesly	(301) 439-1799
Mouse Write	Barry Fox	(717) 652-4328
ScreenWriter II	Peter Combes	(301) 251-6369
	Gene Carter	(202) 363-2342
Word Handler	Jon Vaupel	(301) 593-3316
Word Perfect	James Edwards	(301) 585-3002
	Henry Donahoe	(202) 298-9107
Word Star	Art Wilson	(301) 774-8043
	Dana Riel	(301) 350-3283

Apple IIgs

General	Barry Fox	(717) 652-4328
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
Deluxe Paint II	Rich Sanders	(703) 450-4371
GS-BASIC	Barry Fox	(717) 652-4328
Multiscribe GS	Ray Settle	(301) 647-9192
Newsroom/Pinpoint	Chuck Ward (til 9 pm)	(703) 830-3720
Telecommunications	Dale Smith	(301) 762-5158
	Allan Levy	(301) 340-7839
TimeOut Series	Chuck Ward (til 9 pm)	(703) 830-3720
& Utilities: ProSel	Barry Fox	(717) 652-4328
VIP-Pro/Multiscribe	Jim Frison	(703) 525-9395
816 Paint/Writr's Ch. El.	Andy Gavin	(703) 734-3049

Macintosh

General	Jeff Alpher	*	(301) 630-2036
	Bob Wilbur		(703) 379-2960
	Donald Schmitt		(717) 334-3265
Art and Video	Jay Williams		(202) 728-5932
Borland Products	Doug Ferris (day)		(800) 826-4768
Data Bases			
4th Dimension	Bob Pulgino		(202) 797-0879
FileMaker Plus	Tom Parrish		(301) 654-8784
Helix	Jim Berry	*	(703) 662-0640
	Harvey Levine		(301) 299-9380
MS-File	John Love		(703) 569-2294
	John Spencer		(301) 730-1084
Omnis 3 and 3+	Paul Tabler		(703) 278-8657
	Jeff Alpher	*	(301) 630-2036
OverVue	J.T.(Tom) DeMay Jr.		(301) 461-1798
	Tom Parrish		(301) 654-8784
Desktop Publishing			
& Graphics	Jay Rohr		(301) 655-0875
PageMaker	Kate Burton		(301) 621-6351
	Eleanor Sontag		(301) 251-0695
ReadySetGo	Jim Graham		(703) 370-5737
	Marty Milrod		(301) 464-5981
Graphics	Bill Baldridge		(301) 779-8271
Adobe Illustrator	Ling Wong		(703) 378-5102
Canvas	Bill Baldridge		(301) 779-8271
	Tom Parrish		(301) 654-8784
Full Paint & SuperPaint	Bill Baldridge		(301) 779-8271
HyperCard	John Love		(703) 569-2294
	Holger Sommer		(301) 474-3467
	Rick Chapman		(301) 989-9708
Inside Mac	Jon Hardis		(301) 330-1422
Languages			
Pascal	Michael Hartman		(301) 445-1583
Machine	Ray Hobbs (BBS)		(301) 490-7484
MacDraft	Bob Wilbur		(703) 379-2960
MacDraw	Tom Berilla		(301) 434-3256
	Tom Parrish		(301) 654-8784
	John Spencer		(301) 730-1084
MacMoney	Chuck Sicard		(301) 963-2879
MacProject	Jay Lucas		(703) 751-3332
MacTerminal	Jon Hardis		(301) 330-1422
Programming, MS-BASIC	John Love		(703) 569-2294
Spreadsheets	David Morganstein		(301) 972-4263
& Graphics	Bob Pulgino		(202) 797-0879
Excel	David Morganstein		(301) 972-4263
	Mark Pankin		(703) 524-0937
	Jim Graham		(703) 370-5737
	Dick & Nancy Byrd		(703) 978-3440
Multiplan	John Boblitz		(301) 356-9384
	John Love		(703) 569-2294
Sidekick	Ray Hobbs (BBS)		(301) 490-7484
Telecommunications	Eric Rall		(301) 596-0004
	Allan Levy		(301) 340-7839
ThinkTank/More	Jim Graham		(703) 370-5737
	Tom Parrish		(301) 654-8784
Word Processors			
Word	Marty Milrod		(301) 464-5981
	Harris Silverstone		(301) 435-3582
WriteNow	Bill Baldridge		(301) 779-8271

General

Franklin & Laser 128	Bob Martz	(301) 795-5689
Games - Apple II	Charles Don Hall	(301) 864-2715
Games - Mac	Perri Mongan	(301) 572-5459
IBM	Ray Hobbs (BBS)	(301) 490-7484
	Leon Raesly	(301) 439-1799
Math/OR Applns.	Mark Pankin	(703) 524-0937
Modems - General	Allan Levy	(301) 340-7839
Hayes Smartmodem	Bernie Benson	(301) 951-5294
Practical Peripherals	Allan Levy	(301) 340-7839
Music Systems	Ray Hobbs (BBS)	(301) 490-7484
Printers - General	Walt Francis	(202) 966-5742
	Leon Raesly	(301) 439-1799
MX-80	Jeff Dillon	(301) 662-2070
Stat. Packages	David Morganstein	(301) 972-4263
Stock Market	Robert Wood	(703) 893-9591
TCS	Eric Rall	(301) 596-0004
Time-Sharing	Dave Harvey	(703) 578-5621

* Calls until midnight are ok.

Q & A
by Robert C. Platt and Bruce F. Field

Viruses

Q. What is a computer "virus," and can my Apple II catch one?

A. A computer virus is a small program which attaches itself to other programs and replicates itself without the knowledge of the computer user. Some viruses are designed to perform certain actions to eventually make their presence known to the user (for example, by erasing a disk or by displaying a message on the screen.) Although viruses for the Macintosh and MS-DOS machines have received publicity, there have also been similar programs for the Apple. Viruses are harder to spread in the Apple II world because a smaller percentage of users have hard disks and the operating system is not as standardized as on the Mac or MS-DOS machines. Still, it pays to be wary of programs which you have downloaded from unknown sources and to watch user group newsletters for reports of any detected "infections."

SuperFonts

Q. I am using Time Out Series Super Fonts to use Mac-like fonts in my AppleWorks documents. My problem is that when I preview the document on the screen, my Apple takes a noticeable period of time to read the fonts in from disk and then repeats this step when I print out the document. Is there a way to speed up this operation?

A. Yes. Move your font files onto the /RAM disk. If you have a IIgs, you can create or adjust the size of the RAM disk using the control panel. To use a RAM disk on a //e or //c you must have more than 128K because AppleWorks will use the full 128K. Use the System Utilities (or the IIgs Finder) to copy the font files you plan to use to the RAM disk before you start AppleWorks. Then reinstall Super Fonts, indicating that the font files should be taken from /RAM. You can then preview and print from AppleWorks without the delay.

AppleWorks and Text Files

Q. What is ASCII?

A. ASCII stands for "American Standard Code for Information Exchange." Your Apple can only store and process numbers. However, your Apple automatically converts each keypress into the ASCII code number for that character so that it can be stored and processed in memory. Similiarly, the Apple automatically converts these internal codes to the characters that you recognize when it displays text on the screen. An ASCII file is merely a sequence of such code numbers which represent a text message or document.

Many word processors not only record the simple text in a document but also formatting information. For example, when to start a new page, when to switch fonts or when to double space lines. The notation for formatting a document has not been standardized and varies from computer to computer and between brands of word processors. However, when you save a file as an ASCII file from your word processor, all of this formatting information is stripped away leaving just the text. Because ASCII is an industry standard, you can send an ASCII file to computers different from yours and the document will be usable on the other machine.

Q. Although the AppleWorks desktop automatically displays Word Processing, Spreadsheet and Database files which have been created by AppleWorks, it doesn't display other files. How can you read an ASCII text file with AppleWorks?

A. Before using AppleWorks, write down the full path name of the file. Select "Add files to the desktop" (Option 1) from the Main AppleWorks menu. Then Select option 3 for a new Word Processing document. At the next menu select option 2 "From a text (ASCII) file" (rather than create from scratch.) You will then be prompted for the ProDOS path name.

Q. Public domain software which I have downloaded or obtained from my user group has separate documentation files. How can I read them?

A. These documentation files are typically ASCII text files. You can use the method I just described to load the file into AppleWorks. Other word processors, such as Multiscribe also allow you to open the file directly.

Mac to Apple II File Conversions

Q. I have created a MacPaint file with Thunderscan on my Macintosh. Can I transfer this file for use on my IIgs?

A. Yes, using at least two different ways. First, Apple's System Utilities disks for the Mac includes an Apple File Exchange program. Before using the program, format a 3.5" ProDOS disk on your IIgs. Next run the Apple File Exchange program and then insert the ProDOS disk into a Mac drive to receive the converted MacPaint file. The Mac to ProDOS menu allows you to convert a MacPaint file to "binary." Take the disk with this binary file to your IIgs and open it with SHRCONVERT, a shareware program.

Alternatively, if your MacPaint file is on a MFS formatted Mac disk (which has been formatted as "one-sided,") you can use the MAC.TRANS.GS program on your IIgs to read the file and convert it to a ProDOS binary file. Again, the resulting file should be opened with SHRCONVERT.

Q. I have a spreadsheet/data base in Lotus Jazz on my Mac. How can I load it into AppleWorks on my IIgs?

A. First, make sure that each column which you wish to transfer has a value (0 if nothing else.) Next, use Jazz to create a report with all the fields that your wish to transfer, with one field per line. Print this report to disk. The result will be an ASCII text file. Transfer this text file with Apple File Exchange to a previously-formatted ProDOS disk. Next, run AppleWorks on your IIgs and select "Add new files to the desktop" from the main menu. At the next menu, select option 4 for a new database file. Then select option 2 "From a text (ASCII) file." You will then type in the number of fields at the prompt. Note that AppleWorks can also read DIF text files, and some spreadsheet programs on the Mac can output text files in DIF

format. DIF was developed by the authors of VisiCalc to record information such as the number of rows and columns as a part of a text file. If your Mac program supports DIF as one of its "Save As..." options, you are better off using DIF than printing a report to disk.

ProDOS Bug

Q. I think that my Applesoft program is going into an infinite loop. What is the easiest way to debug this problem?

A. Applesoft has a TRACE command. When TRACE is on, each line number is displayed on the screen as it is executed. To debug your program, first walk through it step by step, pretending that you are the computer, and write the value of each variable on a pad of paper. If you can't see your error, insert a TRACE command above the portion of the program where you suspect the problem. Also, insert a PRINT command with the key variables used in your program. You may also want to insert an INPUT A$ in the loop to stop execution on each repetition. (Without the INPUT, you can pause the program with Control-S.)

Q. There is a bug in my program which kicks my Applesoft BASIC program into TRACE mode. What is wrong?

A. ProDOS communicates with Applesoft through a program called BASIC.SYSTEM. BASIC.SYSTEM turns on TRACE in Applesoft to intercept each BASIC command. Once BASIC.SYSTEM is satisfied that the command is not a ProDOS command, it returns the command to Applesoft for execution. Because ProDOS keeps TRACE on all the time, it must keep track of when the user has turned TRACE on or off in the program. It must also keep track of whether output is being displayed in NORMAL, FLASH or INVERSE mode. Usually, TRACE will send line numbers to the screen preceded by a pound sign (#). BASIC.SYSTEM will test the first character of each message sent to the screen for # and will not send it on unless the program has executed a TRACE instruction.

Your program has run into a bug in BASIC.SYSTEM. When an Applesoft program includes a command like: 100 IF X$="Y" THEN FLASH ... the TRACE command will not trigger BASIC.SYSTEM separately for the IF and FLASH commands. Thus, BASIC.SYSTEM will continue to check for NORMAL pound signs rather than FLASHing ones. (A FLASHing # has a different ASCII code value than a NOR-MAL #.) Hence, your program will go into TRACE mode. The moral of this story is that you should avoid using commands like NORMAL, INVERSE, FLASH, TRACE and NOTRACE immediately after a THEN.

Although this bug in BASIC.SYSTEM version 1.1 has been known since 1985, Apple has not distributed a new version to fix it.

Quicksort

Q. I ran Mike Westerfield's QuickSort program from the April 1988 Call-A.P.P.L.E. (p. 39), but it goes into an infinite loop. What's wrong?

A. As Mike explained last month, QuickSort is a procedure for sorting an array which is more efficient than some other methods. The QuickSort algorithm requires that you test to see if you are exceeding the bounds of the subarray. Modify Mike's program so that the two until statements read as follows:

    until (arr^[i]>=k) or (i>=n);
    until (arr^[j]<=k) or (j<=m);   ⑥

SMART MONEY (APPLE II): A Review
by Bob Oringel

Smart Money is a program whose purpose is to give you perspective on your monetary assets and liabilities. It will keep track of your transactions, both income and purchases, deposits and payments, and it will do it automatically, on repetitive items if you wish. You of course supply the program with the data, and you update as often as twice a week. You can record expenditures as they occur, or you can set up a budget to predict and manipulate those expenditures.

Smart money will write your checks for you, on your printer (forms are necessary), and it will automatically balance your checkbook and your credit card statements. Many different reports which describe your financial status can be prepared and printed out. You can perform financial computations in compound interest, in loan amortization, and in annuities. In short, or actually in long, you can do many complex financial things with Smart Money.

The program comes on one disk and there is a Sample Files disk as well. They are not copy protected. The spiral bound 120 page manual is clear and well written. It includes a Help section, and also includes a customer support phone number for questions. There is a thorough tutorial included on disk. The menus consist of icons, which you frame with your arrow keys, and choose by hitting return—a simple system when you get used to it. To learn and to use the program, there is a one-time, extensive keyboard entry of all of your assets and liabilities. The learning curve for the program is also very long, in my estimation, but I have never considered myself a financial whiz.

Smart Money, by Sierra On-Line, is well suited for someone with a small business, or for one with a very complex personal business life.

ANNAPOLIS APPLE SLICE NEWS
by Katherine M. Cave

An April and May membership special of two years for $25 was offered, and ten new members were added to the roster.

The April 9 meeting featured a demonstration of the differences and similarities between the IIgs and the Mac, in this case the Mac Plus. After opening with an audiovisual presentation on the differences, Ray Settle and Casey Kester briefly demonstrated software packages available for both the IIgs and the Mac. These included games (Shanghai), desk management (Finder), and educational software (Reader Rabbit). General purpose software was compared: Microsoft Word (Mac) vs. Multiscribe (GS); MacGolf vs Mean 18 (GS); and More (Mac) vs Showoff (GS). A MacPaint picture was transferred from Mac to IIgs, using communiction software on each machine, and the transferred picture was displayed on the screen of the IIgs. This program was video-taped, and will be offered on loan to any interested members. Future meetings will also be video-taped.

The June 11 meeting will be a Flea Market, site unknown at this point, from 10 AM to 1 PM. There will be a $3 charge for a half-table to members, $5 for non-members, with a limit of a half-table per applicant. Tables will be furnished but chairs must be brought by sellers. Space can be reserved by contacting the Annapolis Apple Slice, P.O. Box 1332, Severna Park, MD 21146 before June 4. Dealers should contact Craig Contardi (301) 674-2344 or leave a message for him on CRABBS (301) 974-0221.

A June tutorial on HyperCard is planned if enough interest is shown. If interested, send your name, address and phone numberto Charles Schindler, 179 Teal Drive, Pasadena, MD 21122, and bring your own Mac. There is a nominal fee of $15 for each applicant. An AppleWorks tutorial is planned for the fall.

WHY CURSE THE CURSOR REVISITED
by John Weigley

I was reading Chester Page's article "Why Curse the Cursor" in the April issue of the Journal, and would like to present what I think is a simpler way of just making the cursor disappear when waiting for a keypress or when making a menu selection. This is with the WAIT command, and I will give some examples below. The simplest is to just wait for a keypress, whatever it is:

```
1000 WAIT - 16384, 128
1010 POKE - 16368,0
```

To use this with a message or as a subroutine, just put a message before it such as "PRESS ANY KEY" and something to erase the message after the keypress, like "PRINT" or "CALL -868" (clear from cursor to end of line) and put RETURN at the very end.

The second method is waiting for a keypress and then returning with the character:

```
1000 WAIT -16384,128
1010 A$=CHR$(PEEK(-16384)-128)
1020 POKE - 16368,0
```

This will return with the character stored in A$. Again just add messages and RETURN's to spice it up a bit. You can use this routine with your own cursor:

```
1000 PRINT C$;: REM Your special cursor character
1010 POKE 36,PEEK(36)-1; REM Backup
1020 WAIT -16384,128
1030 A$=CHR$(PEEK(-16384)-128)
1040 POKE -16368,0
1050 PRINT A$1;: REM Echo character.
```

Remove line 1050 to keep it from printing the character pressed to the screen.

Lastly, there is a routine that will do something until a key is pressed. For instance, say you want your name to run down the screen with a program like this:

```
10 PRINT "BOB"
20 GOT 10
```

You could have it run down the screen until you pressed a key by adding this code:

IIGS SIG MEETING REPORT
by Ted Meyer

The monthly IIGS SIG meeting has taken on a "Magazine" type format. With two or more hours of time, and a computer to use, we are able to demonstate various tricks and software packages, have Q & As with answers demonstrated right on the machine, show-off artwork, music and home-built programs, and generally socialize. I want to have more of the showing-off in future meetings. So, if you have a piece of creativity which you produced using your IIGS, bring it along and we'll have a "Show and Tell" session each month.

At one of our earlier meetings we demonstrated three painting programs: Deluxe Paint II, 816 Paint, and Paintworks Plus. We've added a lot of new members since then, many interested in seeing how these programs run. We were able to spend almost a half hour on each one. Andy Wallo, with some kibitzing from two sons, did a great job showing 816 Paint on both the IIGS and the Apple //c. Mike Goldsamt, with some kibitzing from one father, did the same for Dazzle Draw on the //c and Paintworks Plus on the IIGS. Deluxe Paint II was put through some its paces by Rich Sanders, who showed some of its more advanced capabilities such as bending, shearing, and perspective. We have a volunteer to bring in PaintWorks Gold to the next meeting to show what it can do.

We will continue to have give-aways of software and other Apple IIGS related paraphenalia as long as we have it. So far there is no end in sight. April's give-away, which went to the first member to give the closing stock price for Apple, was demonstration software and documentation for Multiscribe GS and Music Studio.

At the March meeting several members complained about AppleWorks not returning correctly to the Finder when started from the Finder. This problem was examined more closely by actually trying it out at the meeting. We were not able to duplicate the problem, but we'll continue to investigate it.

Using the Finder from a bootable RAM disk was demonstrated, and it was shown how to start up several applications with this system. See this month's IIGS Stuff article for specifics on how to do this.

We wrapped up the meeting with a short Q & A session and sales of the IIGS disk library.

Upcoming Meetings:

May's meeting will be on the 23rd, from 7:00 pm to 9:30 pm (a week earlier than usual), 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. I will have just returned from AppleFest and will let you know about anything I find out. If time permits we'll also discuss the IIGS disk library, have a Q & A session, and a "Show and Tell" of whatever is interesting.

June's meeting will be at the Dolley Madison Library in McLean, Virginia on June 27th from 7:00 to 9:00pm. 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.

It looks like we will be alternating meeting sites between the Maryland and Virginia locations above from now on. Keep an eye on the Journal for any changes, but with some luck we may be on a regular schedule now.

That's it for this month. Hope to see you at upcoming meetings!   ⑯

```
10 PRINT "BOB"
100 IF PEEK(-16384)<128 then 10
110 POKE -16368,0
120 END
```

You might want to substitute line 120 with something that will continue on with your program.

All of these routines and much more can be found in the book by Paul Irwin published by Howard Sams, called *The Apple Programmer's Handbook*, which is available in the WAP Reading Library.   ⑯

IIGS STUFF: A RAM-Based Finder, Updates, and Disk Copying
by Ted Meyer

A Rumor Revealed: GS Works by Styleware

For months now, I have been asked over and over again, "Will there be a IIGS version of AppleWorks?" My last article pointed out that several rumors were floating around about the likelihood of such a software package being released. The answer is yes. Styleware, makers of Multiscribe and Top Draw, have announced GS Works, an integrated software package like Apple-Works. It includes a database, a word processor, and a spreadsheet just like AppleWorks does, but adds page layout, draw/paint, and communication software all in a desktop (graphics) environment. It is file compatible with AppleWorks. There are ads for it in the most recent issue of *inCider* and *A+*. It sounds great. Hopefully, I'll be able to see it at AppleFest and give you a more complete rundown on it next month.

Also, this doesn't mean that other companies may not produce their own version of AppleWorks for the IIGS. We may yet get "Works GS" from Activision or even "AppleWorks IIGS" from Apple (whoops... Claris). The rumors continue.

AppleFest may reveal the answers to other rumors. It has been suggested that Apple may make an announcement of a new piece of hardware at AppleFest. A new //c? Or perhaps a IIGS upgrade? Who knows! But let's keep spreading these rumors.

Disk Copying

Another common question is, "What is the best way to copy a 3.5 inch disk?" or similarly, "What is the fastest way to copy a 3.5 inch disk?" There have been various reports listing speeds and number of disk swaps for various disk copying programs, some with contradictory results. No, I am not going to give you the name of the one single program that is the best for disk copying. Such a program doesn't exist, because each of our systems and needs are a little different. Various factors enter into our choice of a copying program: the size of your budget, the total amount of RAM in your system, the size of your RAM disk, the contents of your RAM disk, the software that you generally use, the contents of the disk you want to copy, copy protection, and the accessibility and ease of use of the copying software.

Perhaps the fastest and most expensive solution to the disk copying problem is a second 3.5 inch disk drive. I'm going to assume though, that we are dealing with a one drive system. Budget-wise your best bets are probably the three copy programs that come on the Apple IIGS System Disk Version 3.1: Fastcopy, System Utilities, and the Finder. These programs don't cost anything (or they cost $2000 and you get a free computer with them). Other copying software is not that expensive though. Diversi-Copy is only $30 as shareware and Copy II+ can be purchased for about $23 mail order.

Memory usage is an important factor in deciding which copier to use. If you only have the minimum 256K in your IIGS, you are going to do disk swapping no matter which program you use. It also means that the Finder simply won't run on your system. Copy II+ is designed to run on the //e, so it should feel

somewhat roomy in 256K. But, if your 3.5 inch disk has more than 200K of data then it will still require swapping to copy.

If you have a RAM card with a megabyte of memory, but you've created a one megabyte RAM disk, then your copying program still only has 256K to work in. BUT, some of them can now use your RAM disk as a second drive. Fastcopy, for example, asks nicely whether it can use the RAM disk memory. If you say yes, it will copy your source disk to the RAM disk and then the RAM disk to your copy disk (destroying the contents of your RAM disk). Diversi-Copy will also make use of your RAM disk's memory by destroying any data you've stored on it, but won't really warn you.

Some software works best if there is no RAM disk. The Finder can copy disks without any swapping if you have enough free memory. Since the Finder uses about 390K of RAM, a user with a one megabyte RAM card (1.25 MB Total Memory) and no RAM disk can copy a complete 800K disk in one swap (1280K - 390K = 890K Free Memory). If a RAM disk is used then Finder may not have enough space for a single swap copy. A 100K RAM disk in the above example would only leave you with 790K of free memory for disk copying, enough to copy an almost full disk. If you use the Finder a lot anyway, it might be the handiest disk copier.

Fastcopy works best if there is an empty 800K RAM disk for it to use for copying. Otherwise Fastcopy requires a lot of swapping. The system utilities are generally useless for disk copying—unless you want to copy a whole disk of files from DOS 3.3 or Pascal to ProDOS. Then this software will perform the translation for you—with many disk swaps. Copy II+ and Diversi-Copy automatically format the disk before copying. This saves time. The Finder requires that a disk be formatted before copying to it. If you need to backup copy-protected disks, then Copy II+ is the best bet of the software I've mentioned. None of the others can break copy protection schemes. If you are sitting down to a session of disk copying and nothing else, Diversi is probably the most efficient system, making use of all your RAM, autoejecting when it's ready for another copy, saving an image of your disk in memory for multiple copies, and signaling you with a beep when it's ready for another copy. Diversi is what our Disk Librarians have used for making copies.

Assembler Update

I've received comments from Roger Wagner and Mike Westerfield from Roger Wagner Publishing and The Byte Works, respectively, on the assembler survey article that Rich Sanders and I put together for the Journal earlier this year (See "Four Assemblers for the IIGS" in the March 88 Journal). I thought I would pass along some of these comments for your information.

Roger Wagner wanted to add a few points regarding Merlin 8/16. First he wanted to make sure that Rich's and my comments about command line editing weren't applied to the editor. The

contd.

delete key does work and the cursor does change for insert and overstrike mode in Merlin's editor. Also we missed the Open-Apple-W command which allows you to move word by word and the Open-Apple-F command which allows you to jump to a particular word. And an AppleWorks user could alter the PARMS file in Merlin's editor to create an AppleWorks work-alike. Linker command files can do "exec" type assemblies by using the 18 linker commands.

Roger also sent us an update to the documentation which points out that ProDOS 16 programs can be run from the command line if the user starts up with a ProDOS 16 disk. Returning to Merlin will still require relaunching it though. The macros we noted that weren't functioning have been fixed for the production package. Also, Merlin 16 is available on 5.25 inch disk if requested. Roger also asked that we point out that //e and //c owners can use Merlin 16 by replacing their 65C02 chip with a 65802 (a 65802 costs about $25) and that the Sourceror Program was improved for Merlin 16 and can automatically detect switches from 8 to 16 bit mode. This gives you a more accurate disassembly then the Monitor. As Rich and I mentioned, if you're an all-assembly-language programmer, this may be the most efficient and easy to use system.

Mike Westerfield had a few comments on ORCA/M. Rich and I pointed out that ORCA/M doesn't keep your source code resident in RAM when you leave the editor. Ver. 1.1 of ORCA-/M will have this capability. He also mentioned that a Debugger is available from APDA for $15.95. He pointed out that multiple commands can be included on a command line and output from commands (such as disk catalogs) can easily be redirected to a printer or file. ORCA/M is also compatible with The Byte Works new desktop development system (which I will discuss in an upcoming Journal) and APW C, TML APW Pascal, ORCA/Pascal, and other languages which are compatible with APW.

Booting the Finder from a RAM disk

If you have enough memory (about 1.25MB), rebooting the Finder from a RAM disk, and running other applications from 3.5 inch disks can be a handy and fairly efficient setup. To do this first set up you RAM disk with a maximum and minimum size of about 400K. Turn your machine off and then on again. Then create a stripped-down version of the System Disk by deleting all files but the bare necessities. Here is a catalog of an example.

File Name	File Type	Size in Blocks
SYS	DIR	754
PRODOS	SYS	39
SYSTEM	DIR	1
P8	SYS	32
P16	$F9	75
SYSTEM.SETUP	DIR	1
TOOL.SETUP	STR	68
ATINIT	$E2	16
ATLOAD.0	STR	1
SOUND.INIT	STR	1
TOOLS	DIR	1
TOOL014	$BA	28
TOOL015	$BA	17
TOOL016	$BA	16
TOOL018	$BA	30
TOOL019	$BA	16

TOOL020	$BA	15
TOOL021	$BA	26
TOOL022	$BA	7
TOOL023	$BA	23
TOOL025	$BA	12
TOOL027	$BA	23
TOOL028	$BA	8
DESK.ACCS	DIR	1
DRIVERS	DIR	1
IMAGEWRITER	$BB	49
PRINTER	$BB	5
FONTS	DIR	2
MONACO.9	$C8	5
MONACO.12	$C8	6
SHASTON.16	$C8	12
NEW.YORK.9	$C8	6
NEW.YORK.10	$C8	6
NEW.YORK.12	$C8	7
NEW.YORK.14	$C8	8
NEW.YORK.18	$C8	10
NEW.YORK.20	$C8	12
NEW.YORK.24	$C8	15
FINDER	S16	102
START	S16	1
ICONS	DIR	1
FINDER.ICONS	$CA	22
DIALOG.ICONS	$CA	8
FINDER.DATA	$C9	1
APPLEWORKS.ICON	$CA	4

Boot your IIGS into the Finder with this disk, go to the control panel, and change your boot slot to the RAM disk. Return to the Finder and format the RAM disk. Now copy the contents of your stripped-down system disk to the RAM disk. Hit Open-Apple-Q to quit the Finder, and then Control-Open-Apple-Reset to reboot the system without turning it off.

Now the Finder should boot much faster than it did from a 3.5 inch disk. Plus you have freed up your 3.5 inch disk. Now you can insert application programs such as AppleWorks or Multiscribe into your 3.5 inch drive, start them from the Finder, and not have to do the infuriating disk swapping, that is required as the application looks for tools on the boot disk. And when you quit your application you will be returned to the Finder.

That's it for this month. Hope to see you at upcoming meetings! ✍

PROGRAM INTERFACE (PI-SIG) NEWS
by Robert Golden

PI-SIG met on Monday May 4 at the WAP office, where I think for the last time we hauled in an Apple IIGS (WAP has just purchased a GS). We worked on a simple problem, writing in the source code, compiling it, linking and then executing in TML Pascal.

We are considering having no meetings in July and August.

Volunteers are needed to step in with fresh ideas, and to serve as Chairperson and Program Coordinator. ✍

SHOWOFF: PRESENTATION GRAPHICS FOR THE IIGS
by Ray Settle, The Annapolis Slice of Washington Apple Pi

I suppose it may seem a little odd to write a review of a product that has been recalled by the manufacturer for major debugging, but that's what I am going to do for two reasons. For one thing, I liked the program even though it has a few major bugs that caused me hours of frustration. For another, I want Broderbund to get a revised version back on the market ASAP. If you have a IIGS, you want to have the capabilities this program can give you.

Simply, SHOWOFF is a presentation graphics program for the IIGS that enables you to prepare and present a slide show (either static or interactive) on the GS. The program allows an indefinite number of slides to be made and accessed in several different sequences. Each slide can be a mixture of graphics and text (all treated as graphics) and can printed out in color on paper or on special transparency film for overhead projection.

When booted up, SHOWOFF presents you with the typical paint/drawing program 40 column screen with drawing tools off to one side. (A nice touch is added here that allows you to move the tool menu to either side and even up or down on the screen.) The menu and top command line can also be removed entirely from the screen by toggling the SPACE BAR.

To begin a slide show you must first open a new sequence file and name it. Then a template can be set up to allow uniform background color and borders for each frame in the sequence. Once the template is completed, it is saved to a data disk, and the first frame is ready to be created. Beware! Here is where the big bug can bite your work fatally. The standard pull down menu offers two save choices (SAVE and SAVE AS). Do NOT select SAVE AS to save the sequence to another disk. Use the SAVE routine to specify your data disk pathname. The SAVE AS routine opens all the files in the sequence and leaves them open, making them inaccessible to all but the most sophisticated data manipulators. The SAVE AS routine appears to work OK early in the sequence, but later on it will ask you to insert the disk that is already in the drive and leave you with no way out other than to reboot. This is particularly disconcerting when running the program from /RAM5, and the program keeps asking one to INSERT /RAM5!

Another annoying but tolerable bug is SHOWOFF's habit of turning the border to black and leaving it there after quitting the program and even after powering down. Also when quit is selected from the files menu, the program quits without any "Are you sure..." or "Do you want to save..." checks.

The selection of graphics on the disk consists of hundreds of icons (small graphics) and six stickers (larger graphics); however, any PRINT SHOP GS graphic and (via the PRINT SHOP GS graphic editor) any of the older PRINT SHOP graphics can be imported also. So the range of graphics for this one program is enormous. Once on screen the graphics can be moved around the screen and flipped vertically or horizontally.

Text is handled as graphics and any GS font can be loaded into the font subdirectory and used. However, there is no room left on the disk for more fonts so you will need to delete some superfluous files, such as, Laserprep and Laserprinter from the Drivers subdirectory. (Of course, if you happen to own a Laserprinter, don't delete them.) As graphics, the text is typed into graphic boxes that are automatically created and sized as text is typed. Each text box is limited to one line and for some reason the program allows the line to extend past the borders and into never-never land. So each line must be typed separately with no wrap-around available. Each text box can be moved around the screen, cut, copied, or edited. The font, font size, and color can be changed for each box with the box expanding but not contracting to fit.

At any time in the development of the sequence, you can view the sequence frames all at once by entering the Edit Sequence menu. From this menu, you can copy, cut, insert, move, or edit individual frames or reorganize the frame sequence.

SHOWOFF offers real interactive presentation possibilities through its transitions editor. This feature allows you to set conditions (keystrokes) for displaying the next or any other frame in the sequence. Such a procedure would be ideal for an interactive quiz in which a frame would pose a question with multiple choice answers. The viewer's response via a keystroke would determine the next frame (either a rewarding "atta boy" or a reminder of the correct answer. This feature could also be used as a menu selector for a very long sequence to let the viewer select which part of the sequence he would like to view. The transition editor also enables the producer to use a variety of dissolves and screen wipes in transitioning from one frame to another. Fade to white or black, slow dissolve, wipe right, left, up, down, and diagonal are among the possibilities.

Once completed, the sequence can be run as a slide show from a copy of the data disk that comes with the program. This disk contains the necessary parts of the SHOWOFF program to run the slide show. Be sure that if you changed or added any fonts to the program disk, that you perform the same changes or additions to the slide show disk. The slide show can be either automatic with time limits set for the display of each frame or controlled manually by waiting for a keystroke before continuing to the next frame. It is as a slide show that SHOWOFF really excels.

Frames can also be saved as bitmaps for use in the more common paint programs or printed out either in color or black and white. (When printed in color, changing the background color to white will save the four-color ribbon from an early demise.) When printed, the frame will be square and left justified, which is disappointing since centering would make a more impressive presentation. There is also the potential (given the right transparency media) of making a color transparency from a frame. Again the failure to center the frame when printed limits the usefulness of this feature.

Other features of the program include:
• an icon editor in which SHOWOFF icons (but not stickers and therefore PRINT SHOP graphics) can be modified and colored,
• a serial setup menu that will allow other devices to be controlled by SHOWOFF (a slide projector or cassette player),
• a label maker that makes 3.5 inch disk labels and convention

IIGS FONTS AND MULTISCRIBE GS

by Richard FitzHugh

When I started to use fonts with StyleWare's word processor MultiScribe GS, there were two problems. I transferred some fonts from the WAP font disks (2009 - 2011) to a copy of the MultiScribe disk, but then found that one of them, Equations.12 from WAP2010, didn't appear on the MultiScribe font menu. I also found out that there were a lot of symbols on most fonts which correspond to non-keyboard ASCII numbers, and that there was no way to access these from MultiScribe.

With help from Ted Meyer, I was able to understand the reason for these problems and solve them, as described later in this article. It turned out that the first problem mentioned above was caused by the fact that Equations.12 had the same font family number (see below) as another family of fonts on my disk (Courier). When I called StyleWare's technical support number about the second problem, I was told that it was inherent in the rules set up by the Apple system, which they couldn't change.

There are a variety of hidden characters in these fonts. In alphabet fonts like Geneva, there are many letters with different kinds of accents over them, presumably for foreign language use, and a few mathematical symbols and Greek letters. The Symbol, Equations, and Script Math fonts have a variety of useful math and letter symbols.

Since there is room for only 14 fonts on the font menu, I had to delete some of the original MultiScribe fonts to make room for the new ones. Although I deleted Shaston, it still appeared on the font menu. The reason is that Shaston is a system font for the IIGS stored in ROM, and thus can't be eliminated.

Each font is contained in a font file of type $C8 with a structure that is described in the book "Apple IIGS Technical Reference" by M. Fischer, Chapter 13, and also in the two-volume "Apple IIGS Toolbox Reference".

I used a startup disk with ProDOS 8 and BASIC.SYSTEM, but without ProDOS 16, which I prepared according to the directions given in the August '87 issue of the WAP journal, page 24. To see what is in a font file, one can load the file into memory using the ProDOS 8 command BLOAD. For example,

BLOAD/STYLEWARE3/SYSTEM/FONTS/GENEVA.9,A$1000,T$C8

loads GENEVA.9 from the MultiScribe GS disk into memory starting at memory location 4096 (hexadecimal $1000). Then enter the monitor with CALL-151 and, in 80-column mode (reached by typing PR#3), type 1000.1100 to see the first 256 bytes of the file. (How to use the monitor is described in Fischer's book, Chapter 7, and in the "Apple IIGS Firmware Reference", Chapter 3.) The name "Geneva" appears at the right of the screen, following the first byte (06), which is equal to the length of this name. The rest of the file consists of bytes which appear on the screen in hexadecimal notation.

After the name, the next 12 bytes are the font header, which contains, among other information, the font family number in bytes 2 and 3, and the size of the font in points (1 point = 1/72 inch) in bytes 6 and 7. Geneva.9 is 9 points high. Each font name, such as "Geneva", has a family number assigned to it, which is the same for the other fonts with the same name but different

sizes, such as Geneva.10 and Geneva.12. Each such pair of bytes (one word) consists of the low order byte followed by the high order byte (to be multiplied by 256 and added to the low order byte). The next 26 bytes are the font record, containing more information: bytes 2,3 contain the ASCII code of the first character in the font; bytes 4,5 that of the last character. If there are codes greater than 127, they correspond to non-keyboard characters which cannot be accessed from MultiScribe. The next part is called the font strike, the successive bits of which contain the pixels of all the characters in the font, packed together without regard for byte boundaries. The bytes specifying the top line of pixels for all the characters appears first, then the second line, and so on. Next is the location table, which specifies where each character starts in the font strike, and its width in pixels. A character with zero width is an "undefined character". Some fonts assign the ASCII code following the last character to a character in the shape of a rectangle, called the "missing character"; this is substituted for any undefined character. Finally comes the offset/width table, which gives further information on how the characters are to be displayed. For Geneva.9, the font strike occupies 1248 bytes, and the location table and the offset/width table each occupy 440 bytes.

The file handling commands of ProDOS 8 and the Applesoft BASIC language provide a convenient way to manipulate font files. A useful book is "ProDOS Inside and Out" by D. Doms and T. Weishaar. This was written for the Apple II+, IIe, and IIc computers, but is applicable to ProDOS 8.

I have written four BASIC programs to handle the problems. The first one (Listing 1) is FONT40. This displays the pixels of characters of a font as o's on the text screen. Although I usually prefer the 80-column mode for the text screen, this program uses the 40-column display, which makes a better picture. Using FONT40, you can view any chosen characters from a font, including the hidden (non-keyboard) ones.

Program FONTFAM is given in Listing 2. After you type in the pathname for the folder holding the fonts on a disk, it prints the name of each font in the folder, followed by its family number, and finally a list of all the font numbers present in the folder. Knowing which family numbers are in use, you can choose a new one that won't conflict with others already in use. Then with program CHGFAM (Listing 3), a font is read from disk, a new family number and font name (to avoid confusion) are chosen, and the new font is written back on the disk.

These fonts appear to have been converted from Macintosh fonts. I am told that on the Mac the hidden characters can be accessed from the keyboard, but this is not possible with the IIGS. To make the hidden characters in a font accessible as keyboard characters, use program FONTSHIFT (Listing 4). This program reads a font from disk, changes the ASCII code for the first hidden character to 33 (32 corresponds to a space, which does not appear in the font strike) and shifts the last code downward by the same amount, so that the characters with codes previously above 127 now have codes in the keyboard range. The font name is changed by substituting "X" for its last

contd.

character, and a new, unused family number is typed in.

The location table and offset/width tables are each changed to agree by shifting the bytes corresponding to the old keyboard characters to positions in the file corresponding to the new codes. The rest of the location table must be filled in with words specifying zero length characters; otherwise mysterious smudges can appear on the screen. Finally the new font is written back on disk.

When using these programs, be sure to type in the slashes / for prefixes and pathnames exactly as indicated in the examples displayed on the screen.

I do not expect the above brief description, or the programs themselves, to be very comprehensible to the reader. The best way to understand them is to dig through the description of the format of font files in the books mentioned above.

If you have TML Pascal, there is a much better way to view fonts, using the IIGS's Font Manager tool set. The TML Source Code Library contains a program, FontDemo, which can be modified to display all characters, both keyboard and hidden, on the screen. To do this, add ConsoleIO and ProDOS16 to the "uses" statement at the beginning of the program, and replace procedure DrawFonts by the new version shown in Listing 5. Contrary to the statement in the Source Code Library User Manual, page 27, DrawFonts will not read a font from the system disk. Instead, the fonts must be copied to the /SYSTEM/FONTS/ folder of the TML Pascal disk. Unfortunately that disk is so full that there is room for only 3 or 4 fonts at a time. The revised program prompts for the font name (e.g., "Symbol", not the font file name "Symbol.12"), then the size (e.g. 12), before displaying the font. The maximum font size that will fit on the screen is 18. It would be more useful to be able to read in a font from another disk, but I haven't figured out how.

A recent brochure from StyleWare lists a disk, Font Library/ Vol. I, and a forthcoming program called FontSmith, which makes it possible to edit existing fonts and create new character sets. Font enthusiasts might find these useful.

Listing 1
```
 100 REM PROGRAM FONT40
 200 REM LOAD FONT FILE INTO MEMORY, THEN
 300 REM   PRINT FONT CHARACTERS ONE BY ONE
       ON 40 COLUMN SCREEN
 400 REM BY RICHARD FITZHUGH
 500 D$ = CHR$ (4): PRINT CHR$ (17): HOME :
       REM SET 40 COLUMNS
 600 HTAB 10: PRINT "PROGRAM FONT40"
 700 VTAB 5: PRINT "PRINTS CHARACTERS FOR"
 800 VTAB 6: PRINT "SELECTED ASCII NUMBERS"
 900 PRINT
1000 FA = 5120: DIM CH%(255)
1100 HY$ = "": FOR I = 1 TO 20:HY$ = HY$ + "——":
       NEXT
1200 SP$ = " ":O0$ = " ":O1$ = "o":I$ = "l"
1300 PRINT "TYPE PATHNAME FOR FONT FOLDER"
1400 PRINT "FOR EXAMPLE:
       /SYSTEM.DISK/SYSTEM/FONTS/": INPUT PA$
1500 PRINT "TYPE FONT FILE NAME (EXAMPLE:
       GENEVA.9)"
1600 INPUT FF$: PRINT
1700 PRINT D$;"BLOAD ";PA$;FF$;",A";FA;",T$C8"
```

```
1800 FOR I = 1 TO PEEK (FA): PRINT CHR$
       (PEEK (FA + I));: NEXT
1900 PRINT
2000 FH = FA + 1 + PEEK (FA):
       REM   START ADDRESS OF FONT HEADER
2100 PRINT "SIZE = "; PEEK (FH + 6);" POINTS"
2200 FR = FH + 12: REM START ADDRESS OF FONT
       RECORD
2300 FC = PEEK (FR + 2):LC = PEEK (FR + 4):
       REM FIRSTCHAR, LASTCHAR
2400 RH = PEEK (FR + 14) + 256 * PEEK (FR + 15):
       REM FRECTHEIGHT
2500 R1 = RH - 1
2600 RW = PEEK (FR + 24) + 256 * PEEK (FR + 25):
       REM ROWWORDS
2700 RB = 2 * RW: REM ROWBYTES
2800 FB = RH * RB: REM   NUMBER OF BYTES IN
       FONT STRIKE
2900 FS = FR + 26: REM   STARTING ADDRESS OF
       FONT STRIKE
3000 LT = FS + FB:OT = LT + 2 * (LC - FC + 3):
       REM LOCTABLE,OWTABLE
3100 PRINT "ASCII FROM ";FC;" TO ";LC
3200 W0 = PEEK (LT) + PEEK (LT + 1) * 256:
       FOR I = 0 TO 255:CH%(I) = 0: NEXT
3300 FOR I = FC TO LC:M = LT + 2 * (I - FC + 1):
       W1 = PEEK (M) + PEEK (M + 1) * 256
3400 IF W1 > W0 THEN CH%(I) = 1
3500 W0 = W1
3600 NEXT I
3700 PRINT "NON-MISSING CHARACTERS ARE:":
       FIRST = 1
3800 FOR I = FC TO LC + 1
3900 IF CH%(I) = 0 THEN 4200
4000 IF FIRST THEN PRINT I;" ";:FIRST = 0
4100 GOTO 4400
4200 IF FIRST THEN 4400
4300 PRINT "TO ";I - 1;:FIRST = 1: IF I < = LC
       THEN PRINT ", ";
4400 NEXT I
4500 PRINT
4600 INPUT "TYPE FIRST, LAST ASCII NUMBERS:
       ";C1,C2
4700 IF C1 < FC THEN C1 = FC
4800 IF C2 > LC + 1 THEN C2 = LC + 1
4900 FOR C = C1 TO C2
5000 PRINT : PRINT "ASCII #";C;
5100 IF C > 31 AND C < 127 THEN PRINT ",
       CHARACTER "; CHR$ (C);
5200 PRINT
5300 LA = LT + 2 * (C - FC)
5400 L1 = PEEK (LA) + 256 * PEEK (LA + 1):
       L2 = PEEK (LA + 2) + 256 * PEEK (LA + 3)
5500 B1 = INT (L1 / 8):P1 = L1 - 8 * B1:B2 = I
       NT (L2 / 8):P2 = L2 - 8 * B2
5600 L = 8 * (B2 - B1) + P2 - P1:LL = L
5700 IF LL > 0 THEN LL = LL - 1
5800 P3 = 2 * P1 + 1
5900 PRINT LEFT$ (HY$,LL + 3)
6000 FOR R = 0 TO R1
6100 HT = LL + 2: PRINT I$;: HTAB HT + 1: PRINT I$;
6200 FOR B = B2 TO B1 STEP - 1
```

contd.

```
6300 BB = PEEK (FS + B)
6400 FOR I = 7 TO 0 STEP - 1
6500 BC = INT (BB / 2)
6600 IF (B = B1 AND I < P1) OR (B = B2 AND I > = P2)
     THEN 7100
6700 HTAB HT
6800 IF BB = 2 * BC THEN  PRINT O0$;: GOTO 7000
6900 PRINT O1$;
7000 HT = HT - 1
7100 BB = BC
7200 NEXT I
7300 NEXT B
7400 PRINT
7500 B1 = B1 + RB:B2 = B2 + RB
7600 NEXT R
7700 PRINT  LEFT$ (HY$,LL + 3)
7800 NEXT C
7900 PRINT : PRINT  CHR$ (7), CHR$ (7)
8000 INPUT "MORE CHARACTERS? (Y/N) ";A$
8100 IF A$ < > "N" AND A$ < > "n" THEN 3700
8200 INPUT "ANOTHER FONT? (Y/N) ";A$
8300 IF A$ < > "N" AND A$ < > "n" THEN 1500
8400 INPUT "DIFFERENT PREFIX? (Y/N) ";A$
8500 IF A$ < > "N" AND A$ < > "n" THEN 1400
8600 PRINT D$;"PR#3": REM  RESET 80 COLUMNS
```

Listing 2.

```
100 REM   PROGRAM FONTFAM
200 REM   PRINTS NAME AND FAMILY # FOR ALL
    FONTS IN A FONTS FOLDER
300 REM       BY RICHARD FITZHUGH
400 DIM B$(150),N%(255)
500 HOME
600 HTAB 30: PRINT "PROGRAM FONTFAM"
700 VTAB 5: HTAB 10: PRINT "PRINTS NAME AND
    FAMILY NUMBER FOR ALL FONTS IN A FONT
    FOLDER"
800 PRINT
900 D$ = CHR$ (4): PRINT D$;"PR#3"
1000 PX$ = "PREFIX ":FA = 4608:NO% = 0
1100 PRINT D$;PX$: INPUT P0$
1200 PRINT "TYPE PATHNAME FOR FONT FOLDER"
1300 INPUT "FOR EXAMPLE:
     /SYSTEM.DISK/SYSTEM/FONTS  ";P1$
1400 ONERR  GOTO 2500
1500 PRINT D$;"OPEN ";P1$;",TDIR"
1600 PRINT D$;"READ ";P1$
1700 FOR I = 1 TO 3: INPUT A$: NEXT
1800 I = 1
1900 INPUT A$
2000 J = 2
2100 IF  MID$ (A$,J,1) < > " " THEN J = J + 1:
     GOTO 2100
2200 IF  MID$ (A$,18,3) < > "$C8" THEN 1900
2300 B$(I) =  MID$ (A$,2,J - 2)
2400 I = I + 1: GOTO 1900
2500 POKE 216,0
2600 PRINT D$;"CLOSE ";P1$
2700 PRINT D$;"PREFIX ";P1$;"/"
2800 I1 = I - 1
2900 PRINT : PRINT P1$;F$;"/": PRINT
3000 FOR I = 0 TO 255:N%(I) = 0: NEXT
```

```
3100 FOR I = 1 TO I1
3200 PRINT D$;"BLOAD ";B$(I);",A";FA;",T$C8"
3300 NO% = PEEK (FA + 3 + PEEK (FA))
3400 PRINT B$(I);", FONT FAMILY #";NO%
3500 N%(NO%) = 1
3600 NEXT I
3700 PRINT : PRINT "FONT NUMBERS PRESENT:"
3800 FOR I = 0 TO 255
3900 IF N%(I) = 0 THEN 4600
4000 K = K + 1
4100 IF K = 21 THEN K = 1: PRINT
4200 IF K > 1 THEN  PRINT " ";
4300 IF I < 10 THEN  PRINT " ";
4400 IF I < 100 THEN  PRINT " ";
4500 PRINT I;
4600 NEXT
4700 PRINT : PRINT  CHR$ (7), CHR$ (7)
4800 INPUT "ANOTHER FONT FOLDER? (Y/N) ";A$
4900 IF A$ < > "N" AND A$ < > "n" THEN  PRINT :
     PRINT D$;"CLOSE";P1$: GOTO 1200
5000 PRINT D$;PX$;P0$
5100 END
```

Listing 3.

```
100 REM   PROGRAM CHGFAM
200 REM   CHANGES FONT NAME AND FAMILY #
300 REM       BY RICHARD FITZHUGH
400 D$ = CHR$ (4): PRINT D$;"PR#3"
500 HTAB 30: PRINT "PROGRAM CHGFONT"
600 VTAB 5: HTAB 10: PRINT "CHANGES FONT
    NAME AND FAMILY #"
700 PRINT
800 FA = 4608
900 DIM BB(23),BC(23)
1000 F$ = "FONTS/"
1100 PRINT "TYPE PATHNAME FOR FONT FOLDER"
1200 INPUT "EXAMPLE:
     /SYSTEM.DISK/SYSTEM/FONTS/ ";PA$
1300 PRINT "TYPE FONT FILE NAME"
1400 INPUT "EXAMPLE: GENEVA.9  ";FF$
1500 PRINT D$;"BLOAD ";PA$;FF$;",A";FA;",T$C8"
1600 PF = PEEK (FA)
1700 FOR I = 1 TO PF:N1$ = N1$ +  CHR$ ( PEEK (FA +
     I)): NEXT
1800 PRINT "OLD NAME IS ";N1$;". TYPE NEW NAME
     WITH SAME LENGTH AS OLD NAME"
1900 INPUT N2$
2000 IF N1$ = N2$ THEN  PRINT "NEW NAME MUST
     BE DIFFERENT FROM OLD NAME": GOTO 1800
2100 IF  LEN (N1$) =  LEN (N2$) THEN 2300
2200 PRINT "NEW NAME MUST BE OF SAME
     LENGTH AS OLD NAME": GOTO 1800
2300 N1% = PEEK (FA + 3 + PF)
2400 PRINT "OLD FAMILY# IS ";N1%;". TYPE NEW
     NUMBER ";: INPUT N2%
2500 IF N1% = N2% THEN  PRINT "NEW NUMBER
     MUST BE DIFFERENT FROM OLD NUMBER":
     GOTO 2400
2600 FOR I = 1 TO PF: POKE FA + I, ASC
     (MID$ (N2$,I,1)): NEXT
2700 POKE FA + 3 + PF,N2%
```

```
2800 P1 = PEEK (FA + 7 + PF):P2 = PEEK (48859) +
     PEEK (48860) * 256
2900 PRINT D$;"CREATE";PA$;N2$;".";P1;",T$C8"
3000 PRINT D$;"BSAVE";
     PA$;N2$;".";P1;",A";FA;",L";P2;",T$C8"
3100 PRINT : PRINT CHR$ (7), CHR$ (7)
3200 INPUT "ANOTHER FONT? (Y/N) ";A$
3300 IF A$ < > "N" AND A$ < > "n" THEN 1300
3400 INPUT "DIFFERENT PATHNAME? (Y/N) ";A$
3500 IF A$ < > "N" AND A$ < > "n" THEN 1100
```

Listing 4.

```
 100 REM       PROGRAM FONTSHIFT
 200 REM       MAKE NEW FONT WITH HIDDEN
     (NON-KEYBOARD) CHARACTERS
 300 REM SHIFTED FROM SECOND HALF OF FONT
 400 REM BY RICHARD FITZHUGH
 500 D$ = CHR$ (4): PRINT D$;"PR#3":
     REM SET 80 COLUMNS
 600 HTAB 30: PRINT "PROGRAM FONTSHIFT"
 700 VTAB 5: PRINT "MAKE NEW FONT WITH
     HIDDEN (NON-KEYBOARD) CHARACTERS"
 800 PRINT "FROM SELECTED FONTS"
 900 PRINT
1000 FA = 5376: DIM CH%(255)
1100 HY$ = "": FOR I = 1 TO 20:HY$ = HY$ + "——":
     NEXT
1200 SP$ = " ":O0$ = " ":O1$ = "o":I$ = "l"
1300 PRINT "TYPE PATHNAME FOR FONT FOLDER"
1400 PRINT "FOR EXAMPLE:
     /SYSTEM.DISK/SYSTEM/FONTS/": INPUT PA$
1500 PRINT "TYPE FONT FILE NAME (EXAMPLE:
     GENEVA.9)"
1600 INPUT FF$: PRINT
1700 PRINT D$;"BLOAD ";PA$;FF$;",A";FA;",T$C8"
1800 FOR I = 1 TO PEEK (FA): PRINT CHR$ ( PEEK
     (FA + I));: NEXT
1900 PRINT
2000 FH = FA + 1 + PEEK (FA): REM    START
     ADDRESS OF FONT HEADER
2100 PRINT "SIZE = "; PEEK (FH + 6);" POINTS"
2200 FR = FH + 12: REM  START ADDRESS OF FONT
     RECORD
2300 FC = PEEK (FR + 2):LC = PEEK (FR + 4):
     REM FIRSTCHAR, LASTCHAR
2400 RH = PEEK (FR + 14) + PEEK (FR + 15) * 256:
     REM  FRECTHEIGHT
2500 R1 = RH - 1
2600 RW = PEEK (FR + 24) + PEEK (FR + 25) * 256:
     REM  ROWWORDS
2700 RB = 2 * RW: REM  ROWBYTES
2800 FB = RH * RB: REM   NUMBER OF BYTES IN
     FONT STRIKE
2900 FS = FR + 26: REM   STARTING ADDRESS OF
     FONT STRIKE
3000 LT = FS + FB:OT = LT + 2 * (LC - FC + 3):
     REM  LOCTABLE,OWTABLE
3100 PRINT "ASCII FROM ";FC;" TO ";LC
3200 IF LC < 128 THEN  PRINT "NO HIDDEN
     CHARACTERS IN THIS FONT": GOTO 6500
3300 MC = 128:X = LT + 2 * (MC - FC):W0 = PEEK (X)
     + PEEK (X + 1) * 256:X = X + 2
```

```
3400 W1 = PEEK (X) + PEEK (X + 1) * 256
3500 IF W1 = W0 THEN MC = MC + 1:W0 = W1:
     X = X + 2: GOTO 3400
3600 FD = 33:LD = LC - MC + FD
3700 IF LD < = 126 THEN 4000
3800 PRINT "ASCII NOS. ";MC + 94;" TO ";LC;
3900 PRINT "FROM OLD FONT CAN'T BE INCLUDED
     IN NEW FONT":LC = MC + 93
4000 PRINT "OLD ASCII NOS. FROM ";MC;" TO ";
     LC;" SHIFTED TO ";FD;" TO ";LD
4100 NN$ = "": FOR I = FA + 1 TO FA + PEEK (FA):
     NN$ = NN$ + CHR$ ( PEEK (I)): NEXT 4200
     PRINT "OLD NAME IS ";NN$;",";
4300 NM$ = LEFT$ (NN$, LEN (NN$) - 1) + "X":
     NN$ = ""
4400 FOR I = 1 TO LEN (NM$)
4500 IF MID$ (NM$,I,1) = " " THEN NN$ = NN$ + ".":
     GOTO 4700
4600 NN$ = NN$ + MID$ (NM$,I,1)
4700 NEXT I
4800 NN$ = LEFT$ (NN$, LEN (NN$) - 1) + "X":
     PRINT "    NEW NAME IS ";NN$
4900 POKE FA + PEEK (FA),88
5000 PRINT "OLD FAMILY # IS "; PEEK (FH + 2) +
     PEEK (FH + 3) * 256;
5100 INPUT "    TYPE NEW FAMILY #: ";N0%
5200 N1% = INT (N0% / 256): POKE FH + 2,N0% - 256
     * N1%: POKE FH + 3,N1%
5300 DA = 2 * (MC - FD):MU = LT + 2 * (LD - FC) + 3:
     ND = 2 * (LC - FD + 1)
5400 LU = LT + 2 * (FD - FC):NE = 2 * (LC - FC + 3)
5500 FOR I = LU TO MU: POKE I, PEEK (I + DA): NEXT
5600 A0 = PEEK (LU):A1 = PEEK (LU + 1)
5700 FOR I = LT TO LU - 2 STEP 2: POKE I,A0:
     POKE I + 1,A1: NEXT
5800 A0 = PEEK (LU + ND):A1 = PEEK (LU + ND + 1)
5900 FOR I = MU + 1 TO LT + NE - 6 STEP 2:
     POKE I,A0: POKE I + 1,A1: NEXT
6000 OU = LU + NE:PU = MU + NE
6100 FOR I = OU TO PU: POKE I, PEEK (I + DA):
     NEXT
6200 NN$ = NN$ + "." + STR$ ( PEEK (FH + 6))
6300 PRINT D$;"CREATE";PA$;NN$;",T$C8"
6400 PRINT D$;"BSAVE";PA$;NN$;",T$C8"; ",A";
     FA;",L"; PEEK (48859) + PEEK (48860) * 256
6500 PRINT CHR$ (7), CHR$ (7)
6600 INPUT "ANOTHER FONT? (Y/N) ";A$
6700 IF A$ < > "N" AND A$ < > "n" THEN 1500
6800 INPUT "DIFFERENT PREFIX? (Y/N) ";A$
6900 IF A$ < > "N" AND A$ < > "n" THEN 1400
7000 PRINT D$;"PR#3": REM  RESET 80 COLUMNS
```

Listing 5.

{ This is a revision of the TML Pascal procedure DrawFonts, by
Richard FitzHugh.
   It replaces the procedure with the same name in the TML Source
Code Library program FontDemo. This version displays font
characters for all ASCII codes. To use:
   1. Copy all desired fonts into the folder
      /TML/SYSTEM/FONTS.
   2. In FontDemo, change statement "uses QDIntf, GSIntf,
MiscTools;" to

                                                    contd.

```
"uses QDIntf, GSIntf, MiscTools, ConsoleIO, ProDOS16;".
 3.  Replace procedure DrawFonts with this version.
*** FontDemo is copyrighted by TML Systems, Inc.  ***}

procedure DrawFonts;
 var
  c,i,ii,fsize,dy : integer;
  myFontID : FontID;
  ss,fontname : string;
  ans : char;
  StdFontHandle : Handle;
begin
  SetBackColor(15); SetForeColor(0);
   StdFontHandle:=Getfont;
  REPEAT
   moveto(10,10); write('Type font name: ');
    readln(fontname);
   myFontID.famNum := GetFamNum(fontname);
   myFontID.style := 0;
   moveto(250,10); write('Type font size: '); readln(fsize);
   myFontID.size:=fsize; dy:=trunc(1.25*fsize);
   InstallFont(myFontID,0);
   FOR i:=1 TO 8 DO
    BEGIN
     ss:=''; ii:=32*i;
     FOR c:=ii TO ii+31 DO ss:=concat(ss,chr(c),' ');
     moveto(10,10+dy*i); DrawString(ss)
    END;
   SetFont(StdFontHandle);
    moveto(450,10); write('More? '); readln(ans); EraseScreen;
   UNTIL (ans='N') or (ans='n')
end;
```

Staying in Touch With PC Technology

by Bud Stolker

If you've been watching this space, you know by now that we build very special IBM-compatible personal computers. We custom-tailor systems for you, our clients, right down to the chip level, and we provide a blockbuster battery of software to make you immediately productive.

We take pride in our nontraditional, innovative, client-oriented approach to supplying personal computing power. But rather than describe yet again in this space what's so special about our Generic PCs, we focus this time on some current directions we're pursuing in the hope that you'll find something of interest to your own situation.

Desktop Publishing: Until now being your own Gutenberg meant shelling out lots of cash for hardware upgrades, fancy software, a laser printer, possibly a scanner, and lots of books and training. Now we have a delightful solution for those of you who want to dabble with personal publishing without spending big bucks or conquering a huge learning curve. Take the world's best-selling publishing program and try your hand at *WYSIWYG* (What You See Is What You Get) page processing with built-in text editing, font control, automatic multi-page text flow and graphics blocking and editing. Our basic publishing package includes a smooth-running mouse and a separate mouse-driven word processing program. Total price: *less than $150*, and the package uses your existing hardware. Oh, and our new Imaging Support Package gives you access to Landmark's video and page scanner systems for great graphics input.

System support by remote control: On-line service and support lets us make "house calls" to your computer by telephone. We can share control with you at your keyboard, or—with your permission—we can take full control: to install and update software, boost your system's performance, and even diagnose your PC without the need for an in-person visit. Our software includes high-speed file transfer capabilities using data compression. We can even feed your computer new files as a background task. That way you can keep working as your system chats with our computer. Absolutely *no technical expertise* is required; you don't even need to know how to operate a modem. We can set up your computer so that it autodials us late at night; we'll do the maintenance as you sleep.

80386 technology: Those of you with an interest in leading-edge technology will find our 20 MHz. System 386 to be the *ne plus ultra* of personal computing. Rather than a warmed-over 286-type machine, the System 386 is engineered to be a 32-bit powerhouse with its 25ns static RAM, 1:1 interleaving, and zero wait state operation. (You want buzz words? We got 'em.) Yet it still handles AT-style expansion cards. It's comparable in speed to the Compaq Deskpro 386/20, but with a far more palatable sticker price. For the Rest of Us there's still Landmark's 13 MHz. zero-wait-state AT, which provides all the processor speed most power users need. It's plenty fast and plenty affordable.

Financing arrangements: We're now leasing systems. Smooth the cash flow by leasing your next computer, including all peripherals and software. After one, two, or three years of regular payments, the system is yours. Our corporate clients are finding this a convenient way to add new PCs and laser printers without blowing the bankroll.

When you're ready to buy a personal computer or a PC upgrade, let's chat. We have elegant solutions at surprisingly reasonable prices. Dollar for dollar, no one gives you better value than Landmark, and we're prepared—and delighted—to show you why.

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QUICKEN ON THE IIGS: A Review
by Chuck Ward

"Quicken" is a software program that allows you to keep track of the financial side of life, including balancing your checkbook(s), printing checks at bill-paying time and flagging business expenses and/or tax deductible expenditures. Quicken will write a check, record it in the check register, update the balance, and print the check with the name and address of the payee—for fast mailing in a Quicken window envelope. It allows you to balance your checking account(s) by comparing the final balance with the check register, and categorize expenditures for budgeting and tax purposes. You can even export data from a Quicken account to an AppleWorks spreadsheet file.

The latest version of Quicken is available in ProDOS and allows the user to keep more than 1 account (checking or savings) on a single 3.5 inch disk. Once you set up the ProDOS pathnames, the program remembers them and you can select them from a menu when you boot up Quicken again. The Program is easy to install on a hard disk drive as well as a 3.5 inch or floppy disk. I have it set up on our Apple IIgs using the Sider D2 20 MEG hard disk on the program volume "S1", with my checkbook files on the data volume, "S2". I select it using the PROSEL program selector and it works very well—and it's very fast. The Program's ProDOS pathname on my Sider using is /S1/QUICKEN/ QUICKEN.SYSTEM/. For the data files, the pathname is /S2/ Q.DATA/CW/—where "CW" is the name of the data file for my personal checking account. My wife can't be bothered using the computer for this chore and balances her checkbook manually.

The big advantage of Quicken for most Apple IIgs users is that it mimics most of the AppleWorks command features. Thus you can move through the electronic check register using the familiar "Open-Apple-cursor" commands or space through the Check Register with "Open-Apple-1", etc. This makes the Program feel very comfortable quickly. I like that!

Each 5.25 inch disk can hold 1 account; each 3.5 inch disk can hold up to 5 accounts. If you put the Quicken Program on the same disk as your data files, then each disk can only hold 3 checking accounts. With a hard drive, there are no limits—other than disk storage capacity. With a two drive system, which most Apple IIgs users will have, it is best to put the Program disk in one drive and the data disk in another. It can also be run from a RAM disk of at least 256K. Although I generally run the Program from the hard drive, I usually back it up onto 3.5 inch disks.

There is a program on the Quicken disk called AW.System that allows you to transfer and combine several checking accounts into one AppleWorks spreadsheet file. There is another, called Quicken.RAM, that allows 3.5 inch disk users to automatically load Quicken onto an Applied Engineering RAM disk, which will make the program run even faster.

The Main Menu has the following modules:

1. Write Checks
2. Use Check Register
3. Balance with Bank Statement
4. Search and List
5. Backup Data Disk
6. Transfer Data to Appleworks

There is a very useful "Help" screen available no matter what option you are using. I liked that when I was first learning to use the Program.

I've never printed checks using Quicken. I just bought it to help me balance my checking account. The Intuit Company, which markets Quicken, sells blank checks and window envelopes if you want to use these features. I'm sure they're also available from other business forms vendors—and are probably much cheaper.

The Memorize and Recall feature allows you to use shorthand to enter data into the check register and to avoid typing the names of the companies you're paying your bills to. After setting up an item in the Check Register the way you want it, type "Open-Apple-M" to store the entry. By typing 2 letters and then "Open-Apple-R", you can have all or part of an entry entered into your check register automatically. "Open-Apple-L" lists all the entries you have stored—in case you forget. For instance, I keep the amount of our mortgage payment the same because it does not fluctuate from month-to-month. When paying our telephone bill, however, I only have the Payee, C & P Telephone Company and the memo monthly bill entered automatically. I always type the amount into the register because it varies widely each month.

There is a fairly powerful Search and List feature which allows you to search a database (check register) by date, Payee or Memo. Although I have yet to use it, I will eventually. I suspect this will be particularly useful at income tax time next year. There are also detailed instructions for balancing a checking account and making back-up copies, which is a must. To balance the checking account, all entries must have been entered into the Quicken data base. Then you compare the entries in the Quicken check register with the bank statement and mark (or post) each item that matches. Next the Program prompts you to enter the ending balance from your bank statement. Using a fairly pleasant graphic device, it quickly shows you whether or not your account is in balance. I hold my breath every month! The most disappointing feature of the Program was the suggestions for finding the error if an account doesn't balance. Although the Program does make suggestions, they are essentially useless. You have to go back over your checkbook entries and bank statement manually. The Program does list the number of checks and deposits made to the account, which is often useful, however. The most frequent source of errors for me has been the service charges and interest that only appear in the Bank Statement, not in my manual check register. The account has always balanced once I enter these items. The Program does allow you to choose the Quicken balance as correct, if you get frustrated. I did that the first time I used it, but went back later and eventually found my error. I had entered a small deposit in the wrong column.

David Sparks gave Quicken a favorable review in the April 1988 issue of *Call-A.P.P.L.E.* He has written a two part article comparing several of the major financial software packages, such as On Balance, Smart Money and Dollars and Sense. Although Quicken lacks some of the features of these more elaborate programs, it does what it purports to do well, i.e.,

MICRO COOKBOOK ON THE APPLE IIGS: A Review
by Chuck Ward

"Micro Cookbook" is a recipe database and management program than runs on the Apple II series of computers, including the Apple IIgs, Apple IIe (with 128K RAM) and the Apple IIc. It was written by Brian Skiba and Balkar Singh; the Manual was written by Eric Delore.

The Program allows the amateur (or professional) cook to store, modify and print over 1,000 recipes. The screen for each recipe contains 6 sections: the recipe name, serving size, cooking time, main and sub-classifications, a list of ingredients (in 4 columns which include quantity, unit of measurement, preparation instructions and name), and space for typing detailed cooking directions. Each section can be modified to the user's tastes. The Program prints: individual recipes, lists of ingredients, categories, and a shopping list. This latter item can be further modified to include nonfood items, such as wine, flowers, candles, etc.—that might be needed for a dinner party. Although the number of servings a recipe can handle is modifiable, the maximum number of servings per recipe is 299, enough for any sane cook. When the number of servings is changed, the quantities of ingredients and the shopping list are also modified. However, the user must be sure that any needed changes are also made in the cooking time, and any other pertinent directions for preparation.

The Program will run from 5.25 inch floppy disks, 3.5 inch disks and a hard disk. I have it set up on the Sider D2 (20 MEG) hard disk, and it runs fine. It also works as it comes out of the box, on the Imagewriter II printer. Pinpoint recommends between 256K to 1MEG RAM and a hard disk or a 3.5 inch disk drive, as well. Pinpoint's instructions for setting the Program up on high capacity disk drives was, as usual, poor. The Manual never mentioned, for instance, that the recipe text files must always be named "recipe" within the ProDOS pathname. This was a significant oversight that cost me almost 1 hour of set-up time until I reasoned it out.

The Manual that comes with Micro Cookbook is approximately 60 pages long and printed in typical Pinpoint fashion, i.e., not impressive. It is adequate for the job at hand, but not verbose. There are sections on configuring and installing Micro Cookbook on most disk storage configurations the user is likely to encounter. I had no trouble installing Micro Cookbook on my Sider D2 hard disk drive, and then later on a 3.5 inch disk—which I have come to prefer. I now have both the Program and 5 recipe disks (5.25 inch) on one 800K 3.5 inch disk, with a second 3.5 inch disk as a back-up. Installation requires an understanding of the cursed ProDOS pathnames, which I still find troublesome. There is a ProDOS Pathname Primer in Appendix D of this and other Pinpoint Manuals, which is helpful to the novice. Give Pinpoint one for consideration. However, I wish they would take a page from the Beagle Brothers' approach to making program installation easier. Other appendices in the Manual include: a list of ASCII codes; an list of error messages that the Program can generate (I wish all programs would do this); and instructions on how to install the Pinpoint desktop accessories on the same disk. Installation of Micro Cookbook on a high capacity disk

requires that the ProDOS pathnames of the various Program modules be specified. In addition, the location of the volumes and directories of each recipe disk must also be specified. As an example, I called my 3.5 inch disk "CB", and the Directory (or Subdirectory—if you prefer) "Family Favorites". Thus the ProDOS pathname specified on the "Recipe Configuration Facility" menu was: /CB/FAMILY.FAVORITES/. If you enter the text file name, which should always be "recipe", it will not work. You can specify up to 8 such recipe disk locations, including separate disks, I assume.

Recipes can be selected by: name, category and/or ingredients. As an example, you might feel like Italian food tonight and want to use left over broccoli. You could plug either or both as selection criteria into the Micro Cookbook Program, and the Program would suggest your Aunt Millie's recipe for broccoli Parmesan. You can also specify low calorie recipes when you decide to go on a diet for the fifth time this year. Recipes can be changed once they are added to a disk. The process is fairly tedious because of the primitive editor, but it can be done. You can change the recipe's name, the list of ingredients, the cooking instructions, and the number of servings. When the latter is changed, the amount of each ingredient will also be adjusted accordingly. When selecting recipes by name, you can use the wildcard character "*" to substitute for one or more letters and the greater than ">" or less than "<" symbols to quickly search for recipe names above or below your specified names in the recipe files. The carat symbol "^" automatically excludes what ever follows it at the bottom of the "Ingredient Index".

The reason I bought the Program is to enter my own recipes, as many as I like. I can save clippings from newspapers and magazines, or suggestions from co-workers, in my own private recipe file. I like this feature. When you enter a recipe, you can specify: the name, the number of people it serves, a main and sub-classification, a list of ingredients and detailed cooking instructions. My biggest complaint about the Program is that the text editor for the "preparation or cooking instructions" section of the recipe menu is very poor. Specifically, it doesn't have the word-wrap feature. Thus, if I type "diced", the "d" may be on one line of the printed recipe and the "-iced" portion of the word diced on the following line. This is very annoying. You can't switch between the insert and strike-over cursors, as you can in Apple-Works. Also, in moving through the recipe, you can't use the key combinations like "open-apple-right-arrow" etc., to speed up the process. You must slowly space through every section (and ingredient) of the recipe. What primitive programming!!. Still, it's the only game in town—and useful, despite these fairly major shortcomings. A spokesman for Pinpoint says they have no plans to upgrade the Program in the near future, concentrating instead on new products for the Apple IIgs. Recipes can be renamed, the recipe index sorted alphabetically, and recipes can be transferred between one recipe disk and another. I have found that useful as I have modified some of the recipes that came with the Program and decided to rename them and claim them for my own by placing them on the "Chuck's Recipes" disk.

There are several advanced techniques discussed in Chapter 4 of the Manual. There is a module for creating a new recipe file on a floppy or high capacity disk. You can change the blink rate of the cursor, the cursor character itself, and the control keys used by the Program. You can also use Micro Cookbook as a program selector for other software—by customizing the Cookbook Environment Program Screen. There are detailed instructions for customizing the printer access codes, so the Program should work on most printers. The line width, baud rate, parity, data format and several other printer parameters can be specified. Personally, I found the level of detail scary. The Program (which is also available in an IBM version) even has a module that allows the Apple IIgs user to send a recipe (via modem) to a misguided friend with an IBM computer. The ability of Micro Cookbook to receive recipes from an IBM computer is not mentioned in the Manual. The IBM recipient must have Recipe Express, the cookbook utility program available from, you guessed it, Pinpoint.

The Micro Cookbook Program also includes the following, mostly useless, modules: an amateurish glossary of cooking and food preparation terms; two calorie and nutrition guides; food buying and storage instructions for meat, eggs, poultry and fish; an ingredient substitution guide; and a list of standard measures and their metric equivalents. There is no back-up utility included with the Program to allow copies to be made of the recipe files. You have to use a utility program like ProSEL or Copy II Plus. This is a major oversight in my opinion.

There are an additional 14 disks of recipes that are available from Pinpoint for $19.95 each. Among them are: California Beef; Wok Cooking; Daily Bread; Breads and Spreads; Kid's Cooker; Appetizers; Soups and Salads; Meatless Meals; Holiday Meals; and Microwave Cooking. I have not been able to find them at any of the several mail order companies I have contacted to date. Pinpoint also publishes the Bon Appetit Electronic Cookbook program, in cooperation with *Bon Appetit Magazine*, for $59.95. This program, except for some additional graphics and the gourmet nature of the 14 available recipe disks, is supposed to be essentially identical with the Micro Cookbook. I understand from a telephone conversation with someone at the Pinpoint technical support telephone in Emeryville that the Bon Appetit recipe disks also will run on Micro Cookbook.

Micro Cookbook is available from Pinpoint Publishing Company, 5865 Doyle Street, Suite 112, Emeryville, California 94708 for $49.95 (list). I paid less than $40.00 for it at the Egghead Software store in Fairfax, Virginia. The Program comes with 2 recipe disks, Basic Recipes and Family Favorites, each containing approximately 50 recipes.   ✍

Quicken contd from pg 22

balances my check book. I never asked it to do more. It is refreshing to purchase software at a reasonable price which does its job well.

Quicken is available for $49 from Intuit Company, 540 University Avenue, Palo Alto, California 94301. It is available by mail order for under $40.00. Make sure you get the ProDOS version. Egghead Software sold me the Pascal version, which is far more cumbersome to use. Intuit Company was surprised that it was still being marketed. To their credit, they sent me the ProDOS upgrade free of charge. Score one for fair play.   ✍

3. Drag all selected files/folders to your desktop (do not deselect them)
4. Select View by Icon
5. Drag all files/folders back to your folder
6. Select Clean Up while holding down the OPTION key

MultiFinder Incompatibility

? After installing MultiFinder, I find that a number of my applications will not run. Do I have to boot them from floppies with old System software on it?

A: No, not at all. Some applications, as under Switcher™, will not run under MultiFinder™. In such instances, return to the Finder, and, under the Special menu header in the Menu Bar, select the option "Set Startup" and designate start-up under Finder only. Now, select "Restart" from the Special menu, and reboot your system. Your application should now run normally. When you are ready to return to MultiFinder, you reverse the procedure, selecting MultiFinder as the startup, and reboot.

Background Printing Won't Work

? After installing MultiFinder, I tried to use the background spooling/printing option, but can't get it to work consistently. Sometimes it works, sometimes it doesn't. That feature was the major decisive factor in installing MultiFinder. Does it require additional memory? Is it application dependent?

A: No, you don't need additional memory for the Backgrounder, nor is it application dependent per se. It is application dependent only in that it will ONLY function when you are in MultiFinder. If you are running an application that is not MultiFinder compatible, and you have rebooted under Finder, the Backgrounder will not be active.

Where's My Background Printer?

? After installing System Software Update 5.0 (MultiFinder) on my Macintosh II system, I was all set to start background printing to the LaserWriter. I opened up Chooser and was all set to click the background printing option ON, but it wasn't there. Any ideas on where it's gone?

A: In all likelihood you "installed" your system software by the drag-copy method. You must use the installer and actually install background printing in order for it to appear and become functional.

Can't Select Background Printing!

? I used the Installer program to install System 5.0 software with MultiFinder and all the printer drivers, including background printing. I next go into Chooser and try to turn on the background printing option, but I can't select it, though I can see it. I thought the whole trick was to use the Installer (I did!), and still no dice.

A: You're right. You do need to use the installer, but you also have to have a LaserWriter SELECTED as the print device before you can select background printing, since that features is ONLY available for LaserWriter printing, not ImageWriter® printing.

Excerpted from "Tech Tidbits" with the permission of Apple Computer, Inc.

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── HARDWARE ──

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   341SL (wide carriage version of above)........ 725
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  P2200 (170 cps, lowest price 24-pin to date)....... 369
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   193-Plus (132 column version of above)....... 489
   292/293 (200 cps, 100 cps NLQ, 18-pin)...... (call)
Citizen Tribute 224 (200 cps, 24-pin, wide carriage)... 675

DAISYWHEEL & LASER PRINTERS—
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Qume LetterPro PLUS (45 cps daisywheel)............... 595
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  8830 (55 cps daisywheel, heavy-duty).............. 1149
Diablo 635 (55 cps daisywheel)........................ 825
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Okidata Laserline 6 (6 ppm, H-P Plus compatible)...... 1495
PS Jet (Postscript upgrade for Canon/H-P lasers)...... 2150
AST Postscript TurboLaser (8 ppm w/Postscript)....... 3095
QMS-PS 800 Plus (8 ppm, LaserWriter compatible)..... (call)
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  30-/ 50-meg SCSI drive..........649/995
  Infinity (10-meg cart, reads IBM).. 895
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Dove MacSnap & SIMM memory upgrades..............(call)
SuperPaint / FullPaint........................... 85/65
Kensington Mac System Saver (fan & surge protector). 75

M A C I N T O S H *(vertical label at left of Macintosh section)*

AppleWorksUpdate

FROM NANCY SEFERIAN

My brother, who is also a WAP member who lives in Idaho Falls, Idaho, is interested in a response to this question: "I have Version 1.1 of Appleworks. What would be the advantages, if any, of upgrading to a later version?

FROM LOU PASTURA

Nancy, the only things within AppleWorks that were upgraded were 1) Recognition of additional RAM (but if he has additional RAM he probably already has patches that came with his ramcard (unless it's an Apple); 2) Mail Merge (2.0 has it—earlier versions do not); 3) A couple of spreadsheet things I can never remember because the only thing I use the spreadsheet for is to print in columns! All in all, the general consensus has been that the upgrade isn't worth it for what it does to AppleWorks. However, (and that's a BIG however) the enhancements that are available for 2.0 that don't work on earlier versions (UltraMacros, SuperFonts, etc) are **definitely** worth the upgrade if he's a regular user of AppleWorks. Hope this helps.

FROM PAUL SCHLOSSER

I'd add to what Lou posted that there were some bugs in version 1.1 of AppleWorks that were corrected in 1.2 and 1.3. But the biggest reason to upgrade is so that you can take advantage of all the AppleWorks add-on products, such as the TimeOut series.

FROM LEE RAESLY

AW 2.0 also adds the ability to directly recognize 3.5 disks. NONE of the current, very powerful AW Add-ons work with any version earlier than 2.0 This, alone, is sufficient to get the upgrade. Mail Merge is also in 2.0 It is very simple to use, and very powerful.

GS Pascals

FROM DAN HUGHES

A simple question. Byteworks says their Orca/Pascal desktop is not compatible with TML Pascal. OK, but couldn't you put all of the TML uses into the Orcapascaldefs folder and thus be able to compile TML under Orca Pascal? Dying to know?

FROM KIM BRENNAN

Boy, that sure looks like a simple question! My answer would be to get the APW version of TML Pascal (rather than the TML Shell version) and then get Orca/Pascal and use both from Orca! Unfortunately this means you don't get whatever advantages TML's shell has (even if you DO use Orca's SHR shell) and Orca's debugger probably won't work entirely on TML Pascal either. Actually writing TMLPascal code and trying to make enough extensions via Orca/Pascal to get it all to work is probably fruitless. They both use some stuff (named the same but with different functions) that is incompatable with the other or duplicate some stuff (different names but similar functions). Isn't programming wonderful?

ProDOS 8 Ver 1.4

FROM MICHAEL J MEHL

This seems to be the best place to ask this: I just got ProDOS 8 version 1.4 from Clinton Computers. I'd like it to read 40 track 5 1/4" disks. Version 1.1 had to be patched to do this. So: (1) Does 1.4 need to be patched? If so then (2) Does anyone know what the patch is? Thanks for your help.

FROM DALE SMITH

Yes, it does need to be patched, but I'll have to look up the info to tell you how. Only one byte has to be changed.

FROM DALE SMITH

I have looked up the procedure. **Do this only on a copy of** ProDOS—in case of error, you still have the original.
  UNLOCK PRODOS ; if it's locked
  BLOAD PRODOS,TSYS,A$2000
  CALL -151
  58E3:40
  3D0G ; that's a 'zero' in the string
  BSAVE PRODOS,TSYS,A$2000
  LOCK PRODOS
Just use the capitalized parts before the ';'—explanatory comments follow the ';'. ProDOS will now be able to read 40-track disks, though you will need a 40 track formatter to set them up.

FROM MICHAEL J MEHL

Thanks for the help. I have the 40-track patch to FILER, which I assume will still work.

FROM DALE SMITH

Yes, that's the other part of the equation that I didn't include. I'm glad to hear that you have it.

FROM MICHAEL J MEHL

We should list the FILER patch, in case anyone's interested: FILER comes in two versions, dated 1 Jan 84 and 1 Jun 84. If you have the later version, then
  BLOAD FILER,TSYS,A$2000
  CALL -151
  426A:40
  79F4:28
  3D0G
  BSAVE FILER,TSYS,A$2000
If you have the earlier version, replace "426A" by "4244". This will cause FILER, bless its soul, to format ALL of your disks in 40 track mode. By the way, many older Apple Disk II's will only allow 36 tracks. To get FILER to format 36 tracks, instead of the current 35, and so get 8 more blocks of storage/disk, replace "426A:40" by "426A:20" and "79F4:28" by "79F4:24". P.S. I hope this helps someone. Most of the information is in Open-Apple v1 n3.

contd.

Publish It!

FROM DAVE HARVEY

Anyone here have experience with Publish It!? Is it a good program?

FROM PAUL KELBAUGH

I have it. Its as good as anything else for DT Publishing on the market, for the II GS, but I'm not sure that says anything. It gets a great review in the current InCider magazine. I found it easy to learn but was very disappointed in the number of printers it supports. If you aren't running a main line computer, you may have a compatibility problem. It does not specifically support the Imagewriter LQ, which means only Imagewriters I & II. A friend had bought it specifically to use with his new IW LQ and was disappointed. I will sa that the customer service and post-sale support from this company is Excellent! The version currently available is NOT a IIGS specific program, merely a II program. They promise a IIGS specific version later this year.

FROM DAN HUGHES

I've seen it, and it is not anything to write home about. It's an 8-bit low resolution, command driven piece of junk. Wait for Medley, which is supposed to be out in June. I've seen the advance literature on Medley and it looks great—sort of like PageMaker for the GS. Publish It!, Personal Publisher and the rest are for the IIe/c crowd.

FROM GARY HAYMAN

I got Publish It! the other day at Crown Books. Almost the same price as the mail order houses and the same price as Egghead. This is really a great Desktop Publishing program for the IIe and IIgs. I place it up in /RAM5 and it is fast acting. I am really surprised as to what it can do as far as incorporating AppleWorks files and graphics and preparing newsletter type publications mixed with graphics. You can re-size the type and choose other fonts and it changes instantly surrounding the graphics perfectly. You can change the size of the graphics, their position, and even the text windows quickly. None of the 'Newsroom' problems. It is even great for signs. WYSIWYG (well almost). There is a big manual. I may write an in-depth review, although some glowing ones were just written in some of the big Apple magazines. It received 5 stars in one. It is really good and only costs (discount) about $75.

FROM DAVE HARVEY

I played around with the program at one of the software stores and it does seem like a capable program. I was disappointed that it can only import graphics that were made with Dazzle Draw. It would be nice to be able to import stuff from Print Shop or other formats. Maybe they'll have an upgrade that will address this point. I'm thinking of getting it also. There's been a number of reviews that rate it highly.

FROM GARY HAYMAN

Dave, I think that we can do a workaround for the Publish It! First, it is not limited only to Dazzle Draw. I believe that it will take normal Hi-Res Graphics such as those prepared by Blazing Paddles, Micro Illustrator etc. Pg 5-55 of the Manual sez that it will recognize standard APPLE high resolution and double high resolution graphics. It WILL NOT take Print Shop graphics directly—although the new version, I understand from a call to TIMEWORKS, will be able to import it. Well, all we have to to is to find some way to get the Print Shop graphics on to the hi-res screen, break the program and save the screen. Then we will have a screen that can be used. On the WAP disk that I prepared on Print Shop there is a program that loads 6 print shop graphics on the screen at the same time. It was modified from one which loaded 9 on the screen. All you would have to do is to place your graphics in a file and use the program to call 6 or more up at a time to the screen, break the program with a Ctrl-C and save the screen with a BSAVE SCREEN, A$2000,L$1FFF. Put a bunch of these screens on a floppy and use them when you want to import a picture. I also bet that there is a way to get the Newsroom clip art files saved the same way. Then we can use all of the available art work for Publish It! Dave, if you do any of this, or have some ideas on the subject, please let me know. I have this set up as one of my future projects for I plan to use Publish It! quite a bit. It can really do a lot. I understand that some people are really using it on a monthly basis for producing a newletter. The quality of the product on the Imagewriter is very good. !

FROM DAVE HARVEY

When I get stuck, I always check the Beagle Bros catalog. Sure enough, their Minipix software has a conversion utility included that converts their Minipix as well as Print Shop pictures into hi-res images. When at the National Apple Users Group Conference a few weeks ago, I heard some user group reps say that they were using Publish It! for preparing their newsletters. This month's issue of Call-A.P.P.L.E. reviews a number of the DP programs and rates Publish It! as the best quality output to the printer. Judging from the examples of the different programs printed there, Publish It! wins by a long shot, especially on Large fonts like headlines.

The Cost Of RAM

FROM ED DONNELLAN

Why have RAM chips become so expensive? Is it protectionist trade legislation, or just very heavy demand? In either event, what are the prospects for an improvment in price, and when?

FROM ALLAN LEVY

Well, our manufacturers complained about dumping so the Japanese have been watching the grey market stuff. Meanwhile our wonderful companies have been going from 2-8+ dollars per chip. So much for protectionist legislation. Meanwhile chips are selling for 2 dollars in Japan for 256K and 12 dollars for the 1M. I have had a terrible time getting chips for my business. The problems are incredible. Now Kodak is writing and complaining about 3.5 disks so get ready. Also IBM needs lots of memory.

FROM ED DONNELLAN

Any chance the big boys like IBM will twist congressional arms to improve the situation? Or (likely) do they somehow make bigger bigbucks from it?

FROM BRETT PARKS

IBM makes their own RAM chips, and therefor ehas no reason to help ease up the shortage for everybody else.

<div align="right">contd.</div>

FROM KIM BRENNAN
Yes, memory chips are extremely expensive now. This is NOT because there is a WORLD wide shortage, but rather because the US chip makers forced the Japanese to severely reduce their imports. As usual the result is higher prices to the consumers. It's too bad you didn't get memory when the price was low, as it is very likely that it will be a LONG time till those prices come down again. US chip makers don't produce anywhere near the volume that the Japanese were producing, so of course they don't have the advantages of mass production (and lower costs) afforded by mass production. They complained to Congress who felt that they were correct that the Japanese were dumping chips at below cost. At sometime before complaining, these people should check and see if increased production (but lower individual profits) and lower retail prices actually create higher total profit, than would be produced by lower production (and higher per piece profit) and higher retail profits. I doubt that this type of study has been done.

FROM DALE SMITH
Yeh, Micron Technology filed the "Dumping" suit, won it, and now all the American manufacturers are raising their prices to [currently] $10-11 per 256K chip. However, the street price for such chips in Japan [adjusted for exchange rate] is reported to be $2 and 1 Meg chips for $12! Somehow I think the dumping business was a farce!]

//c Users Sub-Group
FROM HOWARD HAYS
Is anyone interested in forming a sub-group of //c users? All I read about in the Pi is IIgs, and other hardware, but there's not too much being generated about the //c. I had one hell of a time contacting other //c users, especially when it came to system peculiarities. How about it? Anybody feel like stepping forward?

FROM CURTIS LAURET
Yes. I would like to be a part of a //c support group. I own two. I have had one in my home now for four years and just purchased one for use in my office (I like it better than the IBM clone sitting right beside it). The //c is probably one of the most versatile and user friendly machines around, and you are right, it just doesn't seem to get the proper respect it deserves. Viva the //c!

FROM HOWARD HAYS
Thanks! I have to agree with you! For its size, the //c is very versatile indeed. A buddy of mine has installed one in his van for Packet Radio (HAM) purposes, and has discovered that it will operate off the cigarette lighter. I've had mine for about two years, and have had only one problem. I was unable to use TCS systems with an 8-N-1 parity, and was forced to use 7-N-1. Oddly enough, any BBS which I logged onto recorded me as 7-E-1. But since I had to replace my main board a few months ago, I've had no problems. Incidentally, Apple Access II will accomodate a parity of 7-N-1. >>Who says we don't get respect?<<

External Floppies for //c
FROM KEN DE VITO
I need an external drive for my daughter's //c. If I had my druthers I would go out and buy a brand new UniDisk (if I could find one)

but I can't afford it, being on a fixed income. What are the disadvantages to the Apple 3.5" External Disk, and should I consider 3rd party drives? If you have or know of someone who may have one of these external drives for sale, please let me know.

FROM DALE SMITH
For the //c you have to use a UniDisk 3.5; the //c cannot use the Apple 3.5 drive. I'm not sure whether there are any third party 3.5 drives for the //c; someone else may know that. So you'll have to look for used UniDisk 3.5 drives unless someone can suggest an acceptably priced third party drive.

FROM DAN HUGHES
Only Apple's UniDisk 3.5 will work with //c. No third part 3.5 drives will work. I know because I originally bought my 3.5 UniDisk for a //c and Apple's drive is the only way to go. Numerous third party 5.25 drives will work

ProSel And Deskworks DAs
FROM LAWRENCE HAIDER
Jon, You did such a great job in helping me with my AW problem, now I have another one for you. I bought ProSel a few weeks ago and have thus far been very happy with it. I have been experiencing a problem, however. It seems when I run ProSel, when I then run any SYS16 program (including Finder) some of my DeskWorks DA's crash the system (Calendar, Notepad, PhoneFiler and Scrapbook). I don't have any idea on how to prevent this from happening and I often find these DAs useful. I prefer ProSel over Finder for most tasks and would like to use it, but not if it will cripple my DAs. I have tried to recopy the DAs and ProSel from the originals and the problem still exists. Have any other ProSel users experienced this problem? If I'm missing something please let me know. Does Glen Bredon know of this problem? Thanks for any help you can give me.

FROM DAVID PAGE
I have been using ProSel for a LONG time—and also have DeskWorks DA's all installed on my hard disk, but I have never had the problem that you have described (I never use the Finder). Don't know why yours is trashing the DA's. Are you using the Editor to run your SYS16 files? Are they Copy Protected? Why would you boot ProSel and then run Finder?

FROM LAWRENCE HAIDER
I was using ProSel for a short time before I noticed that it was trashing my DAs. I run Finder occasionally still to do file maintenance because I find it is more intuitive, and even a little fun. Finder is not the program I discovered my problem with. I launched MultiScribe GS from ProSel and discovered my DAs didn't function properly. I tried reboots and still had the same problem when working out of a SYS16 program. I changed my START program back to Finder and Voila! No Problems. Back to ProSel. Launched DPII and crash! My DAs locked up the system. I don't know what the problem is but I sure wish I (or someone) could fix it. I thought ProSel would be my new standard "Desktop". But, its back to Finder for now. Thanks.

FROM DAN HUGHES
In my humble opinion, anyone who's running ProSel for their

(contd. from last month)

Software

FROM CHARLES REILLY ON 03/17

I need a good dictionary. My abridged Oxford is not complete enough. Please advise if a good dictionary exists on disk. If it comes with spell checker and/or thesaurus, fine. But I need the dictionary the most. What's good?

FROM HOLGER SOMMER ON 03/17

Charles, did you get the new version of MacWrite yet? It has a great spell checker. I also use Coach Professional (the former MacLightning improved). But I am impressed with the spell checker in MacWrite. BTW how much was Stats-datadesk and where can I get it? Is it in the public domain?

FROM CHARLES REILLY ON 03/18

Datadesk is available through Kinkos. Or ask Kinkos for the toll-free mail order number. Holger, there are two versions, one for students and one for professional scale work. The student version is $38. I dunno about the pro version. BE CAREFUL, Kinkos may not have both versions or they may send you the wrong one. You should really take a look at the Kinkos catalog, lots of good stuff. Okay, Holger, I checked it out. Kinkos only has student version-limited to 15 real-data variables and about 1000 total numbers. The number of Kinkos is 1-800-235-6919. Also call them for getting a catalog of academic software. Now, Data Desk PROFESSIONAL can be gotten thru Data Description Inc., Box 4555, Ithaca NY 14852 or 1-607-257-1000. Price around $175 list, I think, but not sure.

FROM PAUL HORN ON 03/29

We have a 6 year old who is beginning to do some writing. I would like in the next year or two to be able to show him what a word processor can do to make life easier for writers. Are there any word processors out there for kids in the 6 - 8 year old range? Also, what programs might be useful in teaching him how to use the keyboard?

FROM LINDA VAN ZEE ON 03/31

I am doing some research for my Master's thesis that involves evaluating educational software according to certain cognitive learning styles. I am looking at a total of 67 specific pieces of software and have only 4 more to go, but have been unable to locate them. I have already exhausted the resources at the computer centers for area school districts and colleges that would allow me to look at their software. I also went to software stores that would let me open a package and try it out. If anyone has access to any of the following pieces of software, please call or leave a message so that we could arrange a time when I could look at it. Phone: 866-9574 (Springfield).

Title	Publisher
Go to the Head of the Class	Media Materials
Africa	Educational Activities
Revolutions: Past, Present,&Future	Focus Media
Sea Voyagers	Mindscape
Discovery: A Map Skills Program	Nystrom
Economics: What How & For Whom	Focus Media
Money and Banking	Data Trek
Hinky Pinky Game	Mindscape
Word Mount	Random House
Mind Over Matter	Mindscape

FROM JOHN JENNINGS ON 03/31

I know that Bank Street Writer has a kid's word processor that is used at many elementary schools in my county. I do not know how good it is and what it really can do. Typing of course is another problem. Little kids will have a great deal of difficulty with that but I cannot make any worthwhile suggestions on that topic. Good Luck.

FROM DAVID KREISBERG ON 04/04

There are two programs that I've used that you might want to look at as WP. One is Magic Slate from Sunburst which has a 20 column mode with large type and icons to print, etc. The other program is The Milliken Word Processor which works in 40 columns (80 too, I think) and is also icon based. Both programs have numerous support disks—for example, the Milliken WP has a brainstorming module, spell checker, and grammar checker. As for typing, we use the keyboarding primer from the Stickeybear series and are waiting for the upgrade to Broderbund's Type (which I have heard is excellent).

FROM PAUL HORN ON 04/05

Thanks. Do any local stores sell these products? Also, my wife is a little concerned about getting a spell checker right now. She's afraid he won't learn to spell. Has anyone done any research on this? Does use of spell checkers help or hinder learning to spell? Given that there are spell checkers is it all that important to learn to spell?

FROM PAUL CHERNOFF ON 04/05

I never had a spell checker when growing up (besides parents and teachers) and managed to become a lousy speller, so lack of one is guarantees nothing. I think that as an adult my spelling has improved because the checker finds words which I originally thought were OK. How about getting a thesaurus program? It won't spell check but your son could use it to check the spelling of words (by entering the word in question) and can discover on his own how words are related to each other (for this purpose I recommend Word Finder for the Mac).

FROM JOHN HARE ON 04/05

Paul (and Paul), I am in favor of kids who use word processors using spell checkers. People generally spell words in ways that appear to be correct to them. Spell checkers can point out errors without the possible trauma that can proceed from a teacher's red marks on a paper. The ideal spelling checker would record the correct spellings of words missed in a temporary file and allow

contd.

the user to print them out for future reference (and practice). I believe that Hayden Speller (an otherwise unsatisfactory product) did this in the Macintosh version. Other independent checkers may offer the same feature, but I haven't seen it with the checkers integrated into word processing programs. The point is that a kid can learn to recognize a lot of correct spellings before getting out of school, and a spell checker can help in this. I'm not entirely sure I concur with the suggestion of a thesaurus, although I use Word Finder frequently. For example, I recently checked to see what synonyms WF would give me for "sonnet," expecting that it would give me none. It listed about half a dozen, including "ditty" and "doggeral," as I recall. It also listed "poem," which in most cases would be less specific and satisfactory. Some of my students use WF and similar products, and I can easily tell when they've chosen an alternative without worrying about what it really means. Consequently, I point out frequently that they should never use a thesaurus without a dictionary at the risk of making fools of themselves.

FROM PAUL CHERNOFF ON 04/05
I only started using a Thesaurus when writing my master's thesis and I quickly learned to love it. Then again, I would never trade in my edition of the Heritage Dictionary, though 15 years old, because much of its linguistic articles have been removed. What I would really like in an on-line speller/thesaurus is an appendix of indo-European roots. If I knew about this when I was in public school writing could have been more fun. I see what you mean about people randomly selecting words from Word Finder and how that could be a problem. But think how much fun a young kid could have jumping from word to word.

FROM KIM BRENNAN ON 04/05
Large dictionaries with origins of words will probably be something best put on CD-Roms.

FROM PAUL CHERNOFF ON 04/06
Absolutely correct. Which brings us to a new problem (which none of us have experienced yet). What happens when you want to use 2 different CD-ROM discs at the same time.

Class Administration Software
FROM JOHN HARE ON 03/01
One of my technical writing students has raised an interesting question—or several of them. He makes the point that most of the educational software that we see attempts to teach students something. Little attention seems to be given (in computing periodicals) to software that assists teachers in running their classrooms. My student's first question is what packages have been written to record attendance grades, lesson plans, or similar information? Also, would educators be interested in such programs? What functions would they like to see included? If he decides to undertake development of such a program later, he'll probably write it in the C language and for a variety of computer whose initials I dare not mention on this board. He would, however, be interested in developing a Mac version if someone wanted to assist him in converting the code. Thanks in advance for any answers. Please let me know whether you'd be willing to spend some time discussing this with my student, and if so, when and how he can reach you.

FROM JESSICA WEISSMAN ON 03/01
There are a fair number of packages in this field, ranging from VAX and IBM based systems designed to track entire elementary or high schools for an entire school year including scheduling, grades, attendance tracking, disciplinary measure tracking and a whole lot more down to simple one-teacher, one-class gradebook programs of varying sophistication. In another corner of the field are training tracker programs, designed for purveyors of corporate training classes, short courses and seminars. A number of such packages are advertised regular in THE Journal (Technical Horizons in Education) and the training journals. I've just had to do a set of requirements for a training tracker program, so I could help your student out with an edited list of those, though they might not apply with perfect directness to a school oriented program. Another good place to look for existing programs is in the large software directories to be found in reference departments. The graduate library at the University of Maryland has several such books and they bear looking into for anyone starting on a specialized software venture such as this.

FROM DAVID KREISBERG ON 03/04
I know a number of teachers who use Grade Manager from MECC and Report Card from Sensible Software. Both of these packages run on the Apple II series. The teacher's that use them seem pleased by the flexibility the programs give them to weigh grades and generate a variety of reports (individual and class). There is also a package for the Mac distributed by Kinkos that I've heard good things about, but I haven't seen it in action. I'm not familiar with any package specifically designed for planning, but I find MORE to be outstanding for that task. It allows me to easily plan and modify units in an outline format with all tests and handouts built in to the collapsing sections of the outline. The ease in which sections of the outline can be rearranged and modified make this a great tool for teachers.

FROM JOHN JENNINGS ON 03/07
There are several commercial programs available for the educator. One that I have used is called "Report Card" by Sensible Software and runs about $49. It is OK if you want to just have a running total of activities that compute an average for you. I have given that one up for one that gives you grade categories and will weight the categories and use a variety of grade systems such as standard (A,B, C, etc) or uses a percentage method. I find it to be much more versatile than "Report Card" and easier to use after you get to know it. It is put out by MECC called "Grade Manager". It really simplifies the grading process at quarter, progress, final, semester, etc. if that's how you want to use it. Of course, if you don't update the records on your disk regularly then it can be time consuming to update (which I do too much of the time) but I still find it quicker in the long run than figuring out the grades by hand for each student. At the end of a quarter the entire class average and individual grades can be calculated and ready for printout in about 2 to 3 minutes. How many individual grades can you do by hand in that time? If you are like me, not many. I have the advantage of having this program supplied by my school system so I do not know how you could get it. You might try writing to the address in the manual: Minesota Educational Computing Corporation, 3490 Lexington Avenue North, St. Paul, Minnesota 55126. This program is written for the Apple
contd.

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x

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II series computers. I really like using it. I hope this has been helpful. Maybe you can direct your student programmer to a very user friendly teacher utility for record keeping, etc. I know there would be a lot of appreciative educators out there.

Help for the Disabled
FROM DAVID HARRIS ON 03/07
The following from the April issue of MACazine: the International Blind Users Group (I-BUG) would like information on any commercial or shareware software available for the blind & visually impaired. Send info to: I-BUG, PO Box 1352, Roseville, CA 95661-1352. Or call (916) 786-3923 (modem).

Colleges
FROM HARRY ERWIN ON 03/28
One of the scouts in the troop I help with is considering his options for college. He's basically a B student, who made eagle, and who is an observant Jew. He's been accepted by a number of schools, including VMI and VA Tech. He's leaning towards VMI based on facilities and size. Am I right in assuming VMI is mostly conservative white protestant? Will he have problems with that? Can anyone provide some insight into both schools? He wants to be an engineer, but he was accepted by the physics department at VA Tech.

FROM LEE RAESLY ON 03/29
Harry, VMI is Virginia Military Institute. It is (or at least, was) a Military Academy (Cadets and all!). He might wish to check this aspect out further.

FROM HARRY ERWIN ON 03/29 : 0
I know what you mean (I was in ROTC prior to Vietnam), but he doesn't. I don't think he'll be able to stand it for more than a year, but that sort of thing is very popular today, and it's hard to make headway there. Isn't VMI also mostly male, too?

FROM DAVE GIBSON ON 04/06
I went to VPI back when it was a Cadet Corps school similar to what VMI is now. Unless he strongly wishes to make a career of the military, that is a lot of grief to go through. If he does wish to make a career of the military and take that level of grief, he should seriously consider one of the service academies instead. The level of pain involved is not worth it unless there is a real reason. VPI no longer requires the military option and is a solid school with a cooperative work study program to help pay his way through. Being much larger, there is probably a Jewish community there (there are certainly strong groups for every other group).

FROM LEE RAESLY ON 04/07
Dave, as I tried to indicate in an earlier message, I support your comments. While I did not go to either VPI or VMI (After 3 years at FUMA for High School, I went to Georgetown. Come to think of it, there may not have been that much difference after all!) Anyway, as I was leading into I had several good, close friends at both. VPI now is probably a better choice.

Cub Scouts
FROM DAVE GIBSON ON 04/06
I am responsible for next month's meeting of a "TIGER CUBS"

cub scout den. They are first grade boys. Does anyone have materials which might be suitable as an "introduction to computers" for an hour or two of material. I was thinking of using "Apple presents Apple" but thought that WAP might have something more suitable. Since we only have one meeting to do this, I don't want to get too deep. We should have five cubs and (hopefully) two or three machines. Usually, most of the dads show up. Any ideas?

Best of Apple TCS contd from pg 28
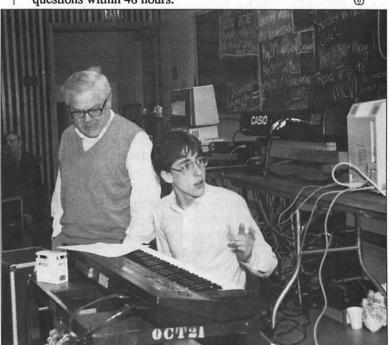
program selector should have kept their //e. What's the point in having a GS and using yesterday's technology—low resolution text—to select programs. Also, I have found there are several public domain DAs that don't get along with a lot of other programs. TML Pascal won't open with certain DAs from Simple Software, etc. I can't wait to get Deskworks. I understand all of these DAs are kosher for GS operations.

FROM DALE SMITH
Wrong, Dan, we just can't stand the interminable Flounder operations (15 sec from /RAM5 to desktop) compared to 0.5 sec for ProSel. However all that may change if the rumored "Hyper-Launch" hits the streets in May. Supposedly a new, fast, more capable finder.

FROM PAUL KELBAUGH
Dan: A lot of us who are using ProSel as a program selector on our IIGS try to keep the quality of its function, its speed and professional design a secret from folks who believe it is yesterday's technology. We merely appreciate a program selector whose author is constantly updating it and responding to our questions within 48 hours.

We seem to have lost a chord!

ON THE TRAIL OF THE APPLE ///
by Dave Ottalini, /// SIG Co-Chairman

THREEWORKS UPDATE

It's been a year in coming, but the latest version of my Apple /// databases, ThreeWorks, should be available by the time you read this column! For those of you who don't know, ThreeWorks is designed to be a tremendous resource for all Apple ///ers. Using Three Easy Pieces (AppleWorks), these databases include bibliographies of more than 15 hundred Apple /// articles going back to 1980. In addition, there's information on everything from Apple /// books, vendors, public domain offerings, tips, repair sources, bulletin boards and clubs, and much more. For you Three Easy Pieces/AppleWork susers, there's a separate data base listing all known books dealing with those wonderful programs, and the vendors list includes sources for templates. Business Basic users will find a complete list of Keywords as well as information about converting programs from Applesoft (something GS Basic users might find worth looking at).

New additions with this update include a data base of programs and information found in the DL7 and DL8 sections of MAUG (The Micronetworked Apple Users Group) on Compu-Serve. The Glossary DB has been greatly expanded and you'll find information about the chips in your /// (and where to get replacements).

ThreeWorks can currently be obtained from three sources: On Three, TAU (Third Apple Users Group) and Apple Users Group International (check your new member disk or prior TRAIL articles for addresses).

APPLE /// NEWS

More problems for On Three, where magazine editor Olaf Wolff was fired in late March. He had barely come on board. Publisher Bob Consorti will take over those additional editorial duties. On Three is no longer owned outright by Consorti and has been on a cost-cutting binge lately. Although Consorti said on CompuServe that Wolff had been fired for incompetence, his salary will be a savings. In addition, "Doc" Christenson, the On Three tech, has been fired as has a bookkeeper and there are no plans to replace Tim Harrington, who recently left to work for Apple. Renewals for On Three Magazine have not been good the past few months, and sales have been lagging, despite attempts to market an excellent GS version of the Desktop Manager and other GS products. Recent flyers have extolled the /// community to purchase products, and to renew subscriptions or face losing On Three as a vendor. I would urge all SIG members to help keep On Three as a viable Apple /// product supplier.

We continue to get flyers from Pair Software, as it works for a comeback into the /// market. Your illustrious SIG Co-Chairman gives Frank Moore some credit for keeping at it, but once again warns readers not to expect too much (some SIG members have already found out the hard way).

The Apple Three Users of Northern California has revamped its Public Domain library. As previously mentioned, they decided to bring their library in-line with Joe Dobrowolski's (Apple Users Group International) and have now accomplished that, adding new disks and numbering them according to the AUGI system. Unfortunately, in the process, their excellent selection of printed Apple /// materials (originally given to them by Apple) disappeared. In any case, ATUNC's Newsletter remains a good source of Apple /// information under its new editor, Li Kung Shaw.

Daryl Anderson, whose D.A.Dataystems recently placed all of its programs into the public domain (check the /// SIG PD offerings) has agreed to send the SIG a complete set of his Power Keys background utility and its many modules. We'll be placing those into our library in the next few months. Daryl says he's working now for a software company in the Buffalo area and still lurks on CompuServe to see how his Apple /// friends are doing. Anderson now owns an Amiga, by the way, and says he loves its color and multi-tasking capabilities (we won't hold that against him!).

A few years ago, a company called Swearingen Software came out with a fun Business Basic game called "Pick That Tune." The program plays the first few notes of a given tune and the player gets points if the guess is correct. There are a number of disks with additional tunes available as well. I recently talked with author Ron Swearingen, to see if he might be interested in placing "Tune" into the public domain. But he indicated there's still the possibility of converting the program into versions for the GS, MAC or other computer. But Swearingen did say he was willing to give readers of the WAP Journal a break if they'd like to order the program directly from him. Originally $29.95, the program is now available for $15.95. There are four additional disks with tunes on them (including one with Christmas tunes) available for $9.95. Order directly from Swearingen Software, P.O. Box 650338, Houston, Texas 77065. When ordering, mention you saw the offer in the WAP Journal.

We also continue looking for other Apple /// programs that can be placed into our PD library. Look for another announcement in an upcoming Trail column!

WAP BOARD ELECTION

Your /// SIG Co-Chairman is once again running for the WAP board. Any and all support greatly appreciated!

APPLE /// CLOCK SPEED

If you're having problems with the speed of your Apple /// clock, it's relatively easy to fix. The clock adjustment "pot" is located on the keyboard chassis, approximately under the "L" key. Remove the keyboard, and, using Business Basic, run this program:

```
10 VPOS=20:HPOS=10:Print TIME$;:GOTO 10
```

This will give you a continuous time print-out on screen, allowing you to adjust the clock potentiometer against a time source of your choosing.

NEW PUBLIC DOMAIN DISKS

New to our PD library this month, we add disk 1018 A/B, the second disk of our Taylor Pohlman Business Basic series from the old Softalk Magazine. This disk contains articles 6-9 and a

FOOTNOTE ///
by John Chapman

Many text editing tasks, such as preparing a dissertation, require the inclusion of footnotes placed at the bottom of the page on which the citation appears. Unfortunately, no word processing program currently available for the Apple /// computer adequately performs this process. Although Apple's own word processing program AppleWriter /// professes the ability to automatically footnote text, in reality it places severe limitations on footnoted material. Each footnote is limited in length to two lines (specifically 128 characters), and the totality of footnoted material is limited to several lines per page. Needless to say, this is inadequate for many purposes, including that of preparing a dissertation.

Recently, my wife, after having been told by an assistant that she could place notes at the end of each chapter, was told by the dissertation secretary himself one week before her dissertation was due that the notes would have to be placed at the bottom of each page. This presented a problem, since her dissertation was approximately 300 pages in length and included approximately 400 footnotes, with many being longer than two lines and requiring more than several lines per page. But the dissertation secretary would not tolerate any exceptions to the footnote rule. After all this was the university at which his predecessor had written "A Manual of Style." Feeling at least morally responsible, since I had persuaded my wife to buy a computer for the express purpose of writing a dissertation, I decided to write a computer program which would satisfactorily place footnotes at the bottom of each page. The program is now available as WAP Apple /// PD disk 1003 for the benefit of anyone who should find himself or herself in a similar predicament. A few words of explanation of the program follow.

The program is but a quick fix to a dirty problem. Given the above mentioned time constraint, it would not have been possible to develop a word processing program to do the footnotes. However, since each chapter was already broken into two files consisting of text and notes, it was only necessary to merge the two files into a single file, placing the footnotes at the bottom of each page. I decided to use the available word processing program for what it can do, namely format the document, and then to have the program reshuffle the document, placing the footnotes at the bottom of each page. Accordingly, the first step is to prepare a file containing the formatted text of the document (generally double spaced). This is achieved by first printing the text to a disk instead of a printer using the word processing program, which process lineates the text. (The Apple /// computer can be deceived into treating a disk as a printer by overwriting a file already on the disk.) Next, a file containing the formatted footnotes (generally single spaced) is similarly prepared by printing to a disk. The program will then merge these two files to form a new file with the footnotes placed at the bottom of each page. This file can then be loaded into AppleWriter /// and printed on a printer. Although the final step of printing the merged file requires the use of AppleWriter ///, it is not necessary that the text file and footnote file be prepared using AppleWriter. Any word processor which can print to a disk can be used instead to prepare these files.

The product of the program is a text file whose filename is chosen when the program runs. It will consist of 53 printed lines per page, leaving room for 1" top and bottom margins. Fotnotes will be separated from text by a separation line consisting of twenty underlined spaces, and lengthy footnotes will be carried over to the next page. The first page of the file may be designated a title page, i.e., have a 2" top margin, as in the beginning of a chapter. It is also possible to edit the final footnoted text to a certain extent prior to printing. However, if a word should be added to a given line it may be necessary to manually carry another word to the next line (since the text is already formatted), and so on to the end of the paragraph. If a line is added it may be necessary to carry a line to the next page, and so on.

Documentation is contained on the program disk which further details the steps of operating the program. In addition the source code in Pascal is included on the disk for anyone who wishes to modify it, should the need arise. The basic procedure used for footnoting the document is as follows.

The program reads and counts lines from the text file until either enough lines to fill a printed page have been read (53 lines) or a footnote number appears in the text. When the first footnote number is encountered, it then reads and counts the number of lines in the corresponding footnote, adding two to allow for a line of separation from the text, and deducting this number from the total number of printed lines per page (i.e., 53). The difference between the two figures gives the number of the line at the end of which to stop reading lines from the text file in order to allow proper space for the footnote. As each succeeding footnote number appears in the text, it reads and counts the number of lines in the corresponding footnote, allowing one extra for a blank line between notes, and again determines the number of text lines to be read. When enough lines of text have been read to fill a printed page, it then prints the text, the separation line and the corresponding footnotes, and then begins again on the next page. Should a footnote number appears in the last line of text to be read on a page, that line is omitted from that page and begins the next page. Should a footnote be longer than can be accommodated in the space remaining on the page, it is divided between pages, printing as much as the first page will allow and carrying the remainder into the footnote area of the next page, where it precedes the footnotes for that page, if any.

The program was my first exercise in Pascal and consequently is less than elegant. Apparently, whoever developed the Apple /// version of Pascal decided that human thought was limited by nature to approximately 2K, and any thought greater than that should accordingly be broken into subthoughts. Unfortunately, the program requires slightly more thought than that, and as a result, segments of it had to be extracted and designated as subroutines. This leads to a rather convoluted appearance of what is basically a simple and straightforward program. Nevertheless, with the above procedure in mind, it should be possible to either adapt the program to satisfy specific requirements or, as I did, write in a weekend a program which efficiently meets

After surviving Walpurgisnacht, the usual assortment of paladins, pinball wizards, sorceresses, healers, clerics and errant FBI agents assembled for the monthly GameSIG meeting on May 6th. Arriving guests were treated to Charles Don Hall at his most "Kennedy-esque," lost at Mac-sea in his **PT 109**. Next came a preview of the new *World Builder* adventure, **Deep Angst II**, sequel to the original **Deep Angst** (and another "best computer program ever," according to its creator, Ron Wartow). Chairman Charles then read a letter from Ron, inviting GameSIG members to test the program and send him comments; he also had words of praise for **Ultima V** and **Wasteland**.
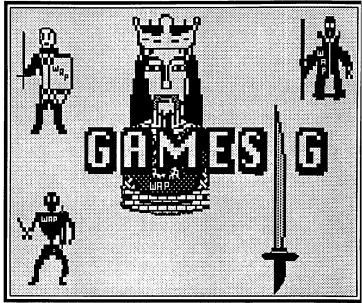
Paul Moore announced the spring GameSIG party at his house later in May, and distributed the usual cryptic directions. Charles mentioned finishing **Bard's Tale III**, spoke about early planning for the traditional GameSIG-sponsored main WAP meeting in August, and solicited volunteers for crucial tasks. David Porter had heard from Rainbird that they will "soon" be releasing their "universal military simulation" (something like a "war games construction set," I believe), first on the Macintosh (perhaps by the time you read this) and later on other machines.

Among the new programs distributed for review were:

Chuck Yeager's Advanced Flight Trainer (Electronic Arts, Apple // series with 64K): flight simulator featuring 12 kinds of airplanes;

Wasteland (Electronic Arts, Apple // series with 64K): fantasy/role playing game set in southwestern US after a nuclear holocaust;

PT 109 (Spectrum HoloByte, Mac 512K or better): PT boat simulation;

Ringwarp (PBM Games, Mac+ or better): "tactical slugfest" in space;

Paperboy (Mindscape, Apple // and GS versions): conversion of popular arcade game, where you deliver "all the news that's fit to print";

Designasaurus (Brittanica Software, Apple // series with 128K): design, print, display and test out your own dinosaur;

Jumping Math Flash (Mindscape, Apple // series): math education program for ages 6 to 10.

Charles took an early leave, and we then talked for a while with a visitor from *InCider* magazine. After a free-for-all discussion of the current prospects for computer gaming, the meeting broke up; as usual, diehard members held a follow-up session at the nearby Shakey's Pizza. The next regular meeting of GameSIG will be on June 2 at 7:30 PM in the main WAP Office. We hope to see you then! ⑤

HALLS OF MONTEZUMA: A Review
by ?

(Ed. Note: Will the author of this review please step forward?)

Halls of Montezuma: A Battle History of the United States Marine Corps is the newest program (for the Apple // series) from Strategic Studies Group. As if the title didn't give you enough of a hint, it is a war game following the US Marines in key battles from Mexico in 1847 to Vietnam in 1968. It includes a very detailed instruction manual, eight battle scenarios, the menu-driven Battlefront Game System, maps of each of these battlefields, and a menu card mapping one menu into another. The master disk allows you to back it up once and the scenarios as often as desired for data security.

Similar to most original board war games, the Battlefront Game System uses a hex grid map to define the battlefield. Each grid represents a kilometer of land area. Different icons represent the terrain of unoccupied territory or what type of battalion occupies this grid, color coded for Axis or Allied command. Adding to the realism, regiments can become more or less fatigued, receive reinforcements, become resupplied, or be routed, depending on how much activity it is involved in, how close to headquarters it lies, how many casualties it has inflicted, and whether supply lines exist to it. Off board air support can affect the outcome of any battle, but weather and control of the air can vary the effectiveness of this support. Winning is based on how many of the enemy which you destroy, how many of you are killed, and how long each side holds onto its battlefield objectives for that scenario.

For those of you that have played SSG wargames, programmer Roger Keating improved several items over the previous version of the Battlefront Gaming System. First, he put in climate and weather to vary air support effectiveness. Second, artillery is less effective except during major attacks, but is deployed more strategically. Third, units can be activated for night combat, and cohesion between different battalions is improved. Fourth, each division can have separate objectives. Fifth, scenarios have been lengthened to a maximum of twenty-five days. And sixth, fighting through minefields and forts has different rules. These are some of the major changes. SSG also

contd.

publishes **Run 5** magazine, which includes all the data needed to update scenarios from older releases to the current Battlefront System, reviews of scenarios and new products, and design features which you can include in your own creations. This attention to detail and to customer satisfaction means that your system will not become outdated and unusable any time soon.

The menu system, while easy to learn, sometimes makes you wish you had standard keyboard input. The problem arises when you are down the menu tree in one of the action menus and forget some of the statistics from the information menu. You must scroll up several layers of menus, down another branch of the tree, look up what was forgotten, and return to your original point. A simple typed command would be easier in cases such as this. Another disadvantage to this game is that the graphic detail of the battalion icons is not very sharp; but for the really energetic, HOM includes the Warpaint utility to edit the battle-field icons to look as you'd like them. Likewise, the Warplan lets you edit old scenarios or create new ones to your own specifications. The instruction manual includes several scenario vari-

ations for each scenario. In spite of this, HOM seems to be fairly brittle; you must do things as they were done, in the order they were accomplished, in order to win. It's as if the designers assumed that the way things were done is the best possible way to win the war.

A major advantage of HOM is the speed with which the moves, screen updates, and computer turns are completed. It's not that the computer doesn't spend much time lost in thought, it just uses its time efficiently, as losing rather consistently will show. There is an option for the computer to play both sides. You can watch the moves in order to get a better idea of the strategy and tactics needed to win. In about ten minutes it finishes the Mexico City battle, which takes about one hour when playing against the computer.

Overall, **Halls of Montezuma** is a welcome addition to any gamer's collection, and the constant attention to program updates and scenario variants from SSG will make **Halls of Montezuma** enjoyable for some time to come and an interesting change from the standard shoot-them-down video game.☞—

WINGS OF FURY: A Review
by Reid Hutchinson

TIME: 1944
SHIP: USS WASP (CV-18)
PLACE: Somewhere in the South Pacific
AIRCRAFT: Three F6F Hellcats
MISSION: Protect the Wasp and destroy enemy island strongholds, aircraft and shipping

Look out!! Flight Simulator fans, with WINGS OF FURY (Broderbund, Apple // series with 128K) you can become a TOP GUN years before the Navy established the Fighter Weapons School at Mirimar. With WINGS OF FURY, you pilot a F6F Hellcat, the fighter that turned the tide of the Pacific War, accounting for 75% of the Japanese aircraft destroyed by carrier pilots during World War II.

Your ship, the USS Wasp, has been severely damaged and is equipped with three operational aircraft. You must protect the carrier from B5N2 "Kate" Torpedo-Bombers. You must also destroy the numerous Japanese-held island strongholds, protected with concrete antiaircraft emplacements, machine gun dugouts, and an operational airstrip complete with A6M5 "Zeke" Fighters, affectionately known as the "Zero."

You start the game by selecting your rank, ranging from Midshipman to Captain (Hint: start at Midshipman level). You then select the armament you wish to carry: thirty 100 lb. bombs for dugouts and barracks, or fifteen five-inch rockets for antiaircraft emplacements and for softening up enemy ships, or one torpedo for the attack on the enemy vessel. The Hellcat is also equipped with three .50 caliber machine guns for strafing the islands and destroying enemy aircraft.

You are all set, your plane is on the deck, the air boss gives you the high sign, you give the 'Cat full throttle and off you go. Start climbing once off the deck, or you will have a very short and wet flight. As you attack the islands, you must destroy all buildings, bunkers, and personnel. Be careful as the personnel move from bunker to bunker to set up damaged machine guns.

When you are out of ammo, low on fuel, or your oil pressure has dropped because of battle damage, prepare to land your plane. Land, you say? Yes, land on the deck of a rolling aircraft carrier. You must land into the wind, and drop your tail on the deck to catch one of the arresting cables on the deck. If you miss, the landing officer gives you the wave-off and you must try again.

After completing the third mission at Midshipman level, you are welcomed back aboard with a victory ceremony, and your mechanics have completed repairs on another Hellcat. However, time is fleeting as the Ensign level begins (The highest I was able to complete at this writing).

The graphics are outstanding, and very realistic, from the point of the rockets dropping away from the plane and then accelerating toward their targets, down to puffs of smoke from the engine when hits are made on your aircraft. The game is *very addicting* and fun.

I had booting problems with the original disk, so I sent it back to Broderbund, and received a replacement disk within a week. I was very pleased with the game and enjoyed it immensely (rating: 10 out of 10, arcade pleasure with excellent graphics).☞

Footnote/// contd from pg 33

dissertation formatting requirements for footnotes. The advantage to writing one's own program is that it may easily be developed to meet the specific dissertation requirements of a given university. Indeed, there are few word processing programs available for any computer which would meet the requirements of the university involved. The trick is in finding a way to get the computer to do what needs to be done. ☞

Ultima V: A Review
by Charles Don Hall

ULTIMA V: WARRIORS OF DESTINY (Origin Systems, Apple // series, $59.95 list) is the latest installment in Lord British's immensely popular fantasy role-playing series. It is quite closely related to ULTIMA IV, containing many of the same characters and taking place on the same map; the geography has changed only slightly, and all of the towns, shrines, and dungeons are in the same places. (However, new towns have been added, and the old towns have been extensively remodeled inside.)

In ULTIMA IV, you traveled to the land of Brittania from Earth, and went on a quest to discover the Codex of Ultimate Wisdom. In order to find the Codex, you had to gain the title of "Avatar," by becoming enlightened in the Eight Virtues. When your quest was completed, you returned to Earth. As ULTIMA V opens, you are summoned back to Brittania by Shamino the warrior and Iolo the bard, two of your companions on your earlier quest.

You learn that Brittania had been peaceful for many years, until the discovery of the Underworld, a huge network of caves which lies deep beneath the surface of Brittania. Lord British (the king of Brittania) and some of his knights went to explore this region. Most of the knights were slain by monsters, and Lord British himself was kidnapped by three terrible black wraiths.

Until Lord British returns, the government is controlled by his advisor Blackthorn. Like you, Blackthorn is an Avatar, and he is helping all the other citizens become Avatars, too. For example, since two of the virtues of the Avatar are Honesty and Compassion, Blackthorn has decreed: "Thou shalt not lie, or thou shalt lose thy tongue," and "Thou shalt help those in need, or thou shalt suffer the same need." Laws are enforced by a body of government officials called "The Inquisition." By the way, some of the residents of Brittania don't think that Blackthorn is exactly an Avatar. You'll have to decide for yourself which opinion to hold. Unfortunately, Blackthorn's laws are not enforced against the Shadowlords, three terrible black wraiths who regularly visit the towns and make your life miserable whenever you run into them.

The goal of the game is to track down and rescue Lord British. Along the way, you'll explore Brittania, the Underworld, and the Dungeons, interact with dozens of townspeople, collect a vast assortment of magic items and words of power, battle hordes of monsters, meditate at shrines, travel by horse and ship, and take harpsichord lessons. You must also recruit additional members for your party; the maximum party size is six (a good number—you could have eight in ULTIMA IV, which was too many to keep track of).

The biggest change made in the game is the addition of a day/ night cycle. This has little effect outside, except that monsters show up more frequently at night, and visibility decreases. Inside, however, it plays a big role. Every character has an individual daily schedule. One example: in the town of Yew, there is a man named Jeremy. He lives in a back room at the local Inn, and he wakes every morning at about 9:00 AM. He immediately walks out of the Inn, and follows the sidewalk to the prison, where he visits his brother who was locked up for heresy. An hour later, he returns to the Inn, and goes to work in the kitchen, where he putters around all day (presumably preparing food for the other townspeople, who all stop at the Inn to eat sometime during the day). He gets off work at 10 in the evening, and makes a second trip out to the prison to visit his brother. Finally, he returns to his bedroom and goes to sleep until the next morning.

There isn't a whole lot of nightlife in the towns, although a few people keep strange hours. There are four lighthouses, for example, and the keepers sleep through most of the day and then work throughout the night. Standing near a lighthouse at sunset is an interesting experience, by the way. As the sun goes down, your visibility is reduced until you can only see a few squares in each direction. Suddenly, the lighthouse is turned on, and you see a wedge-shaped beam of light appear in the screen. Since the light is turning, this wedge sweeps smoothly around the screen, illuminating then darkening every tile.

Many graphic details have been added in this version: waterfalls and fountains can be found (and heard!), as can clocks that tell the time and chime the hour. The musically inclined will find harpsichords to play, and if a bard is asked to take the watch when the party camps outside, he'll play a lullaby for his companions before he starts patrolling the area. In farming communities, fields will be empty or filled with crops depending on the season, and fruit-bearing trees wither to stumps if a Shadowlord is in the area. Coastlines in earlier games were blocky, with water tiles adjacent to land tiles, but now there are half-water, half-land tiles which produce a jagged coastline.

As in ULTIMA IV, the theme of the game is Ethics. In ULTIMA IV, Lord British (the author, not the king) was content simply to show guidelines for ethical behavior. In this game, the treatment is more advanced; it deals with the fine line between Good and Evil, and how hard it can be to tell the difference between them. In the game's most memorable scene, your party is captured by the forces of Evil. You are manacled to the wall, and must watch helplessly as one of your companions is fastened to a torture device. The villain then turns to you, and asks for a piece of information. He explains that your friend will be killed unless you cooperate. You have already learned that something terrible will happen if the villain gains this information. So, do you give him the information, or do you watch your friend die? In another scene, you have the opportunity to infiltrate an evil secret society. They aren't entirely convinced that you're on their side, so they ask you to prove yourself by performing an evil act. Do you reject them, or do you go along with them, in the hopes that you'll get a piece of information that will lead you to Lord British? Overall, this game is much easier than ULTIMA IV. Because every character has a complex daily schedule, there isn't room for as many different characters. This means fewer clues, and fewer things to learn. For example, in ULTIMA IV the beginning of the game was devoted to learning the locations runes, and mantras for each of the eight shrines. In the sequel, the locations are marked on the cloth map that comes with the game

and the runes are ignored completely. Only the mantras must be learned in the first phase of the game.

I was also somewhat disappointed by the later parts of the game. After all the clues have been obtained, it is necessary to explore the Dungeons and the Underworld. Since the surface of Brittannia was familiar from ULTIMA IV, I had hopes that the Underworld would be an area I could spend some time in, with a variety of towns and fortresses, and a whole new set of quests. As it turns out, there is only one town (with one inhabitant) in the entire Underworld, and it is possible to win the game without going anywhere near it. The region is a boring collection of caverns and connecting passages, with only a half-dozen new kinds of monsters to fight. Even worse, characters will tell you the exact locations of all the artifacts you need to get from the Underworld. Basically, you go through the dungeon as fast as possible, trying to find the exit to the Underworld on the lowest level. From there, you follow the directions to the artifact you seek, snatch it up, run back to the dungeon, and pop up to the surface.

BOTTOM LINE: Actually, the only flaw in this game is that it isn't as good as ULTIMA IV was (and, in my opinion, ULTIMA IV is the best game ever written on the Apple). Although the plot's size was reduced to make room for the additional graphic details, the game is still good for a hundred hours or so of entertainment. You should run out and buy it right now.

IMPORTANT NOTE: Early in the game, WAP members should make a special trip to New Magincia to visit GameSIG Chairman Emeritus Ron Wartow, who is now living on a farm there. Travel to the small island near the center of the map, which is marked with the symbol of the crescent moon. Enter the town there, and climb over the fence into the first field on the right. Ron is usually either in this field or in the house right next to it. Don't kill him, because he can give you an important clue. ⑤
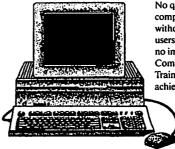
TALISMAN: A Review
by Steven Payne

TALISMAN: CHALLENGING THE SANDS OF TIME (Polarware, Apple // series with 128K, $19.95 list) is a new graphics adventure from the same company (in a previous incarnation) which brought you THE QUEST, COVETED MIRROR, and TRANSYLVANIA. This time, the action takes place in the ancient Persian Empire of King Darius. You begin as a condemned prisoner, reprieved by the king at the last moment in order to go searching for his magician Schazabe, and the mysterious talisman believed to be causing havoc throughout the kingdom. The Persian setting, though, is more for laughs and local color than historical accuracy; in Muhammed's Market, for example, you can charge purchases by Arabian Express Card, and you eventually make friends with a parrot named Shelley who quotes "Ozymandias."

The adventure covers three disk sides and falls into two rather unrelated parts. In the first, you set out with Abu, the king's "strong but dim-witted" vizier, to search for Schazabe—haggling with merchants, fighting bandits, getting around a surprisingly chatty door (HINT: remember that OPEN is a four-letter word!), confronting the by now familiar "killer rabbit," and playing tarzan, until you finally reach the wizard. He will then give you the password which opens up the second half of the game, crossing sea and desert to discover and return with the evil talisman, and to fight one final battle before Darius gives you your freedom. Watch out, though! Misdirected magic may cause your on-screen view to become inverted or reversed left to right, which certainly won't make negotiating the endless dunes any easier.

The graphics are good, though my computer wasn't able to take advantage of the double high-res option. The puzzles are fairly standard and not too difficult, though I did waste a lot of time on the maze inside the giant statue. (Another hint: it is important to talk to everyone, even several times.) There are nice touches of humor throughout, usually at Abu's expense. Best of all, you can obtain a hint sheet from Polarware at no extra cost than that of a self-addressed stamped envelope.

TALISMAN may not break any new ground in electronic adventures, and seasoned adventurers might not find it especially challenging. It also takes a *long* time to boot up, and sometimes the play seems slow. Still, it is at least as enjoyable as many similar games costing more than twice as much. Therefore, I would suggest it for newcomers, and for those who would enjoy a pleasant, reliable and inexpensive graphics adventure.⑤

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by Harvey Kaye

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Apple IIgs SIG News	Matzen, Peg	Apple //gs	09 87 22 09	Report of July meeting.
AppleWorks SIG News	Matzen, Peg	AppleWorks	09 87 22 09	Report on the July meeting.
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Mac Disketeria News	Milrod & Weikert	Mac PD Disks	09 87 83 09	WAP Mac Disk descriptions: 110-114.
Mac Disketeria Notes	Milrod & Weikert	Mac PD Disks	10 87 78 09	WAP Mac Disk descriptions: 115-119.
Mac Disketeria Notes	Milrod & Weikert	Mac PD Disks	11 87 79 09	WAP Mac Disk descriptions: 120-124.
Mac Disketeria Notes	Milrod & Weikert	Mac PD Disks	12 87 91 09	WAP Mac Disk descriptions: 125-129.
Pro3D	Monks, Terry	Graphics	02 87 60 09	Pro3D: a surface modeling 3D graphics program.
Exceling on Mac: Pt 9	Morganstein, David	Excel	01 87 62 09	Certain problems with, but generally high praise.
Excelling on Mac: Pt 10	Morganstein, David	Excel	03 87 68 09	Excel; random function.
Excelling on Mac: Pt 11	Morganstein, David	Excel	04 87 68 09	Excel; creating formats and database criteria.
Excelling on Mac: Pt 12	Morganstein, David	Excel	05 87 67 09	Using Excel.
Excelling on Mac: Pt 13	Morganstein, David	Excel	07 87 50 09	Information on using Excel.
Excelling on Mac: Pt 14	Morganstein, David	Excel	08 87 68 09	More on Excel.
Excelling on Mac: Pt 15	Morganstein, David	Excel	10 87 53 09	Another article in this series on Excel.
Excelling on Mac: Pt 16	Morganstein, David	Excel	12 87 72 09	Continuation of this series on Excel.
Hardviews	Morganstein, David	Mac	11 87 64 09	MacScan reviewed.
Memory Upgrade for SE	Morganstein, David	Mac SE	09 87 72 09	Adding memory to the Mac SE.
Softviews	Morganstein, David	Software	01 87 68 09	Reviews of Tops dMac.
Softviews	Morganstein, David	Software	02 87 56 09	LaserServe and LaserSpool. Also MacInUse.
Softviews	Morganstein, David	Software	03 87 74 09	DiskTop; Tax Pro 1987.
Softviews	Morganstein, David	Software	08 87 76 09	APL*PLUS review.
Softviews	Morganstein, David	Software	09 87 62 09	Reviews of software: InBox and McMax.
Softviews	Morganstein, David	Software	10 87 56 09	InBox and Passage reviewed.
Softviews	Morganstein, David	Software	12 87 68 09	Pict-O-Graph and Quick Keys reviewed.
Preventing Bombs...	Morganstein, David	System/Finder	08 87 78 09	Preventing bombing using new System/Finder.
Beagle STR$ Funct. Patch	Morton, John R.	Programs	02 87 27 09	
Apple II News and Notes	Mossberg, Walt	Apple II	03 87 12 09	PaintWorks Plus; Word Perfect IIgs; V1.1; Tass Times in Tonetown; new software and hardware.
Apple II News and Notes	Mossberg, Walt	Apple II	04 87 14 09	Apple II; Music Studio; Music Construction Set; Glen E. Bredon; Point-To-Point; MouseTalk.
Apple II News and Notes	Mossberg, Walt	Apple II	05 87 12 09	Ram disk; Visualizer; Supersonic card.
Apple II News and Notes	Mossberg, Walt	Apple II	08 87 21 09	Envoy Card for Apple II and IBM compatibility.

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Article Title	Author	Subject	Mo.Yr.Pg.V	Keywords
Apple II News and Notes	Mossberg, Walt	Apple II	09 87 18 09	Word processors for IIgs.
Apple II News and Notes	Mossberg, Walt	Apple II	10 87 24 09	New Apple IIgs ROM, VGC chips; IIgs Finder; PC Transporter; AppleWorks Add-Ons; IIgs Switcher.
Apple II News and Notes	Mossberg, Walt	Apple II	11 87 14 09	Sundry Apple //.
Create A Calendar: A Rev.	Muchow, Steven	Calendars	10 87 28 09	Create A Calendar is reviewed.
Starglider: A Review	Muchow, Steven	Games	07 87 42 09	Starglider game review.
Guild of Thieves: A Rev.	Mulcahy, K.C.	Games	10 87 41 09	Guild of Thieves for Apple II reviewed.
Lords of Conquest: A Rev.	Mulcahy, K.C.	Games	02 87 20 09	A strategy games for three or more players.
View From the Hill	Norling, Rich	Sundry	01 87 66 09	Comments on state of the microcomputer industry.
View From the Hill	Norling, Rich	Basic	02 87 38 09	About the new Basic.
View from the Hill	Norling, Rich	Sundry	03 87 60 09	
View From the Hill	Norling, Rich	Mac	04 87 56 09	About the new Macs.
View From the Hill	Norling, Rich	Sundry	05 87 71 09	IMB new computers; Apple Develop. Conference.
View From the Hill	Norling, Rich	Sundry	06 87 72 09	Sundry on software.
View From the Hill	Norling, Rich	Software	07 87 52 09	Apple's Mac Prgrmer's Workshop [MPW]; Mac II.
View From the Hill	Norling, Rich	Sundry	11 87 66 09	Sundry Mac.
View From the Hill	Norling, Rich	Books	12 87 80 09	Rev. of Odyssey: Pepsi to Apple... by John Sculley.
Take 1 (Apple II): A Rev.	Oringel, Bob	Animation	04 87 35 09	Take 1 animation program reviewed.
Taxmaster for AppleWorks	Oringel, Bob	AppleWorks	03 87 19 09	AppleWorks; tax software, Taxmaster.
Food Processor, The	Oringel, Bob	Data bases	03 87 23 09	Nutrition software.
Zany Zingers & Characters	Oringel, Bob	Animation	05 87 23 09	Animation graphics.
Printrix For the Apple II	Oringel, Bob	Software	12 87 24 09	Printrix for the Apple II is reviewed.
Ramup 3.0 (Apple II)	Oringel, Bob	Software	12 87 25 09	Ramup 3.0 for the Apple // is reviewed.
Sensible Grammar-Apple II	Oringel, Bob	Software	12 87 24 09	Sensible Grammar for the Apple // is reviewed.
Assoc. Producer-Apple II	Oringel, Bob	TV software	10 87 29 09	Associate Producer for TV shows and movies.
Apple /// New Mem. Disk	Ottalini, David	Apple ///	04 87 10 09	Apple ///; New Member's Disk.
On the Trail of Apple ///	Ottalini, David	Apple ///	01 87 10 09	Apple /// news.
On the Trial of Apple ///	Ottalini, David	Apple ///	02 87 10 09	Apple /// news.
On the Trail of Apple ///	Ottalini, David	Apple ///	03 87 08 09	Apple /// news.
On the Trail of Apple ///	Ottalini, David	Apple ///	04 87 09 09	Apple ///.
On the Trail of Apple ///	Ottalini, David	Apple ///	05 87 10 09	/// EZ pieces Upgrade Dies; News.
On the Trail of Apple ///	Ottalini, David	Apple ///	06 87 14 09	Apple ///.
On the Trail of Apple ///	Ottalini, David	Apple ///	07 87 12 09	Sundry on the Apple ///.
On the Trail of Apple ///	Ottalini, David	Apple ///	08 87 10 09	Apple /// hardware sources.
On the Trail of Apple ///	Ottalini, David	Apple ///	09 87 11 09	Sundry on the Apple ///.
On the Trail of Apple ///	Ottalini, David	Apple ///	10 87 14 09	Apple ///.
On the Trail of Apple ///	Ottalini, David	Apple ///	11 87 26 09	Sundry Apple ////.
On the Trail of Apple ///	Ottalini, David	Apple ///	12 87 39 09	Sundry on the Apple ///.
AppleWriter Hacker Patch	Page, Chester H.	Apple Writer	10 87 30 09	Apple Writer 2.0 patch.
Proforth][	Page, Chester H.	Forth	02 87 32 09	A Forth.83 implementation.
Printing Columns In AW	Pastura, Lou	AppleWorks	06 87 42 09	Printing in columns using AppleWorks.
Best of Apple Items—TCS	Pastura, Lou	Apple sundry	01 87 40 09	Comments on the Apple IIgs and AppleWorks.
Best of Apple Items—TCS	Pastura, Lou	Apple sundry	04 87 32 09	Sundry.
Best of Apple Items—TCS	Pastura, Lou	Apple sundry	05 87 36 09	Sundry.
Best of Apple Items—TCS	Pastura, Lou	Apple sundry	07 87 28 09	Sundry.
Best of Apple Items—TCS	Pastura, Lou	Apple sundry	09 87 34 09	Apple sundry.
Best of Apple Items—TCS	Pastura, Lou	Apple sundry	11 87 24 09	Sundry Apple II.
dPub SIG News	Payne, Steven	dPub	01 87 33 09	News about desk top publishing.
dPub SIG News	Payne, Steven	dPub	02 87 46 09	Notes on meeting of Jan 7.
dPub SIG News	Payne, Steven	dPub	04 87 38 09	Report of meeting.
dPub SIG News	Payne, Steven	dPub	05 87 57 09	dPubSig News
dPub SIG News	Payne, Steven	dPub	06 87 41 09	Report on May meeting.
dPub SIG News	Payne, Steven	dPub	10 87 45 09	Report of the Sept meeting.
Fool's Errand: A Review	Payne, Steven	Games	11 87 37 09	Fool's Errand reviewed.
GameSIG News	Payne, Steven	Games	01 87 36 09	News of GameSIG meeting.
GameSIG News	Payne, Steven	Games	02 87 18 09	
GameSIG News	Payne, Steven	Games	03 87 32 09	Games, news, meeting.
GameSIG News	Payne, Steven	Games	04 87 20 09	Report of Game Sig meeting.
GameSIG News	Payne, Steven	Games	05 87 27 09	News of GameSig.

contd.

Article Title	Author	Subject	Mo.Yr.Pg.V	Keywords
Initron-Rinitron-Trinitron!	Raesly, Leon H.	Monitors	01 87 29 09	Using Sony color television as a monitor with IIgs.
Take the Plunge!	Raesly, Leon H.	Telecommun.	10 87 32 09	Getting into telecommunications.
Who Me, A Sysop?	Raesly, Leon H.	Telecommun.	03 87 39 09	Sysop, how to be one; TCS; telecommunications.
Xfer.Help	Raesly, Leon H.	Telecommun.	05 87 40 09	Uploads and Downloads on the WAP TCS.
Lists-Lists-Lists	Raesly, Leon H.	Telecommun.	01 87 26 09	The lists in the library on the WAP TCS.
CMS SD-80 Group buy	Rall, Eric	Hard disks	12 87 81 09	Review of the CMS SD-80, an 80 meg hard drive.
Ramstart 2.0+-LaserWriter	Reese, Jim	Software	08 87 80 09	Ramstart 2.0+ review.
Graphics Alerts	Rohr, Jay	Graphics	10 87 46 09	Stepping Out and Diskexpress reviewed.
Tips and Graphics	Rohr, Jay	Graphics	05 87 52 09	Graphics and printing on a Mac.
Growing Up Mac	Rohr, Jay	Mac	03 87 46 09	Mac.
Quick! I Need It Fast!	Rohr, Jay	Manuals	06 87 46 09	Failure to read manuals creates work. LaserWriter.
Xpress & GW 1.1 Notes	Rohr, Jay	Reviews	09 87 56 09	Quark Xpress (addendum) and Graphic Works 1.1.
Quark Xpress: A Review	Rohr, Jay	Desktop pub.	08 87 64 09	Quark Xpress desktop pub. program reviewed.
Copy Protection	Romaine, Rusty	LaserStart	09 87 74 09	Problems with LaserStart.
New Exhibit	Romaine, Rusty	Software	09 87 40 09	A new exhibit at The National Archives.
AppleWorks Q & A	Rowell, Richard M	AppleWorks	05 87 18 09	AppleWorks tips.
AppleWorks Tips&Tech.	Rowell, Richard M	AppleWorks	03 87 18 09	AppleWorks tips: set up; printers; AW support disks; word proc. ; spreadsheet; what is a template?
Macros For AppleWorks	Rowell, Richard M	AppleWorks	07 87 20 09	Using macros in AppleWorks.
Auto Logon AE Macro	Rowell, Richard M	Telecommun.	06 87 33 09	Automatic logon to TCS on ASCIII Express Pro.
Counting the Ballots	Rowell, R. et al	AppleWorks	08 87 43 09	Use of AppleWorks to count election ballots.
Macintosh and Buick	Sandberg, Chris	Mac	04 87 66 09	Using the Mac to provide information about Buick.
AppleWorks2.0-Apple II+	Scorer, Derek R.	Apple II+	06 87 24 09	Using AppleWorks v2.0 on Apple II+.
Playback Program Doc	Seaquest, Steve	Programs	07 87 62 09	Controlling frame flow in Comp. Aided Instr.
Instruction.T*R*A*S*H	Seelig, Fred	Fantasy	08 87 44 09	A Mash type script.
Hard Disk Tips	Seelig, Fred	Hard disks	10 87 64 09	Various aspects of hard disks.
Musements	Seelig, Fred	Mac sundry	03 87 62 09	Games and puzzles; Personal Training Sys.; sundry.
Musements	Seelig, Fred	Mac sundry	04 87 74 09	Sundry.
Musements	Seelig, Fred	Mac sundry	05 87 73 09	Sundry.
Musements	Seelig, Fred	Mac sundry	08 87 69 09	Sundry.
Musements	Seelig, Fred	Mac sundry	10 87 66 09	About various software for the Mac.
Power User Primer	Seelig, Fred	Users	05 87 58 09	Power users on the Mac.
MindWrite: A Review	Seelig, Fred	Word Process.	04 87 46 09	MindWrite word processor reviewed.
Mac Programming Group	Shaffer, Bob	Mac Progrmrs.	01 87 51 09	News of October meeting.
On the Size of Human Ram	Shapiro, Phil	Memory	07 87 43 09	About storage capability of the human brain.
Reading Fun: Shareware	Shapiro, Phil	Reading	11 87 22 09	A disk with reading material.
King of Chicago: A Rev.	Shipley, Lester	Games	04 87 23 09	King of Chicago game reviewed.
MacMoney	Sicard, Charles M.	Software	06 87 68 09	MacMoney, review of home accounting program.
The Boston Mac Expo	Sicard, Chuck	Mac	10 87 50 09	Mac Expo report.
Macmoney: Part 2	Sicard, Chuck	Software	09 87 70 09	Follow up article on the software MacMoney.
Macmoney: Part 3	Sicard, Chuck	Software	12 87 83 09	Macmoney v3.0 reviewed.
Formulas In Word 3.0	Silverstone, H. J.	Word Process.	08 87 61 09	Formula use with Word 3.0.
Smith/Hardis Corrspndnce.	Smith & Hardis	Mac II	06 87 62 09	About a review of the Mac II, Editor of MacTutor.
Marble Madness: A Rev.	Soboroff, Ian	Games	05 87 29 09	Marble Madness game review.
Earth Orbit Stations:A Rev.	Soboroff, Ian	Games	10 87 41 09	Earth Orbit Stations reviewed.
F-15 Strike Eagle: A Rev.	Soboroff, Ian	Games	02 87 19 09	A military flight simulator.
Rebel Chge at Chickamauga	Soboroff, Ian	Games	08 87 38 09	Rebel Charge at Chickamauga game review.
Shalom Davka: A Review	Spintman, Judi	Software	09 87 73 09	Judaic software reviewed.
Ogre For the Mac: A Rev.	Stetekluh, Jeff	Games	11 87 34 09	Ogre reviewed.
Sub Battle Simulator	Stetekluh, Jeff	Games	03 87 33 09	Submarine game; Sub Battle Simulator.
Stock SIG News	Thompson, Andrew	Stock SIG	01 87 14 09	Report on meeting.
Stock Sig News	Thompson, Andrew	Stock SIG	02 87 37 09	
Stock Sig News	Thompson, Andrew	Stock SIG	03 87 16 09	Report on Jan 87 meeting:
Stock Sig News	Thompson, Andrew	Stock SIG	04 87 18 09	Report on meeting of Stock Sig.
Stock Sig News	Thompson, Andrew	Stock SIG	05 87 22 09	Mutual funds; forecasting.
Stock Sig News	Thompson, Andrew	Stock SIG	06 87 39 09	Report on April meeting.
Stock Sig News	Thompson, Andrew	Stock SIG	07 87 47 09	Report on the May meeting.
Stock Sig News	Thompson, Andrew	Stock SIG	08 87 35 09	Report on the June meeting of Stock SIG.
Stock Sig News	Thompson, Andrew	Stock SIG	09 87 38 09	Report on July Stock Sig meeting.

On the Trail of the Apple /// contd from pg 32

host of associated programs. This disk is NOT SELF BOOTING as mentioned previously. It does contain Menu.Maker and a utility that will allow you to get hard copies of the articles. To use this disk, boot any disk with Business Basic and (with the new disk in .D1) type "Run .d1/Menu.Maker". Hit return and you're in business.

Also being released this month, Disk 1028A/B, ASCIDIF, by Dr. Al Bloom. This is a program designed to convert an Apple /// text file to a standard DIF file (used by Visicalc, 3EZ Pieces/ AppleWorks and other spreadsheet programs). We will publish an article on how to use this program in next month's WAP Journal. You may notice we've reserved disks 1026 and 1027, which will contain more D.A. Datasystem programs currently being worked on. Look for an announcement on them in the near future.

EIGHT YEARS LATER

This "Apple Bit" from InCider's June, 1988 issue (page 19) once again indicates how advanced our Apple ///s were/are and how long it's taken the Apple // family to catch up!:

We hear Apple's next version of ProDos for the //GS will be really different. For one thing, it will let you name memory devices, such as hard disk drives and RAM disks, instead of always referring to them by "slot and drive" or the "ProDos pathname."

FINALLY

Please join us at our /// SIG meetings, the fourth Wednesday of each month in the WAP office. We demonstrate programs, help new users and discuss burning questions and news of the Apple /// world. During the May meeting, we will be discussing the use of a Laptop computer with your /// (I'm writing this column on one right now). And in June, we'll be demonstrating the new update of ThreeWorks for the Apple ///.

Remember too, that the WAP office has a number of Apple /// reference books and texts you can take out or read in-house. There is also a video tape describing how to use the ///, along with a series of tutorial cassettes, which you can take out and use at home.

It doesn't appear to be down here.

⑤ Has anyone in the audience seen or heard it?

WAPACROSTIC
by Dana J. Schwartz

Using the Definitions, fill in Words. Transfer each letter into the corresponding square of the grid. The resulting quotation will read across. The first letters of the Words column spell out the Author's name and the Title of the work, reading down.

1 H	2 O	3 K	4 M	5 U		6 E	7 P	8 O	9 H		10 U	11 Q		12 F		13 D	14 H	15 A	
16 H	17 E	18 R	19 I		20 R	21 E	22 M	23 D		24 Y	25 K	26 M	27 R	28 G		29 K	30 L	31 H	32 O	33 F
34 X	35 E	36 H	37 U	38 R		39 E	40 O	41 R	42 R	43 S	44 C	45 H	46 Y	47 W		48 F	49 H	50 L	51 U	52 M
53 H	54 L	55 M		56 X	57 I	58 U	59 T	60 P	61 Q	62 J		63 G	64 R	65 P	66 Q	67 J		68 G	69 B	70 R	71 O
72 J	73 T	74 W	75 M	76 Q	77 E	78 L		79 H	80 W	81 P		82 G		83 I	84 C	85 E	86 Y	87 B		88 U	89 A
90 J	91 T	92 C	93 S		94 G	95 F	96 C	97 U	98 D		99 Y	100 D	101 L	102 F	103 B		104 W	105 B	106 Q	107 M	108 R
109 U	110 Y		111 T	112 G	113 B	114 S		115 J	116 C		117 Y	118 S	119 G		120 Q	121 O	122 E	123 X	124 B	125 K	126 U
127 U		128 U		129 L	130 P	131 G	132 B	133 K	134 C	135 X	136 U	137 D	138 H	139 W		140 J	141 S	142 B	143 W	144 R	145 C
146 I		147 I	148 S	149 Q	150 R	151 W	152 X	153 L		154 E	155 F		156 E	157 U	158 X	159 O		160 U	161 S	162 P
	163 D	164 U	165 C		166 U	167 E	168 A	169 C	170 B	171 T	172 U	173 S		174 S	175 P	176 X		177 A	178 S	179 T

Definitions

A. Let Down
177 89 15 168 27 70 41

B. Common Measure
132 113 69 103 87 124 105 142 170

C. Extremely Wicked
96 165 116 169 145 134 92 84 44

D. Spotted
13 100 137 163 23 98

E. Cinema Attendee
6 21 35 39 156 85 17 122 154
77 167

F. House on Loan
155 95 33 48 12 102

G. With Arrogance
119 131 68 82 94 112 63 28

H. Prevents from Scoring
1 16 36 14 9

I. Certain Texas Collegiate
19 83 147 57 146

J. Lamely Walked
67 115 90 140 72 62

K. Ore Producer
29 125 3 25 133

L. Plaintiff
30 153 129 101 78 50 54

M. Notched
4 26 55 75 22 107 52

N. Strikes
79 53 45 49 138 31

O. Foolish
8 40 121 32 159 2 71

P. Concept
60 175 130 162 65 7 81

Q. Violin Technique
11 149 106 76 66 120 61

R. Opening
108 150 18 42 20 144 38 64

S. Treaty Facilitator
93 43 173 118 174 141 178 114 161 148

T. Humbskull
73 171 91 179 59 111

U. With More Wind
166 51 157 5 126 10 37 164

V. Sailors
160 128 88 136 109 97 58 127 172

W. Softly Crashed
143 151 80 139 104 74 47

X. Banishing
176 158 152 56 123 34 135

Y. Having Long Turns
86 99 110 46 24 117

ANSWERS TO APRIL'S WAP ACROSTIC

The toddler had learned to say "puter and printer" and the parents corrected each such utterance with "COMputer." Finally, the lesson was learned and the toddler proudly announced "COMputer and COMprinter"!

Author: Apple Computer
Work: (Dept of) Funny Stories
Source: Tech Tidbits - Apple II Vol 1

Words

A. Athletic	H. Madcap	N. Fore	T. Thatch
B. Puma	I. Pond	O. Untyped	U. Orchard
C. Panther	J. Unsoundly	P. Nettled	V. Runner
D. Lectern	K. Thrown	Q. Newsstand	W. Impede
E. Eric	L. Electrode	R. Yeastier	X. Eternal
F. Couch	M. Roundhead	S. Standard	Y. Stroll
G. Operated			

NOTES ON APPLE'S SUIT AGAINST MICROSOFT AND HEWLETT-PACKARD
by Joseph A. Hasson

On March 17, 1988, Apple Computer, Inc. filed a law suit against two defendants: Microsoft, Inc. of Redmond, Washington and the Hewlett-Packard Corporation of Palo Alto, California. The charge against the defendants is that they infringed copyrights held by Apple on its "audio visual computer display" used on the Macintosh personal computer. This display permits a computer user to employ a mouse and to communicate with the computer through the medium of windows that display menus. These menus permit the user to communicate with the machine on tasks he wishes performed by it. Apple contends that the protected audio visual display makes the Macintosh "unique and distinctive" and "extremely 'user friendly.'"

Apple in its legal brief charges that its copyright has been violated by (i) Microsoft Windows 2.03 and (ii) Hewlett-Packard's New Wave. The latter is a computer software developed by H-P that "provides the user with an audio visual display upon which applications software can be run." The New Wave, it is contended, employs the Macintosh works without Apple's permission. The former—Microsoft's Windows 2.03—is a separate computer software program required for New Wave to operate. Apple states Hewlett-Packard received a license from Microsoft which enables it to use Windows 2.03 with New Wave. Windows 2.03 are illegal copies of the Mac's audio visual works. They exceed the limited license rights Apple had granted Microsoft. A license agreement had been entered into between Apple and Microsoft on November 22, 1985. Its existence was announced March 21, 1988, only after Apple had filed its suit. The license agreement was arrived at because a dispute had "arisen concerning the ownership of and possible copyright infringement as to certain visual displays generated by several Microsoft software products." These products are

* Microsoft's operating environment, Microsoft Windows Version 1.0;

* three Microsoft applications programs developed under a 1982 agreement between Microsoft and Apple for use on Apple's Macintosh Computers;

* an electronic spreadsheet program (Microsoft Multiplan);

* a business graphics program (Microsoft Chart);

* a database program (Microsoft File) and;

* two other Microsoft application programs—an integrated electronic spreadsheet program (Microsoft Excel) and a word processing program (Microsoft Word).

In the license agreement, Microsoft agreed that the above programs are derivative works stemming from Apple's Lisa and Macintosh graphic user interface programs. It is worth noting that Apple granted Microsoft a non-exclusive, worldwide, royalty-free, perpetual, non-transferable license to use the derivative works in "present and future software programs" and "to license them to and through third parties for use in their software programs." Each party to the license agreement undertook to keep the Agreement confidential. It was signed by John Sculley, President of Apple Computer, Inc. and by William Gates, Chairman of the Board, Microsoft Corporation. Against the background of this license agreement, Apple charged that sales and distribution of Windows 2.03 "is unauthorized and infringing." It requested that Microsoft and Hewlett-Packard be precluded from selling and marketing New Wave and Windows 2.03 and requested damages of an unspecified amount.

In its brief, Apple cites three charges (counts) that it brings against the defendants. These three Counts are

I   Copyright Infringement;
II Contributory Infringement; and
III Unfair Competition.

Under Count I (Copyright Infringement), Apple notes that it has spent millions of dollars and years of creative effort "in the development of artistic, aesthetically pleasing visual displays and graphic images that enhance the value and commercial appeal of Apple's products." The brief lists the various copyrights—thirteen altogether—that have been issued it under the U.S. Copyright Act. These copyrights, as part of the Formalities required under U.S. Law, have been registered with the Copyright Office.

While Apple has had a license agreement with Microsoft, the terms of which have been exceeded, it has no such agreement with Hewlett-Packard. Hewlett-Packard has been licensed by Microsoft, however, to use the latter's Windows 2.03 in its New Wave computer program. New Wave, it is charged, has copied and adapted the Macintosh audio visual works thereby infringing Apple's exclusive copyrights. Hence, there are violations both by Microsoft in its Windows 2.03 and by Hewlett-Packard in its use, under license, of Windows 2.03

Apple, therefore, charged infringement of its copyright, claims damages and requests an injunction. It requests action by the Court to prevent its sustaining "irreparable damage" and attorneys fees under Section 505 of the Copyright Act [Title 17, U.S.Code]

Under Count II (Contributory Infringement), Apple contends that Microsoft has aided H.-P. in the use of Windows 2.03 with New Wave. It has implicated itself, further, by the granting to Hewlett-Packard of license rights. Such conduct by Microsoft constitutes Contributory Infringement.

Under Count III (Unfair Competition) there is unfair competition and unfair business practices, violating thereby the California Business and Professions Code and the common law. The damages sustained by the Plaintiff shall be determined in Court.

The remedies sought by Apple include (1) the issuance of injunctions to prevent copying, selling, marketing, distributing both New Wave and Windows 2.03 and revisions, (2) entry of judgements in favor of the Plaintiff and against the Defendants, (3) the accounting of gains, profits and advantages derived by defendants from their infringements, (4) statutory damages in the amount of $50,000 per infringement (Section 504 (c), Title 17, U.S.Code), (5) attorneys fees, (6) the impoundment and destruction of all computer programs known as New Wave and

Windows 2.03 or derivatives based thereon.

Microsoft filed a countersuit against Apple, denying infringement of any copyright issued it. It has entered a reply to the brief filed by Apple, addressing each charge, paragraph by paragraph. Microsoft in developing Windows software for the IBM PC and compatibles has invested "over one hundred thousand hours and millions of dollars" developing Windows. Microsoft denies that Apple has any proprietary rights to visual displays, including graphic images. Moreover, any rights Apple has were granted Microsoft by the 1985 Agreement and waived by Apple. Apple has been aware that Microsoft was working on Windows and that it has released many new versions including 1.01, 1.02, 1.03, 1.04, 2.01 and 2.03. Microsoft has licensed those versions to third parties and Apple has been aware of this activity. Microsoft denies contributory infringement. Features in which Apple has claimed protection are functional displays, not subject to copyright protection; they fall rather under U.S. patent laws.

Microsoft has filed counterclaims against Apple. Counterclaim I is a charge that Apple has breached its contract with Microsoft under their 1985 Agreement. Counterclaim II is a claim under tort and associated damages. Counterclaim III is that Apple has deliberately interfered with Microsoft's prospective business relations.

Counterclaim IV is that Apple has disparaged and slandered Microsoft. As a result, Microsoft has suffered financial damage. Counterclaim V is that Apple has wrongfully inhibited Microsoft's actual and potential customers from attempting to use Windows. Therefore, Microsoft seeks dismissal of Apple complaints and claims damages. Hewlett-Packard has decl its intent to file a countersuit and "to oppose Apple's vigorously." New Wave, it contends, is a leap-frog technology which encompasses features that earmarks the course of future software developments. It is this that Apple finds threatening and is the basis for its suit.

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SYSOP (Commonwealth)	- Oscar Fisher

The Frederick Apple Core meets on the second Saturday of each month in the large conference room of the Frederick Library at 110 E. Patrick Street, Frederick, MD. Meetings begin at 9:30 AM and normally last until 11:30. Demonstrationss are scheduled for both the Macintosh and Apple II with computers of both types provided.

If you have problems or questions concerning any program

HOTLINE MEMBERS

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Kurt Holter (Mac)	- (301) 663-4199
Bruce Taylor (Mac)	- (301) 371-6181
Stephen Hadley (Mac Graphics)	- (301) 831-5353
Cracker Barrel BBS	- (301) 662-3131
Commonwealth BBS	- (301) 695-7203

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or application, you are encouraged to bring the program along and we'll see what we can co to help. We also have extensive public domain software libraries for both families of Apple computers.

FAC Upcoming Meeting Dates:
June 11   August 13
July 9

FEDSIG NEWS
by John Nelson

The Federal Special Interest Group held an organizational meeting and elected new co-chairs, Lyle Eesley and me. Many thanks to the retiring co-chairs, Dan Adkins and Gordon Stubbs. Some of the resolutions we developed are:

• We will have quarterly meetings sponsored by and located at APPLE FEDERAL in Reston. Our next such meeting is on June 15th, at 7:30 PM, with a demonstration of APPLE's solutions for MAINFRAME CONNECTIVITY.

• We'd like to have occasional meetings at the sites of FEDSIG members to see firsthand how the MAC fits in different agencies. This might also be at an area business that deals primarily with federal contracts. Call Lyle if you are interested in sponsoring such a meeting.

• Some of our meetings are scheduled on short notice. We get the word out by putting a message on the TCS, FEDSIG Bulletin Board, and by calling people on our Federal Agency User Group Contact List. For example, as I write this Apple plans to sponsor a FEDSIG meeting on May 18 where Steve Weyer of APPLE will discuss their long range direction in Artificial Intelligence. Call us if you aren't getting the word and want to be added to our contact list.

• We will have some involvement with local special events such as the Capital Microcomputer Users Forum in September and the FOSE show in March. Call me if you would like to help.

• We welcome suggestions for FEDSIG activities and topics for meetings. Our goal is to supplement the programs of WAP to further meet the unique needs of members in the federal sector. We work closely with members of other Mac user groups such as the Pentagon MUG and would like to be a resource for smaller user groups in other agencies.

Ha, She's Got it!   All photos by Peter Combes

Federal JobLink

Forms	Instructions	Printers
OPM 1386	Open Form	ImageWriter
OPM 1170/17	Enter answers	LaserWriter
SF 15	Insert paper	
SF 171	Print form &	
SF 171-A	answers	$49.95 + $3.00 s/h
SF 172		(MD residents add 5%)
SSW 32	20-page guide	
SSW 555	unlimited use	MULTISOFT RESOURCES
SSW 585		P.O. Box 235
		Washington Grove, MD 20880
		(301)-977-6972

Requires Macintosh computer and MacDraw

Federal JobLink - The Complete Federal Job Package

DESKTOP PUBLISHING SIG MEETING—May 4
by Cynthia Yockey

A representative from Adobe demonstrated *Illustrator 88*, the upgrade to *Illustrator*, at the May meeting. There was no question and answer session.

Announcements

One reason to show up at meetings is that announcements like job openings are not reported in this column because it is printed so long after the meeting that I assume the job would have been filled. But you should know that there *are* job announcements, if that sort of thing interests you.

Another reason to come to meetings is announcements of equipment for sale, like MBI's liquidation of its stock now that the company is bankrupt. The sale will have happened by the time you read this, so I am not reporting a phone number to contact for information.

Announcements relating to April's demos by Claris: the release date for MacDraw II has slipped to June 5; and you can call (415) 962-8946 for ver. 5.1 of MacWrite, which fixes the spell-checker for 512Ke Macs. The upgrade is free if you have 5.0.

Marty Milrod announced that this summer's MacWorld Expo will be held in Boston on August 11-13, BUT, he reported, in 1989 is scheduled for April 26-28 in Washington, DC—where, presumably, the parking will be much better, at least for those of us riding the Metro.

Craig DeRose passed around copies of a new Mac newsletter called *FinancialMac Quarterly*, a 24-page effort that is published by people who clearly have a better background in money matters than desktop publishing. However, this area of Mac use—accounting, bookkeeping, investing and managing your buckaroos—is only just now getting a critical mass of programs and is under-reported in the general audience Mac magazines (which are like the animals in the fable clawing each other's throats out over a piece of cheese while a crow snatches away the neglected prize—the cheese in this case is readership, while the crow will be specialty Mac magazines). *FinancialMac* is amazingly cheap, as the publishers are asking just $9.95 (I assume per year) and only $7.95 for members of a computer user group. If you are interested, send your money to *FinancialMac*, P.O. Box 4574, Hayward, CA 94540 (phone 415-794-4388).

Ted Showker announced that he is trying to put together a group buy of Adobe typefaces and needs $3,000 in orders, preferably by the next meeting on June 1. He also announced a new laser printer service bureau, Laser Images, that offers a Varityper-600 (it has 600 dots per inch resolution versus the LaserWriter's 300 dpi). It is located at 1025 Connecticut Ave., N.W., Suite 511, Washington, D.C., phone (202) 293-7414. Prices will be $2.50 per page and $12/hour for computer time.

Illustrator 88

Adobe is showing somewhat more class than Aldus, which announced a special deal on its new drawing program *Freehand* and then withdrew the offer. Adobe representative Jacquie Endres says user group members can buy ver. 1.0 of *Illustrator* for $199 (retail $495), and upgrade to *Illustrator 88* for $99. When it was pointed out that this was not much better than waiting for the mail order discounters to stock *Illustrator 88*, she said Adobe *probably* would be willing to work something out.

New features of *Illustrator 88* should make the upgrade appetizing for anyone who got too frustrated with version 1.0 to finish figuring it out (we are legion), and vital for anyone who has to use the application on deadline. The new automatic trace tool actually drew cheers, as Endres took a few minutes to create an *Illustrator* version of the United Nations' logo—a job that many in the audience estimated would take four or five hours with version 1.0. *Illustrator 88* can also handle color, including all PMS colors and custom colors, and has a freehand tool that replaces the tedious process of clicking here and there and bending lines just so. Another great new feature is blending, where you can tell the computer to create almost any number of intermediate images showing shape A changing into shape B. (Both A and B having been previously created, the computer just adds the intermediate steps.) You can blend one color into another; the program will print in color on QMS color printers. One tool that was not changed was the text tool, which obviously displeased the audience. Endres graciously admitted that *Freehand*, an *Illustrator 88* competitor, does a better job of text on a curve.

Illustrator 88 requires one megabyte of RAM, but two megs are recommended. An add-on program for *Illustrator 88* is *Collector's Edition*, a library of over 200 graphics elements that retails for $125.

The big "Q"

Because a glitch in the *Illustrator 88* demo caused the meeting to break up early, Ron Moore did not get a chance to explain his humongous version of the letter "Q" that he went to a great deal of trouble to put up before the meeting started. But just in case you were there and you were wondering: he created a 4,628 point "Q" in New Baskerville bold italic on 72 sheets of letter-sized paper with a LaserWriter by using a PostScript routine that does oversized tiling.   ⑤

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badges,

• and a graphics editor that will draw graphic representations of numbers entered into it.

I hope the reader can see why I like this program. It enables the GS owner to produce some really impressive graphic presentations without any programming knowledge. It uses the graphic power of the GS to good effect. If sound could be added (I don't see how given the size of sound files, unless a hard drive is used as the data disk) this program would have it all.

As for its future. Broderbund has recalled all the copies from the software dealers but has not issued any notice to those of us who bought it. A call to Broderbund revealed that the program is not an in-house development but a French import, and so a upgrade date is not known at this time. It seems to me with even my limited programming knowledge that only a few lines of code need to be changed for the program to be bug free, and I certainly hope such changes are made soon because we GS owners need that program.   ⑤
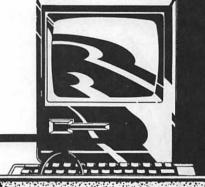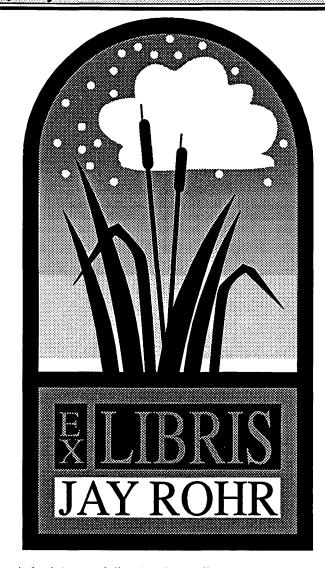
At last! A smooth line drawing tool!

The freehand tool in Aldus'/Altsys' FreeHand illustration program is its most flexible and exciting tool—A tool that allows the artist to create editable lines in almost any width and shape.

The drawing is made first with this tool, and then the program calculates the point it needs to construct the path of dots, the reverse of drawing lines from dot 1 to, say, dot 10. Maximum number of dots in a path of this nature is 250, which is more than reasonable because of memory limitations. The dots can be edited for further refinement.

It you are drawing a freeform with the freehand tool, and you want a closed path so that you can have a screened effect within that path, the artist must either click on the exact starting point of that object to close the path, or the illustrator can go to the Elements menu and tell the computer to close the path. The screened effects within that path can either be any gray, black or white, or a graduated shade of gray in either logarithmic or linear form at any angle the user specifies, or a radial screen. The shadings can start from black to white, white to black, or any variation of grays to whites, blacks or other grays. If the user does not want a line around the free shape, a line weight of zero (0) should be selected.

The "bookmark" tutorial is excellent. Using it the first time may seem confusing because of all the choices involved: there are 200 layers the illustrator can work within. Templates are placed on layer zero (0). All layers can print. The reasoning behind so many layers (who needs all of them?) is to avoid disturbing elements of the illustration the user wants to keep intact.

Items can be grouped, rotated, duplicated and cloned. Duplication and cloning are horses of the same color. Duplicating will give one a copy offset slightly from the original. Cloning will give you an exact duplicate exactly over the object selected which won't be seen until the user moves it into the position wanted.

Mirroring the image is not as tricky as in Illustrator, nor is scaling. As one mirrors the image (or scales) there is a position indication bar on screen that reveals what you are doing. If you want to tilt an object, for example, from 0 to 9 degrees precisely, the further out you go on the handle, the more control you have, whereas the closer you are to the originating point, the more apt the angle is to jump into larger increments.

One does not just read through the manual: one studies it carefully in front of a Mac to learn what is being taught. There are just a few references to fills and screens, and the tutorial contained more information on this than was found in the manual itself. After having browsed through the manual and after trying several of the tools, it is most beneficial to once again return to the tutorial and do that again. Then everything comes together nicely, and initial confusion becomes lessened greatly.

Text is beautiful. Text can be set to almost any point size and placed within, say, a block. If it is too small or too large for the block, the user can grab the handle and stretch it, squinch it or elongate it from now till doomsday to fit or fill that block. Beautiful!

The curve, connector, corner and combination tools can easily be accessed from the keyboard, using the keys 1, 2, 3, and 4. A little anticipation is needed for using these tools, however: the user is best advised to think one or two steps ahead of the kind of object that is to be created. Fills and line weight are important factors, but these can be adjusted later, if desired. The combination tool allows use of both the corner and curve tool in one tool. For straight lines, the user clicks between points. For curves, the user holds the mouse click on the specific point and drags to create a curve.

Upon looking at the the final output of a drawing such as the bookplate in the tutorial, it may take the first user an hour or several hours to construct as familiarity with the tools is being accomplished. If this same work were to be generated in an art studio by an artist, extensive use of the camera and special screens would have to be made, and the paste up or mechanical would be as close to a nightmare as one could get. Instead of taking several hours, it may take the conventional artist a full day to obtain this effect. In addition, if the artist was not happy with

contd.

the final outlook of his day's worth of work, he or she might have to start again from scratch on his drawing board, whereas computer-generated art changes may be only a few mouse clicks away. And that's the beauty of such a program as this. Additionally, there are effects that the computer can create almost instantaneously that are not possible in the design studio environs without the Mac.

Most art and templates created for FreeHand drawings must be imported via the clipboard or through a desk accessory such as Art Grabber. It will not read Paint-type files. FreeHand also makes its own files under the SaveAs dialog, but this has only limited use within FreeHand only. Since most files must be exported to page layout programs, the user must select Export from the File menu, then save that file in EPSF format.

Be prepared and forwarned that these files may take up many Ks of disk space. The simple file in the illustration shown was an actual job done for a printer. The finished size was 8-1/2 by 5-1/2, 2-up (2 to a page). The illustrations of the stars and radial bursts were done in FreeHand from very basic shapes, each saved as an EPSF file. These were imported into PageMaker 3 and then scaled or distorted as needed to fill an area. This file took up 512K! So if you have an 800K disk, you get some idea of how many of these finished works can be stored on a floppy. One, maybe two, if you are lucky. (Radial screens eat up a lot of K.)

Magnification is up to 8 times on the FreeHand screen, allowing for the most detailed work. Importing digitized MacVision images from, say, a source like a VCR stop frame, works very well—often without any preparatory work, or very little, being done on the original image. There seems to be enough clarity in many of these templates to work them directly with FreeHand. Even tracing or creating fancy lettering with swirls and swashes is a breeze using the freehand tool.

FreeHand is a very exciting program for use in the graphics environment. Look at all those bitmapped images out there that can now be transformed into smoothed line work for output on

the LaserWriter! For those who have, like myself, been looking since 1985 for solutions to smooth out those jaggies and create some spectacular PostScript effects, our day has arrived. Now with FreeHand and Illustrator 88, creative artists and designers can now get to work and do their thang!

Jay Rohr is Vice President, Production Manager and Graphics Designer for Creative Communications, Inc. located in Laurel, MD.

AVSIG (ART & VIDEO SIG) NEWS
by Nancy Seferian

Our April meeting featured Bill Newman, renowned Washington painter, and Jay Williams, award-winning graphic designer. There were 30 people present. The meeting was opened by Co-Chairperson, Nancy Seferian, who said that the purpose in forming AVSIG was to gather together creative artists and all interested persons from WAP to share experiences, learn from each other, and perhaps produce some art for exhibit for WAP. Nancy asked the members to share information about their experiences and the kinds of programs and help they would like from AVSIG.

Jay Williams shared his experiences with the Macintosh from the graphic designer's view, and from his own historical perspective. He showed us some samples of graphics, and a poster he produced using Mac Vision, Mac Scan, and Adobe Illustrator. He also discussed his philosophy of some differences and similarities between fine artists and graphic artists.

Bill Newman showed slides of his paintings in a somewhat chronological order so that we could see how his paintings evolved as he became involved with his Mac. For his earlier computer paintings he used a program which saved individual TV screens to his computer at a punch of the button. Other programs he has used are Mac Vision, Thunderscan, MacPaint, Super Paint, Full Paint, MacBillboard, and Calligraphy. He has used a special ribbon that prints greatly enlarged images in a form that can be ironed onto his canvases to be painted.

There was a question and answer period afterward, where we could ask questions about the how-to specifics. All agreed it was a very special program.

At this printing we are making tentative plans for the June 15th meeting to have a group exhibit of art produced on computers by outstanding university-level art students. They will also share their experiences with the programs they used and answer questions. However, the exhibit need not be limited to students. If you have art that you have produced, and would like to bring it, we'd love to see it. For further information call Jay Williams at 728-5932 or Nancy Seferian at 333-5817.

MacNovice Column

by Ralph J. Begleiter

System Strategy

Now that Macintosh software has grown to such enormous proportions (in terms of the space each program uses on a disk), you should be giving careful thought to how you set up your "System" disk. (Early MacNovices will recall the relatively puny word processing program called MacWrite which used up a mere 79K on your disk. Those days are gone!)

It's virtually impossible to operate an efficient Macintosh system these days with just a single disk drive. Software has become too "fat" to fit on a single disk efficiently. That's why current Macintosh computers all have two disk drives built-in, and why the MacPlus (with its single internal drive) is being discontinued.

While it was once possible to build "System" disks which contained not only the system software but also an application or two, that's getting harder and harder to accomplish, especially because Apple has increased even the basic size of the System File so substantially. Even a fairly trim System File these days (with just a few fonts and desk accessories) can run upwards of 220K.

On the assumption now that you've got two disk drives, here's an efficient way to organize your system.

Start with a blank, 800K (two-sided) disk. Copy onto it a fresh copy of the System File. Add the essential other system files, such as the Finder, MultiFinder, ImageWriter (or other printer "driver"), Scrapbook and Clipboard. Leave *off* your disk anything you *don't* need (such as sound drivers and other non-productive software).

Next, use the Font/DA Mover (you should be using the latest version, 3.6, because it helps keep some critical font identification information untangled when fonts and desk accessories are collected from various sources). With the Font/DA Mover, add to your System File all the accessories and fonts you *really* use often. Leave *out* the ones you use rarely. Now, delete from the System File any fonts or desk accessories which are superfluous (the "puzzle" and the "alarm clock" are two good candidates for dismissal).

Your System File may well exceed 200K in this condition, and the System Folder may very well take up about half the space on your 800K disk.

Now add to the System Folder any useful INIT programs. These are the ones which load automatically when you start up your Mac. Programs such as QuickKeys, Suitcase, Font/DA Juggler, and others fall into this category.

By now, you're discovering that your System Disk is getting pretty full. If there's space left, you may pick and choose a few utility programs which are frequently useful. Font/DA Mover itself is a good choice. If you're a MacWrite user, you may still be able to fit this word processor on your System Disk.

If there's *still* space remaining on your System Disk, now's the time to add a few "frills" such as unusual fonts you sometimes use, or a desk accessory or two you enjoy having aboard. A File Finder desk accessory would be a good choice. So would a DA "outliner" such as Acta. Or perhaps you have other favorites. This is the time to make your last-minute additions or subtractions from the System Disk.

Next step: *duplicate the entire disk.* That's right. Make a copy of the disk. You might even want to make *two*. There are two good reasons for this. First, making a copy of your System Disk forces the Mac to re-write all the components of the software onto the new disk. This process places the software on the new disk in a fresh and orderly fashion. Your computer will appreciate this. The System File will be written in sequence, no matter how many desk accessories and fonts you added or deleted on the original. When you're working with the System Disk later, your Mac will access the System File faster, and probably with fewer hangups.

The second reason for copying your System Disk is to have a backup. Elementary as it may sound, this simple step will enable you to be up and running again within minutes after a System-destroying crash. You won't have to repeat the process you just completed of building a System Disk from scratch.

To make the best use of your new System, start up your Mac with it and leave the System Disk in one of your disk drives at all times. Use the other drive for the software program(s) you're running, and for file storage.

To make the most efficient use of your *other* drive, create a series of Program Disks. On one disk, for example, you might copy your word processing program. (*Don't copy the entire word processing disk. Just copy the program software—leaving off the System files which may be on the original program disk.*) Remember that your System software will always be available to your Mac from the *other* disk drive. So keep space on your Program Disks just for software which goes together. For instance, you might locate your word processor and a spelling checker on the same Program Disk. Or, on a single disk with your spreadsheet program, you might include a charting program.

Be sure to leave some space for file storage on your Program Disks. As files grow in size, and as they fall by the wayside as completed projects, you can always move them into "dead" storage on archive disks, retaining only your "active" files on your Program Disks.

Should certain programs require special desk accessories or fonts, *don't* add them to your System File. Attach them directly to the program with which they're associated, using the Font/DA

mover and holding down the OPTION key while OPENing the application from within Font/DA mover. This way, specialized desk accessories (such as a calculator) would be available when you're using programs needing them, but won't be taking up space on other Program Disks where they're never used.
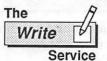
[In the last year or so, some innovative programs have been developed which could make creation of an efficient Macintosh System even more easy. Programs such as Suitcase and Font/DA Juggler allow you to make available literally hundreds of fonts and desk accessories without loading them directly into your System File. Fonts and DAs may simply be copied into your System Folder when needed for a specific project—or even accessed from their own Font or Desk Accessory Disks.

These programs have another advantage: They keep MacNovices from puttering around with their System Files using Font/DA Mover. Not that there's anything wrong with adding and deleting fonts. It's just that *whenever* you tinker with a System File, you're introducing the *possibility* of corrupting some part of the System File. Avoiding Font/DA Mover simply eliminates one possibly-corrupting element.

It might pay to take some time before embarking on this System Strategy to work it out on paper. Figure out exactly which elements you *need* in your System File. Determine exactly which fonts and desk accessories you like. Establish appropriate combinations of software programs which will combine on single Program Disks. *Then* go ahead and build a more efficient System.

Or—invest in a hard disk drive with plenty of space, in which case fitting everything onto two 800K disks will no longer be a problem! ⑤

Softviews
by
David Morganstein

First a few comments, one on Double Helix][and the other on Word, then a review of a recent update to Map Maker, first reviewed in the WAP Journal about a year ago.

Regarding Double Helix][, if you need a multi-user database package, you might want to know how the Helix package works before making a choice. A friend who had been using Double Helix][upgraded to the multi-user version so that co-workers could share several databases. On the positive side, Odesta's networkable database does not require an investment in a network system such as Tops or AppleShare. You receive one "server" diskette for building a Helix server which makes a Helix collection available to others. You also receive several "user" diskettes, each of which is serial numbered. If you need more than the standard pack provides, you buy one additional user disk for each network user. The "server" disk is used to run Helix and place one collection on the network for access by others.

Here is the main limitation. Only one collection can be made available at a time and the server computer is dedicated to running Helix. The folks at Odesta said to me, "If you want to access more than one set of related files, you must combine all of them into a single collection." Anyone who has used Helix and is familiar with the sometimes bewildering array of icons needed to support a single file, let alone a number of unrelated files, knows how unworkable combining a half dozen files would be. The other problem is that the server can not be used to do anything else. (I haven't tried it with Multi-finder yet). It must be running Helix with the shared collection open. There are other database packages, such as 4th Dimension that do not have these severe restrictions.

I guess a common pasttime for many people is griping about Microsoft's Word. Just to add to the noise, let me throw a few darts. Style sheets. They are great, a real enhancement. Ever try to open two or three documents each with a different style sheet? You quickly run out of "memory", even when using a computer with 2 or more megs of RAM! Microsoft confirms the fact that the message "out of memory" doesn't really describe the problem accurately. Maybe this will be fixed in a newer version... Another "out of memory" problem occurs when doing global changes that involve hundreds of character changes. Again, you get a message saying not enough memory, save the sheet and continue. Unfortunately, you can't always save the sheet! You have to repeat the global changes over and over, on small selected portions of the document. And is it ever slow. Well, it's better than using a typewriter....
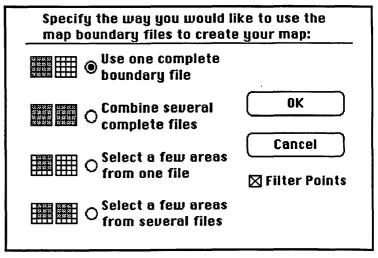
Map Maker, version 3. (Daryl Scott, Select Micro).

You don't have to be a cartographer to want to use Map Maker. Daryl Scott's latest update has added most of the features that a former WAP review noted were lacking in earlier versions.

It now permits you to save maps as PICT files, not just paint files, thereby enhancing the display appearance especially when printed on a LaserWriter. You can easily import both boundary files and variable data from other sources. This version provides superb color support for the Mac II. In addition to displaying data, such as population or sales figures, using cross-hatched fills, the data can be shown in dot density form (the larger the value, the greater the density of dots) and as an area cartogram (areas with larger values are displayed in a larger size). MM can represent geographic features using curves to designate roads or circles to show proximity. Another enhancement will trace lines in a paint diagram allowing you to turn it into an object oriented map.
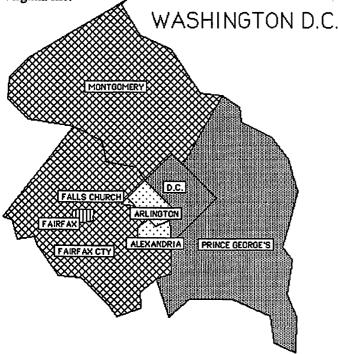
What It Does. The basic idea is simple. You give MM a set of boundaries representing areas and one or more values and an optional label for each bounded area. It draws a map displaying each boundary in a designated way to convey the magnitude of the value associated with the area. The boundaries can come from a MacPainting or a file of X-Y co-ordinates. The boundaries can represent any kind of two-dimensional area such as a state or a county outline. The data can describe any characteristic associated with the area, population counts, income, sales, population density, etc.

Select Micro has simplified the procedure for creating a new map and now follows a standard Mac approach. When you say "New" you get a dialog box which you use to select the boundaries to be used in creating the map. (In previous versions, you initiated the creation of a map with another menu, not through the expected "New" selection under the File menu.)

MM offers a great deal of flexibility in choosing map boundaries from a collection of boundary files. You can make a map of all areas in a given file or you can piece together several files such as combining two state maps showing all counties in both states. Alternatively you can select areas from several boundary files.

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For example, in the image below, you see P.G. and Montgomery counties which were selected from the Maryland county boundaries file, D.C. from its own file and Falls Church, Fairfax, Alexandria and Arlington counties/independent cities from the Virginia file.

WASHINGTON D.C.
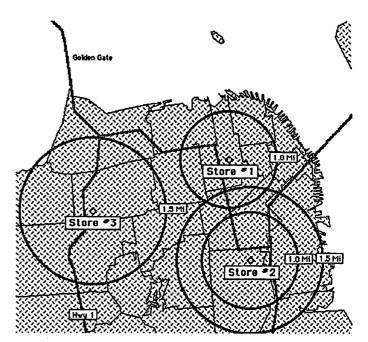
Having drawn the map, MM will let you enter or import data about the selected areas and then enhance the display so as to convey the data in a graphical way. Select Micro provides many statistics for use with the boundary files included with the program. Using these data, each area can be filled with an appropriate patterns representing the data value for that area (you can add color from any Mac which will appear on a Mac][color display or Imagewriter][with color ribbon). Alternatively, they can be filled with dots in varying densities, directly proportional to the magnitude of that area's characteristics. As a third option, MM allows you to create a cartogram wherein the size of the area reflects the magnitude of the variable's value.

While MM comes with a large number of useful boundaries, additional boundary files, for example describing three digit zip codes or telephone area codes locations, can be purchased. Using a new feature for importing boundary data, I was able to load in boundary files used by an MS-DOS mapping program. While a very minor amount of editing was needed, the whole translation process was completed quickly and the resulting maps drawn flawlessly. MM supports the conversion of a number of boundary file descriptions, including Latitude-Longitude in various formats or X-Y coordinate data. If you have X-Y coordinate data, you can scale each dimensions linearly to arrive at the correct aspect.

MM also supports the plotting of an individual data point to represent any single location such as a city or, as below, a store. Circles can be drawn around points to identify areas in proximity to the point.

What You Get. The entire package is quite complete. There are three un-protected disks containing: the program, numerous boundary and data files, sample maps and a 125 page manual. MM comes with boundaries for counties in each state, all states

in the nation and all countries in the world. It also includes a lot of 1980 census data on every county in the U.S. and information about every country enabling you to begin generating interesting maps. You also get a dozen sample maps which demonstrate useful techniques for making informative, interesting maps.

The program offers an on-line help system which answers most questions that will arise; although, one quick reading of the manual will prepare you to use the program. In addition, Select Micro includes Apple's Edit program. This text editor can be used to edit existing data files or create new ones, most of which can be done easily with a spreadsheet program.

Other Issues. Unfortunately, Map Maker is not without a few problems. Although Daryl indicated he had thoroughly tested it with MultiFinder, I couldn't use it in that mode. It would unexpectedly quit, sometimes catching me before I had saved. On a few occasions, the screen just froze and I had to re-set.

So far, I have been unable to save a map in PICT format. I keep getting an error message. I must admit that my Mac has more than it's share of INITs and cdev's, one of which might be causing these problems; however, the difficulties are unique to Map Maker. I've don't have them with any other application.

I find MM's method of entering and storing data values awkward. You name a variable which you wish to enter, and then enter the data for that variable for each area. If you want to add a second variable, you repeat this process. I would prefer a spreadsheet-like interface where data are entered in rows and columns, all visible on the screen by scrolling. Of course, you can create datafiles with your favorite spreadsheet (mine is Excel) and then import that data into MM.

If you don't have a 68020 machine, you will have to be patient when working with complex maps. Map Maker is doing a lot of work and the screen refresh can take several seconds.

The Map Maker data file format stores data values in one file and labels for these values in a separate file. You are required to open each separately. This strikes me as tedious and error prone. If you have a lot of data files (Map Maker comes with more than a dozen data files for the U.S. states), you might accidentally open a data file and a different category label file, not to mention the two steps needed to import data for filling in maps. Having
contd.

studied the structure required for these files, I can see no reason why the labels couldn't be incorporated into the values file, simplifying the process and eliminating a source of error.

In several ways, Map Maker uses a somewhat non-standard interface. For example, if you want to change the font used to display the area names or variable values, you go through a two dialog box sequence where you first select a menu item for changing text, then you select the layer of text you want to change. Next you click on boxes for changing the color, font or style. At this point MM will re-draw the map using the current font/style selected from a standard Font or Style menu. I frequently forget to change the current font/style before beginning the whole process. You have to select a new font/style first, then go through the entire sequence, sort of the reverse of the standard Mac interface. An easier approach would use the standard method of selecting the layer of text, then choosing the style/font you want to assign to it.

Summary. Map Maker draws beautiful maps. It serves a useful purpose and has no direct competitors. (Odesta markets a mapping program, GeoQuery, that solves a different mapping problem.) While I think the interface should be changed to be more Mac-like, MM get high marks. Select Micro Systems, Inc., 40 Triangle Center, Suite 211, Yorktown, Heights, NY 10598. (914) 245-4670. Price $349.   ⑤

EXCEL SIG REPORT
by Larry Feldman

The Excel SIG held its organizational meeting on April 20th at the Pi office. Despite the expression of a fair amount of interest prior to the meeting, in the actual event only a half a dozen of us turned out. A consensus existed, however, that there is in fact a larger community of Excel users who will participate if we (a) persevere and (b) create a forum that looks appealing. Consequently we decided to continue to meet on the 3rd Wednesday evening of every month at 7:00 P.M. at the Pi. Ergo, the next meeting after this report appears will be Wednesday, June 15th.

On matters of format, it was left that at least the first hour of each meeting would be an open Q & A session—i.e. with individual members providing the questions in the hope that the group will have the answers. There is to be a strictly enforced 15 minute time limit on any one topic.

Since we have the Club's overhead projector (which throws the Mac's screen on to the wall, enabling everyone in the room to see clearly what is happening on the computer) people are urged to prepare their questions/topics on disk beforehand.

The balance of the evening was devoted to trying to unravel a linked set of problems arising out of unlinked worksheets. That is, the links had come apart yielding REF! error messages where one hoped for values. Fortunately, someone who actually knew what he was doing, David Morganstein, was there to guide the inquiry. We spent a good hour, in instant contravention of the 15 minute rule, exploring how (and how not) to link worksheets.

One conclusion: once you have set up the linkage between worksheets, moving the supporting documents out of the folder where they were at the time the linking formula was defined is asking for trouble.   ⑤

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MACINTOSH BITS AND BYTES
by Lynn R. Trusal

HyperDrive FX-20 Update

I have been wondering for some time why my distinctive Hyperdrive FX-20 icon disappeared and was replaced by the same one used for the internal Apple hard disk in my Mac II. I now know, after reading an article in the "Macrocosm" column of the "Active Window." The "Active Window" is the Macintosh newsletter of the Boston Computer Society. It seems that when an FX-20 is connected to a Macintosh with an Apple hard disk also attached, it is possible for the Apple hard disk "driver" to be placed on the FX-20. This occurs when using the HD Setup SC utility. I used the "update" feature of the utility and it also updated the FX-20 with the Apple driver which accounts for the icon change. This did not damage the disk or the data but it rendered the FX-20 software useless and I was unable to change the SCSI address of the drive. The article contained a supposed solution but when I tried it the Mac bombed twice and then the FX-20 ceased to function at all. The fuse blew and I have a feeling the power supply also failed. I don't think the solution was responsible for damaging the drive. Fortunately, I had backed up the data but I may not have a drive to restore it to.

Just be aware that if you mix two different makes of hard disks you may have problems. I don't know if this will happen with an external Apple SCSI hard disk daisy-chained to a second make of SCSI hard disk. My problem occurred with an internal Apple hard disk and an external FX-20. I don't know if the problem should be considered an Apple hard disk software problem or a specific problem with the FX-20 drive. I'm not placing blame but just trying to warn readers that such an event can occur. Until this time, the FX-20 has been a very reliable hard disk for me.

So What Else Can You Do?

Have you discovered all the uses to which you can put the Macintosh? Let me suggest several additional ones you might not have thought of. How many times have you been on a trip and needed to have your automobile policy number or the insurance company telephone number? Have you wanted your broker's telephone number or your mutual fund account number so that you could make a call to execute a transaction while you were away from home? Did you have to wait until you got home because you didn't have all of these important telephone numbers and account numbers with you?

I suggest you use Excel to create a small three column chart containing the following information. In column 1 (company name, column 2 (account #), and column 3 (telephone #). Once the chart is filled in, reduce the point size to 9 and/or use the printer capability to do a percentage reduction when it is printed. Adjust the printout using either one or both methods until it is wallet size. Then print it, glue it to a 3x5 card, trim the excess and place it in your wallet. You never need to be without this important information again. If you travel extensively, you can add your children's names to the card so that you won't forget them when you return home, he said tongue in cheek!?!

Another good use of the computer is to use the various amortization tables that are available to check out your loan payments. If you have ever decided to pay off a car or personal loan early and you want to be sure the bank isn't trying to stiff you, use one of the many amortization tables available to check it out. Some are provided free as public domain and others are available as part of a commercial software package such as "MacMoney." Enter the interest rate, total loan amount, term (months or years) for repayment and monthly payments and the program will provide you with a chart listing the interest, principal and total payment amounts by month. It never hurts to double-check the bank when hundreds of dollars are at stake.

New Versions of Pyro, PowerStation and Suitcase

Software Supply has sent a new version (1.2.1) of its popular Suitcase utility to all registered owners. Version 1.2 was released at the MacWorld Expo in San Francisco but some additional bugs were discovered. Improvements include MultiFinder compatibility, and increasing the maximum number of open Suitcase files from 10 to 12. A new version (2.1) of the screen dimmer Pyro was also included free. To top that off, the company also mailed a free updated version (2.1) of PowerStation to all registered users. I received it on March 11, 1988. It included many new features, better MultiFinder compatibility and even a new manual. I highly recommend Suitcase, Pyro and PowerStation as the best piece of software on the market for what each is designed to do. For those new readers that don't know what I am talking about, read Marty Milrod's review of these two great programs in the November 1987 issue of the WAP Journal. Software Supply is also to be commended for providing free upgrades for relatively cheap ($60 retail and about $40 wholesale) software. I wish larger software houses would follow the same policy.

The marketing rights to both Suitcase and PowerStation have been purchased by Fifth Generation Systems, Inc. of Baton Rouge, LA. They are known for the Macintosh backup software called Fastback. Steve Brecher of Software Supply, who developed both programs, will go back to software development including an update to Suitcase.

The Deadly Virus Spreads!

Most of us have been immunized against many childhood and adult virus infections but there is a new virus on the loose for which there is no immunization. I am talking about the computer virus (fooled you!) that has been reported in "Government Computer News", "Newsweek" and "InfoWorld" among others. The viruses are self-propagating computer programs that spread among computers and computer disks when data is transferred between them. Once into the system the virus may slowly infect a total system, destroying data files or erasing hard-disks. Both government and corporate computer centers are taking precautions to prevent such a catastrophe. Systems reported to have been infected include Hebrew University, IBM's regional offices in Tampa FL, CompuServe, and GEnie. In the case of CompuServe and GEnie the virus was less deadly and was found in the system folder of a HyperCard stack. It was originated by

/ a Montreal based Macintosh magazine and was
/ to display a message from the publisher on March 2,
'hich was the first anniversary of the Macintosh II intro-
1. We used to only have to worry about "Trojan horses",
w we can add computer "viruses" to the list. Do we need
I crash program to cure the problem?

t in time for the rescue is Don Brown of CE Software. He
itten a short program called "vaccine" that he will distrib-
e on the major telecommunication systems. The program
users when a self-executing "INIT" file attempts to install
and then blocks the installation. (Source - MacWeek).
has been some concern that "Vaccine" is causing some
:rence with other "Inits."

iother anti-viral program has been announced by Laser-
, Inc. of Metuchen, N.J. "Viralarm" is a program to protect
er software program by creating a software barrier. Once
irm inoculates the program it is protecting, it checks to see
program has been altered since it was last used. It then
s use of the program, notifies the user and suggests a backup
of the program be substituted (Source - Investors Daily).
/ other anti-viral software fixes are also now available.

WareHouse

here is a new Macintosh mail order firm around and it is
d MacWareHouse. I recently got their first catalog in the
 They apparently bought the MacWeek or Macintosh
\y mailing list, since it came to my business address. They
)cated in Lakewood, N.J. and clearly state their policy for
ling mail orders. It includes the promise to not charge credit
s until the order is shipped and no extra charge for their use.
/ ship by Federal Express Standard Air and charge $3.00 for
service. On the surface they appear to have all the bases
red but I would wait and see what kind of a track record they
lop. Remember most mail order firms are within a few
irs of each other and will match any advertised price. Just
do four of the major Macintosh mail order firms compare for
different software packages.

	QuicKeys	Suitcase	Excel	Word
WareHouse	$59	$38	$224	$239
Connection	$69	$38	$224	$239
rams Plus	$65	$38	$224	$239
Review	$82	$36	$239	$239

)o you get the feeling that Microsoft prevents mail order
ses from undercutting each other or is there some price fixing
g on? Again, stick with the established names until the new
s develop a reputation for dependability. This point was
ight home even more when I read Allen P. Kehr's letter to the
P editor in the April 1988 issue. He said that I reported along
 MacWorld that Icon Review had apparently gotten its act
ther and discontinued the policy of cashing checks before
ping merchandise. Allen reported that in January 1988 they
 still pursuing their old policy. I am sorry that this was
irently not true at least in this instance. I reported on what I
 from several different sources but my information is only as
 as what is published. Again the buyer beware and stick with
 established companies until better reviews appear on the
 r companies. It is hard to go wrong with MacConnection
 everything I have heard.

Software Upgrades

A recent report stated that more and more software develop-
ers were not following the Apple guidelines and this would cause
increasing compatibility problems with later upgrades of the
System and Finder. Microsoft Excel was listed as one of the
worst examples. My point is that we the users will ultimately pay
the price. Many software makers will charge users for upgrades
to make their applications compatible with the newest System
and Finder. I have no problem with paying for major improve-
ments but paying for bug fixes and developer mistakes has got to
go! Actually the concept of betaware (see Bits and Bytes
Column, May 1988) is somewhat appealing. If a developer is
going to use you as a beta test site, they should give you a
significant price break on their product. To be able to purchase
FullWrite Professional or Word Perfect for $100 is very reason-
able as long as they give you the final version (1.0) for no
additional fee. After all, Microsoft made us all beta testers for
Word 3.0 but didn't extend the same courtesy!

Modular Software! Has Its Time Come?

When you go to the clothing store and decide on a pair of
pants, shirt, sportcoat, tie, shoes and socks, you choose what you
like and what complements the rest. Wouldn't it be nice if you
could do the same with software. I've now tried four different
word processing programs and there are things I love and hate
about each one. Why can't I use the spelling program from
Microsoft Word, the thesaurus from Full-Write, the general
layout of Word Perfect and the simplicity of MacWrite? The
answer is of course obvious. Each software developer ap-
proaches the same goal with different solutions and even if they
follow the same the Apple guidelines, it is not an easy task to
integrate different aspects of various software packages. It is
asking too much to expect different developers to write software
modules to be compatible with other developers programs, but is
it unreasonable to ask the same developer to develop compatible
modules or third parties to fill the missing niche?

Integrated software largely failed on the Macintosh because
of the simplicity of the Macintosh interface and such programs
as Switcher, Servant, MultiFinder and the Clipboard and Scrap-
book. There simply wasn't a need that integrated software such
as Jazz could fill. Another problem with integrated software was
that although a company had the best spreadsheet on the market
it did not have the best word processor, database or telecommu-
nication software. Now, has the time come for modular software
that can be combined together with the same integratability and
fit as pieces of a crossword puzzle?

What I am proposing is this. Can a software developer make
a solid shell of a word processing program but form alliances
with other software companies to do the spelling checker, a
thesaurus, a grammar checker, graphics capabilities, mail merge
etc. Each module could be offered individually or purchase:
separately and invisibly merged into the basic shell, in much th
same way that Double Helix or PageMaker 3.0 are combine
from two separate large files. This is necessary because the su
of their parts is greater than 800K. Clicking on a "joining icor
joins the two halfs together to form the complete program. Th
purchaser would be able to add functionality when and if the
choose. In this manner the burden of developing the best sp
checker, best thesaurus and best mail-merge features would r
cor

reside with only one developer. The developer could publish the shell code with appropriate hooks and run a contest to have third party developers design the different modules. In a similar manner, the purchaser would have the option of buying only as much functionality as they needed with the ability to go back later and extent the capabilities of the basic shell.

This may be just the pipe dream of a frustrated user but I would be interested in hearing from WAP developers such as Rich Norling and Jim Lanford as to the feasibility and potential problems of my fantasy.

Multiple Program Use on the Mac

One of the really nice things about the Macintosh is the ability to transfer text and graphics between various applications to achieve the desired effect. If you can't create the desired result in any one specific program don't be afraid of using two or three programs to get the job done.

I recently needed to make a map of Africa with country borders. I started with the African map from MapMaker but didn't like the bold (2-pixel wide) country borders so I saved the map in MacPaint format and opened it up in Full Paint for customizing. In Full Paint, I made the country borders 1 pixel wide and filled in some of the countries with a fill pattern from the palette. Since the specific fill pattern I wanted was not available, I created some new ones with the Full Paint "edit pattern" option. Once that was done I added a legend. Since text in Full Paint is still somewhat jagged and I wanted to resize the map, I opened PageMaker and used the "place" command to open up the Full Paint version of the MapMaker map of Africa. Within PageMaker, I added a title and some other text and resized the map to occupy only half of the page. The end result was very nice and much better than if I had only one program to rely on.

Another situation that came up at work involved the program MacProject. I wanted to use part of the information from Mac-Project arranged in a row and column format while at the same time excluding some of the date generated by the program. It was as simple as copying all the rows of data from MacProject to the clipboard and pasting them into an Excel spreadsheet. Once in Excel it was very easy to delete the unwanted columns of data and move other columns around to achieve the desired arrangement.

Once again, don't be afraid to use multiple Macintosh programs to achieve your goals. Some programs simplify the effort by incorporating a number of "import and export" options into the program but, if not, don't forget the good old clipboard and scrapbook can often get the job done.

Expanding the Mac SE and Plus

Everyone knows that one of the major advantages of the Macintosh II over the SE is the number of slots available for adding hardware cards. The Mac II has six slots and the SE has only one. Now there is a product to expand the one slot capability of the Mac SE. It is called Macintosh SE Expansion Chassis or ExpanSE made by Second Wave, Inc., Austin, TX (512) 343-9661. This product connects to the expansion slot in the Mac SE and provides a total of 4 slots in the form of an external box. As such, accelerator cards, large screen monitors, MS-DOS cards and modem cards could be added. If four slots are not enough you can daisy chain other chassis boxes. The chassis includes a cooling fan, an 80-watt power supply, an interface card for the

Mac SE, and internal and external cabling. Second Wave also included with their literature a listing of manufacturers of Mac SE option cards which totaled 32 choices. They have more recently announced an expansion chassis for the Mac Plus called Expanse Plus that can hold up to 4 Mac SE expansion cards and sells for the same price. I have no experience with this product and the information included here is from the company's literature. ExpanSE costs $995 and comes with a 1 year warranty.

Lynn R. Trusal may be reached at 301-845-2651 for additional information or questions about information that appears in this column. The opinions expressed in the Bits and Bytes column are solely his.

MACINATIONS 4
by Robb Wolov

A Gateway Device—CD-ROM

Gateway Device. To qualify for the gateway category, a item must open an entirely new application, a new direction for computer systems. A device may not have to be revolutionary to qualify as a gateway, perhaps just evolutionary, an old product appearing at the right time.

The first desktop computers were certainly gateway devices from traditional paper based applications. Merely faster desktop computers are not—no new applications. Large 19" color monitors are certainly nice to use, and in this day of multitasking, these large electronic desktops give elbow room to sprawl. But, everything can be done on a 13" or even the traditional 9" screen of the single chassis Macs, just not as conveniently—therefore they're not gateway devices.

Audio compact disk (CD) players do not represent new technology. But, hooked to a small computer system, specifically a Macintosh with its graphics capabilities, it does qualify as a gateway device.

This article is being written in early March. By the time it appears in print, Apple will have released its new CD-ROM (Compact Disk Read Only Memory) player, the AppleCD SC. You may have already been inundated with pieces on CD-ROM. Do not become jaded. This does represent a new direction for our Macs. The pieces are indeed coming together—graphics, HyperCard access control, and now storage.

Until now, most of our work on small computers has been an electronic analog of paper. Faster, neater, more colorful, but still essentially paper translated to a CRT. The arrival of the AppleCD SC now allows new ways of presenting information and handling it for which there is no paper equivalent. Therefore, it qualifies as a gateway device.

By itself, the AppleCD SC is much like a conventional audio CD player with a SCSI (small computer system interface) port. It will, in fact, play your audio CD's through your hi-fi system. It has its own volume control, RCA and headphone jacks as well as a DA that looks like an audio CD player's remote control. Its drive mechanism is more robust than an audio-only player, better to tolerate the greater scanning head movement of indexed searches. This is one of the reasons that these players (Hitachi and Sony amongst others manufacture drives for the MS-DOS world) cost significantly more than audio-only players. But, it is what CD-ROM does rather than what it is that is so special.

To think of CD-ROM as merely a very, very large hard disk, and one that you can't write to besides, misses the point. The technology and software for truly unique, interactive information retrieval is now here. What we didn't have was a convenient storage medium.

Let me give you an example of this "gateway beyond paper". As the father of a three and a half year old, I find this most exciting. We have all seen the conventional paper-based, printed encyclopedia. Like most textbooks, due to writing and production times, they are about two years out of date by the time they actually hit the shelves. When reading technical subjects, the best they offer are series of still drawings or photographs. When describing music—forget it.

Now, let's look at the interactive CD-ROM equivalent. Sight, sound and motion are all available. A demonstration excerpt on American History from the forth-coming Mac CD-ROM version of Grolier's Academic American Encyclopedia, driven by a special version of Hyper-Card (v 1.1CD to be released with the player) describes the expedition of Lewis and Clark. A moving map of the U.S. depicts a growing trail with key locations highlighted as the pathway reaches them. An announcer actually speaks of key points while the user reads pop-up windows.

A similar segment on the Plains Indians, discusses their culture and music and plays samples of traditional tribal music recorded by Indian historic societies. This used to be the stuff of science fiction. Imagine the educational possibilities. Apple sure has. Though they have not said so as such, the loading mechanism chosen for the AppleCD SC requires that the disk be permanently placed in a protective carrier, a "CD Caddy." This method, rather than the usual electric tray we have grown accustomed to in the audio world, seems best suited for the rough handling of young (and not so young) hands in a classroom setting.

Such current CD products as Microsoft's Bookshelf, which places seven major writer's references on line simultaneously, is a more traditional "glass analog" to paper, though handy nevertheless. Libraries will find great use for such works as Books in Print, the Index Medicus and the card catalogue from the Library of Congress. Such databases on disk will eventually be thought of less as static references to be periodically updated and more as dynamic subscription services.

Custom dynamic maps, that can be telescoped down to the resolution and area desired, can be printed out by laser printers as needed. Or, interactive geography lessons can be built into them, complete with motion pictures of landmarks and people.

Our attitudes towards publishing will change as ROM players become standard equipment. And, truly mass storage readers will become standard just as we have come to think of hard disks as essential over the past five years. Once writers have sound and motion available to them, as well as text, their approach to presenting thoughts will inevitably change. Why should a software producer "merely" sell you a floppy disk with his program along with a typically cryptic, though expensive to produce and package manual? When he can sell you one CD-ROM disk in a simple plastic "jewel box". A single CD-ROM disk can contain not only the program for transfer to the user's hard disk, but a complete interactive instruction manual as well as programmed lessons and examples as appropriate?

Admittedly, many of the databases available on CD-ROM are quite expensive and outside the reach—or use—of mere mortals. But, with the economies of volume, some of these, of more general interest should come down. It is Apple's hope that by releasing the AppleCD SC, they will legitimate the market, and encourage software development for this medium.

contd.

The AppleCD SC will support the OSI 9660 "High Sierra" formatting standard, which means that databases created for the MS-DOS world, and there are already hundreds, can be read by any Apple computer with a SCSI port. Since these databases were created with the idea that they were going to read to a text only, graphics poor IBM clone, it will be for Mac specific disks to really take advantage of the graphics capabilities we have come to take for granted. Microsoft has already announced a Mac version of Bookshelf.

What I've described so far has been partially a tease. Whether CD-ROM really becomes a true force for the individual user, or only a special purpose, isolated application and therefore high priced device, is yet to be determined. There is still very much a chicken-or-egg paradox. With few drives, the cost per drive remains high. With few drives there is little incentive for software to be developed to utilize the drives.

Within days of this writing, Compuserve has initiated a new CD-ROM forum. Activity for a new forum has been brisk, with a flurry of exchanges between the people from the expected activities to first use CD-ROM, teachers, librarians and researchers. But, business people have also been more than curious, outlining their use or planned use to replace such applications as personnel microfiche readers and multiple repair manuals. What better cost effective solution? A fiche reader is just a fiche reader, but a computer can be used for other applications, as well as providing a means to transfer that information. A musician has expressed curiosity over the possibilities of a CD-ROM version of The New Grove Encyclopedia of Music which can be more frequently updated and could even contain musical examples. A Los Angeles District Attorney was excited over the prospect of having standard case references at his disposal.

With limited software, the demand for drives remains limited. Apple, at the latest Microsoft sponsored CD-ROM symposium has admonished third party developers to fully explore the medium for its interactive potential, and not just as a very large storage device. Only time will show if Apple's strategy will help break this impasse. Or, whether the market, the users themselves, embrace CD-ROM to even want that impasse broken.

Tip for Frozen Cursors:

For those of you with single chassis Macs, most software is well behaved, but for the 68020 users it is still not unusual for cursors to freeze up. For either group, before hitting the panic button—the reset switch and losing your work—hit Command-Shift-Option-Period. And, don't forget the old stand-by, Command-Period—the Mac equivalent to the Messy-Doser's Control-C to halt many programs in midstream.

Tip for MS Word Users - Em-Dashes:

Em-Dashes are frequently used instead of parenthesis to denote breaks in thought, add emphasis or define elements. MS Word users can easily insert em-dashes by hitting Option-Shift-Minus. (Ed Note: As well as MacWrite users.)

Until next time...   ⑤

VOLUNTEER PROFILES

Name: Rick Chapman
Occupation: Oceanographer
Residence: Silver Spring MD
Computer: Mac Plus & IIgs
Favorite Drink: Dos XX Beer
Favorite Software: HyperCard
Service to WAP: Tutorial Instructor,
        Mac II New Disk Librarian,
        Hotline volunteer

Name: Jay Heller
Occupation: Computer Consultant &
        Mac Programmer
Residence: Gaithersburg MD
Computer: 2.5Meg Mac Plus
Favorite Drink: Apple™ Juice
Favorite Software: MPW Assembler
Service to WAP: VP Mac 85-86,
        Hotline volunteer
Favorite Quote: "I am not a pirate." ⑤

Photos by Peter Combes
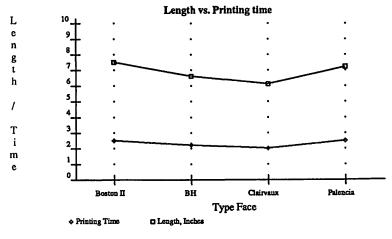
Many claims have recently been made about the so-called "Superfonts" now available for the Macintosh for use with the ImageWriter printer. Superfonts are designed to be the best looking, most professional type faces available for the ImageWriter. Superfonts, according to J.W. Leedom, the designer of Clairvaux, "come in more sizes with more characters than ordinary fonts." Boston II, Palencia, Beverly Hills and Clairvaux are the "Superfonts" of the Mac world.

Superfonts have several things in common. They are all proportionally spaced type faces, with monospaced numerals for the best appearance in columns. All are serifed type faces, and each has several special features. They are all available as shareware, and all of them are obtainable from Washington Apple Pi. Boston II is on disk 44, Beverly Hills on 97 (old version), Palencia on disks 97 (old version) and disk 113, and Clairvaux on 146. Do not use the version of Palencia on disk 97—it may bomb your Mac when you try to install it.

The type face you use is a personal matter. What will appear nice to one person will look odd to another. So, one of the things I decided to do was to come up with some scientific measurements to go along with my opinionated, subjective views.

I used a part of a letter containing 345 words. All testing was done in 12 point type using Microsoft Works word processing module, using Best quality printing. The times were measured from when I hit the mouse button to begin printing until I regained control of the Mac. The time and length were both measured in single space format.

Length vs. Printing time

	Boston II	Beverly Hills	Clairvaux	Palencia	Average
Printing Time	2.52	2.23	1.98	2.48	2.30
Length, Inches	7.50	6.60	6.10	7.20	6.85
Inches/minute	2.98	2.96	3.08	2.90	2.98
Number of words	345	345	345	345	345.00
Words/Inch	46.00	52.27	56.56	47.92	50.69
#inches/1K words	21.74	19.13	17.68	20.87	19.86
#pages/1K words	2.42	2.13	1.96	2.32	2.21
Size, bytes, 12 pt	4054	3562	4760	4058	4109
Size, 9-24 points (-14 point)	40252	30638	36636	36992	36130

As you can see from the chart and graph, there is a good bit of difference between the different type faces. The file that in Clairvaux would take less than two pages, requires two and a half in Boston II. Notice that there is also a proportional difference in printing speed.

Boston II was created, according to the designer, to be "more legible than any other font." for the ImageWriter. Boston II comes in 9, 10, 12, 18, 20, and 24 points. Boston II contains five of the most commonly used fractions, uses 4054 bytes of disk storage in the 12 point size, and contains a total of 188 characters, more than any of the other fonts. It does not come in 14 point, or the doubles of any size larger than 12 point. Doubles are used by the ImageWriter and are reduced 50% to do Best quality printing.

Boston II is a single stroke width typeface. It is a very light feeling type face, and it is very legible. It would be the premier choice for writing scripts and speeches. It is a bit on the plain side in comparison to the other Superfonts. It also looks more like printing that came from that other (Itty Bitty Machines) computer. Boston II does bold and italics well, but super and subscripts appear too dense for my taste.

I find the lack of 14 point and double sizes a disadvantage, as I like to use 14 point as an attention getter. My preeminent complaint, however, is the lower case e. The horizontal bar is slanted, while it is not slanted in any other character. This is terribly annoying. The 27-page manual is quite good, although it contains a lot of white space. Boston II is worth having for anybody in technical fields for its collection of special characters, or for people who need a particularly readable type face.

Palencia is a large, pretty type face, the most attractive of the Superfonts. Its handsome 11-page manual is the least informative of any of the Superfonts. Palencia comes in 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 points. Palencia provides five common fractions, and consumes 4058 bytes of disk storage in 12 point. Palencia bolds and italicizes well. Palencia has a total of only 159 characters, the smallest number of any of the Superfonts. Palencia is especially good as a large, serifed display face. It does excellent headlines, and handles bold face and italics well.

Palencia has a serious problem, however. It is too large. The individual characters are so large it is hard for your eye to flow freely down a line of type, in spite of the large, attractive serifs. It also consumes a large amount of disk space, especially when you consider the limited character set. Likewise, it is one of the slowest printing type faces, running just behind Boston II. However, I would not recommend it in light of its competition for use as a text font, only for headlines or special purposes.

Beverly Hills has long been my standard type face. Large enough to read easily, it is not so large as to make reading difficult. Beverly Hills comes in 9, 10, 11, 12, 14, 18, 20, 22, 24, 28, 36, and 48 points. 12 point Beverly Hills consumes only 3562 bytes on your disk, the smallest of any of the Superfonts, and a distinct advantage for people without hard drives. Beverly Hills comes with an informative 26-page manual. It contains 162 characters, plus the unique ability to produce any fraction. Besides the regular type face, it also comes with Beverly Hills

contd.

Large, Medium, and Small. Beverly Hills Small contains sizes 6, 7, 8, 12, 14, and 16 point. It also contains a one and two point leading font, labeled 14 and 28 point, which are useful for producing extra space between lines of type, as well as horizontal lines in twenty different widths. Beverly Hills Medium contains 11 and 22 point type faces, labeled as 12 and 24, for those times when you might need to shrink something down from 12 point just a bit. They are labeled for those applications (MacWrite, and many others) that only allow certain set size type fonts. Beverly Hills Large are actually 36 and 72 point fonts, again labeled as 12 and 24.

I have only two complaints with Beverly Hills. First is that the space character is a trifle too large. The second is the x–height (the height of most lower case letters) is a hair too tall. This makes it harder to pick out capital letters, and consequently, sentences.

Clairvaux is the newest of the Superfonts. It is a dense, angular type face. in fact, some characters actually touch one another when printed, due to the large, straight serifs. Because Clairvaux prints so small, it also prints fast. Clairvaux also reads very easily, as the eye can travel down the page rapidly, following the closely spaced letters with the large, consistent serifs. 12 point Clairvaux consumes 4760 bytes, the largest of the Superfonts. Clairvaux comes in 9, 10, 12, 14, 18, 20, 24, 28, 36, and 48 point fonts. Clairvaux contains three fractions, and has 183 characters. The number of characters is a little misleading, however. Clairvaux prints many foreign language characters with one key stroke, as opposed to two for the other Superfonts. This is an advantage for those who use foreign characters frequently, but a disadvantage for those in technical fields, as it limits the number of available characters. Clairvaux's 13-page manual is both attractive and informative.

Clairvaux has one altogether unique feature, Clairvaux Caps. This is a set of oversized capital letters, used for highlighting the opening of a new paragraph, without upsetting the line spacing of the line below it. I love it!

Unfortunately, the appearance of many of the characters in Clairvaux is not pleasing to the eye. Upper case C's are actually made up of 8 straight sections, as opposed to one large curved section with a small serif on the top, Lower case g's have a small tail hanging off the right side.

So, which is the "Best" Superfont? There is no clear winner. To my mind, the best type face would contain Boston II's special characters, Palencia's looks, Beverly Hills basic utility and ability with fractions, and Clairvaux Caps. Unfortunately, this type face does not yet exist. Mabye I'll get a copy of Fontastic Plus one of these days, and give it a try myself. Until then, you'll find me using Beverly Hills most of the time.

Sources: Boston II, $10.50 (US), C.E. Maurer, 31 Forsyth Avenue South, Hamilton, Ontario, L8S 2A4, CANADA.

Beverly Hills, $15, ADH Software, P.O. Box 67129, Los Angeles, CA 90067-0129. Latest version is 1.5, and is NOT shareware. Purchase from ADH Software.

Clairvaux, $10, J.W Leedom, P.O. Box 9714, Hollins College, Roanoke, VA 24020. Latest version is 2.2.

Palencia, $12, Andrew Welch, 29 Grey Rocks Road, Wilton, CT 06897. Latest version is 2.1.

This is a sample of 18 point Boston II.
This is a sample of 18 point Beverly Hills.
This is a sample of 18 point Clairvaux.
This is 12 point Boston II
This is 12 point Beverly Hills.
This is 12 point Clairvaux, with the first letter in 18 point Clairvaux Caps.
This is 12 point Palencia.

I am a computer field engineer. I work for Paradyne Corporation, a large manufacturer of high speed modems and data communication equipment. My wife is an RN at Mount Vernon Hospital. Before I got my Mac, I had a Commodore 64, which my mother–in–law now uses. I have a Mac SE, which I have had for about a year. I have a long standing in typography, dating back to my days as a high school and college yearbook editor.

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REVIEW: MANUAL-LESS MACINTOSH TRAINING COMES TO YOUR HOME
by Patricia Kirby

PERSONAL TRAINING SYSTEMS
WORD, EXCEL, & PAGEMAKER TUTORIALS
(P.O. Box 54240, San Jose, CA 95154 408-559-8635)

Wouldn't it be great if you could be trained in your favorite Macintosh software applications in your own home? Go at your own pace? Replay your instructor, in case you missed a point? Practice exercises and get feedback to make sure you've mastered everything? You can - with Personal Training Systems self-paced tutorial packages, featuring audio cassette tapes (with two pleasant tutors named Dave and Bev), practice disks with a series of lessons at various levels, and command summary/lesson outline cards.

> **Still more happy news: Pi is making WORD, EXCEL, and PAGEMAKER tutorials available for a small rental fee. Read on!**

The tutorials require you to furnish the application itself. Microsoft Word, WORKS, or Excel; Aldus PageMaker; Living Videotext MORE; and Apple's HYPERCARD are currently available. There are also courses in Macintosh BASICS for fledgling users.

You also need at least a 512K Macintosh - either with two floppy disk drives, or one hard and one floppy drive - and a cassette tape playback recorder, ideally with a counter.

What Are the Tutorials Like?

Basic, intermediate, and advanced levels are offered for most of the tutorials. If you're unsure which tutorials you need, you can look over the command summary card/lesson outline included with every package. Each tutorial has about 8 or 10 lessons.

As both an instructional designer and one who often instructs in computer applications, I would rate the tutorials as quite good in overall format and clarity of objectives and content. Reviewing these tutorials, I actually learned Excel from scratch, while upgrading PageMaker and Word skills, so I have first-hand student experience as well.

Lessons are well designed, taking the learner from simpler to more complex steps, with clear directions. The command summary card, which doubles as a lesson outline, is a useful reference to see where you are in the course and to review steps you've mastered.

Course guidance does not appear directly on the screen itself, which always looks just as at other times when you use the regular application. Instructions come from Bev and Dave on the tape, whereas feedback comes mainly from seeing the results, as in ordinary use of an application. Lest you miss important changes on the screen, though, the tape points them out.

Many learners who try self-paced lessons outside the classroom need the "human touch"—a voice, a word of encouragement—and this they receive by means of the audio tape. As Bev promises at the beginning of every tape, she'll be there to guide you every step of the way as you learn the procedures. Dave introduces the lesson and wraps it up.

If you're hesitant to ask questions in a class, you'll probably welcome the self-study format. On the other hand, if you do have a question, you can't directly ask your Personal Tutor! I found many obvious questions—my own included—were already anticipated, raised, and answered. Or else, I got answers to my questions just by going back to practice lessons I did not grasp as well as I wished the first time around. Only on occasion did I find relatively minor glitches in understanding explanations.

The tapes, as well as the command summary/lesson outline cards, should be understandable by people ranging in age and understanding from about high school through adult.

I found lessons usually took me between 45 minutes to 1 1/2 hours. Length of lessons depends on whether you want to replay, or stop, the tape—a likelihood if you choose a time for your lessons when your phone or family might interrupt. As to length of an entire course, that will vary a great deal between learners. You might want to cram several lessons in during one day, if you have the time. I did that a few times, with no ill effects, but that was only in the two applications I already knew something about.

It's possible to use the tutorials in a group setting. Three of us who work on my firm's newsletter sat down together to work in the Beginning PageMaker tutorial. Aside from my interest in watching their reaction (generally positive and intrigued) with the tutorial, I found the shared experience a conversation piece for several days. I doubt that individual reading of the Page-Maker manual would have brought about such discussion (often about good old Bev and Dave).

Cost is relatively inexpensive, in the $40-$50 range per tutorial. Demand arose for Personal Training System to package their self-paced tutorials for regular instructor-led classrooms, so it is now possible to request a site license and Teacher/Classroom materials to cover a 4-hour course for each lesson. Currently, Excel, Word, and PageMaker are available in this format. For site costs, it is necessary to call the firm.

Version upgrades are planned for. For instance, I received a letter in early spring that PageMaker 3.0 would soon be out, and along with it, an upgrade to the corresponding tutorials. In this case, the skills taught in the already-existing tutorials remained the same, but the taped instructions had to be changed; and another course was added to the series to teach the changes.

Several Macintosh-oriented journals gave the tutorials excellent reviews over the last year, as quoted in the firm's advertising brochures. One I found noteworthy, in view of reservations some may have toward self-study courses, was this one from MacWeek, July 20, 1987:

I've never been a fan of audio or video training, but after spending an hour with the Excel macro course, I'm a believer.

Another interesting quote from the advertising brochure came

ON TARGET WITH On Cue™
by Martin Milrod

On Cue

IMI SoftWare, 121 14th Street, Seal Beach, CA 90740. (213) 596-0399 (800) 284-4647

Most Mac users with hard disks have trouble dealing with numerous folders to access applications and files within Apple's HFS (Hierarchical File System). Active and alert third party developers have developed work-around "minifinders" to this tedious problem such as PowerStation, Oasis, SuperFinder, etc., and they have been most useful.

For those MACers who also use MultiFinder—those with 2 or 2.5 Megs of RAM (Random Access Memory)—the problem of managing your hard disk is compounded by the desire to open several files and switch from one to the other rapidly. (Switcher 5.1, Apple's last attempt to enable people to "partition their RAM" is no longer supported by Apple and is unreliable with the latest System/Finder versions.)

Along comes the beautiful little utility, On Cue which performs some handy, helpful deeds in both finder and multifinder environments. It solved a great deal of my hard disk management problem.
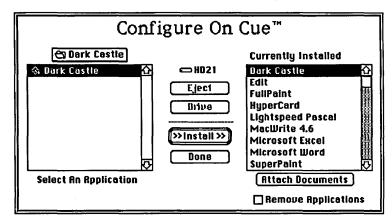
IMI Software, the firm which produced On Cue, is a small operation on the West Coast. They are best known to me for their freeware product MultiFinder Menu+, the latest version of which is 1.3; On Cue is the commercial, enhanced extension of the freeware utility which has been available for some time. The manual states its functionality simply:

Few things are more irritating than sitting in front of your computer.....waiting. In order to get things done, you must first get to the program you need. Until now, this was one of the most time consuming tasks on the Macintosh. Digging through folder after folder, waiting for the contents of each opened folder to be drawn, finally finding the application that you need, and then, ...waiting for it to open. With On Cue a single click of the mouse can open the proper application AND document, so that you are quickly ready to work. When you are ready to move to another program, why go back to the Finder for another round of folder digging when On Cue can take you there with a single click of the mouse?

On Cue runs on all 128K ROM Macs (using 800K disks,) and is *essential* for hard disk owners. It is a simple INIT which is placed into your System Folder which then automatically opens a special icon in the upper right-hand corner of your screen. You then can indicate your Preferences and can Configure On Cue's contents.

To configure it, the following dialog box appears

Configure On Cue™

Dark Castle

Dark Castle

HD21

Eject

Drive

>>Install>>

Done

Select An Application

Currently Installed

Dark Castle
Edit
FullPaint
HyperCard
Lightspeed Pascal
MacWrite 4.6
Microsoft Excel
Microsoft Word
SuperPaint

Attach Documents

☐ Remove Applications
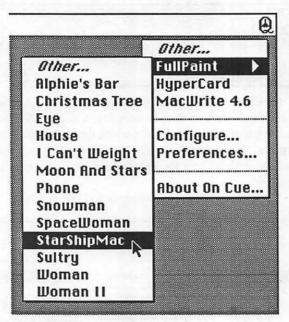
The end product then appears on screen as follows, and can appear in either or both upper corners, or "under" the cursor anyplace on screen by using your designated keyboard control command. A very neat feature for those persons with large screens and who want to cut down on the annoyance of "mousing up" to the menu bar.

Finder
HyperCard
MacWrite 4.6
✓**DAs**
....
Other...
DiskFit
Font/DA Mover
HyperCard
MacWrite 4.6
Microsoft Excel
Microsoft Word
....
Configure...
Preferences...
....
About On Cue...

Within the normal Finder environment (non-MultiFinder,) On Cue politely and safely closes one application before opening the other, all without having to return to the tedious desktop. In a MultiFinder environment.
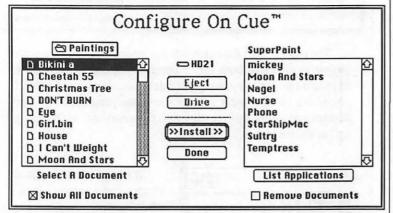
On Cue merely opens multiple applications. It also can open files (documents) of a given application.

On Cue™ Preferences

☒ Drop Menu Automatically From Icon
☒ Drop Menu by Clicking Anywhere and Pressing :
   ☐ Caps Lock ☒ Shift
   ☒ Option ☐ Command
☒ Activate Upper Left Corner
☐ No Menu Bar Icon
☐ No Startup Icon
- -
Features Available Under Multifinder Only
   ☒ Insert Application Switching Menu
      ☐ No Menu Icons
   ☒ Enable KeyBoard Switching
      Command-[Z]   [OK]

It permits DA's to be used and also has provision for opening other applications or files not displayed on screen.

The dialog box to open files within an application appears in this self-explanatory manner.

This utility is my "regular" friend—together with PowerStation and Suitcase which permits me to access my hard disk simply, elegantly and with increased speed.

MacWeek, in its May 3, 1988 review (p.52) called this a "superb launch/transfer/MultiFinder utility; easy to use; provides for every imaginable user preference." I agree with their conclusion and recommend On Cue as a "must" for hard disk owners.

Its list price is $59.95 ($24.95 until June 1, 1988) and is available only from IMI directly. These people deserve a great big hand for their development of MultiFinder Menu as freeware, and deserve our encouragement for their commercial extension of that utility. ⑤

VIRUS REPORT

Last month, the WAP Journal ran a technical note on the SCORES virus. It was written by David Lavery, and we want to express our thanks to him.

When David first detected the virus, he was confronted by a dilemma which many other Federal employees may face. On the one hand, publicizing his discovery would require a number of permissions from his agency. On the other hand, there was a need

Manual-less Mac Training contd from pg 70

from a Microsoft manager, who said the Macintosh support team itself was enthusiastically using the Excel training package.

Excel is the only one of the tutorials that offers separate lessons on the basis of whether or not you already know something about spreadsheets. It might not have been a bad idea to make similar differential packages available for those new to word processing (for Word), or to data bases (for Works).

I first discovered self-paced audio cassette tutorials in the IBM PC world when learning some Lotus on a series marketed by Fliptrack. (The name refers to the fact that learners wishing in-depth practice on certain topics are invited to "flip" the tape, then return to the main lesson). Despite lack of the "flip" option on Personal Training System tapes, in no way did I find the Macintosh tutorials inferior.

And now, at the recommendation of EDSIG, here's information on. . .

How to Borrow Training Packages from Pi

Would you like a tutor to work with you to develop your Excel, Word, or PageMaker skills? First, you must be a Pi member. Then come to the Pi office, to sign out the tutorial officially for one week (to insure that everyone gets a chance to borrow). There's a rental fee of $2 per lesson. You also need to write a check in the amount of the tutorial you are borrowing, which will be returned to you when you bring the tutorial back on time.

If all goes well, other tutorials will be considered.

Personal Training Systems "Prof. MacTeach™"
Displays Self-Study Macintosh Tools ⑤

to get the accurate information into distribution promptly. That is why David contacted WAP and provided the information to us on the condition that neither his name nor the name of his agency be disclosed. For that reason, we departed from our usual practice and ran David's article anonymously.

If any of our readers find themselves in a similiar situation, please consider contacting WAP on a confidential basis. And again, our thanks to David.

—Robert Platt ⑤

HYPERCARD SIG NEWS
by Robert C. Platt

The next meeting of the HyperCard SIG will be on June 25 at the site of the WAP Garage Sale. We hope to have a classroom reserved for our meeting. New members are always welcome.

The April meeting of the HyperCard SIG featured a demonstration of a stack to keep records for a videotape rental store and a discussion of Congress Stack.

Book Review. The review of *HyperCard Power* which I mentioned in last month's column was cut for lack of space, and appears elsewhere in this issue.

Hyper-Resources. A number of vendors are seeking to support HyperCard.

NewStacks is a monthly newsletter, $24 per year. Write to: 1146-B Walker Road, Great Falls, VA 22066.

InfoStacks is a monthly floppy disk-based magazine about HyperCard. A six-disk subscription costs $56.70. Write to: Infostacks subscription service, MIT Branch P.O. Box 315, Cambridge MA 02139.

The HyperCard Construction Kits by Telesis Software Systems features pre-scripted buttons, icons and cards $199. Call: 800-525-2226.

Heizer Software's Second "Stack Exchange" Catalog features 130 stacks at prices from $20 to $200. Call: 415-943-7667.

Nibble Mac is threatening to shift from MS-Basic to Hyper-Card, 52 Domino Drive, Concorde, NH 01742.

MacUser runs a "Flash cards" section each month describing new stacks, $19.97 per year, P.O. Box 52461, Boulder CO 80321-2461.

International Software Library promises 20 Megs of stackware on 25 floppies for $89.95. Call: 800-992-1992.

The *Public Domain Exchange* offers 10 floppies of stacks for $9 each, 800-331-8125.

HyperCard 1.2 was previewed at the April Mac Developers' Conference. Version 1.2 fixes 200 bugs which were found in earlier versions. It also supports using stacks on locked, or read-only volumes. Multiple users may access the same stack on a read-only basis and using AppleShare at the same time.
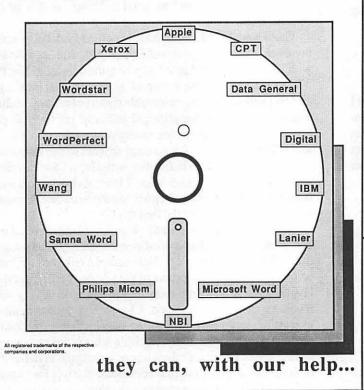
New facilities include "Find string" and "Find whole" which suppliment the current find command which looks for character strings at the start of a word.

Some features, such as Go Card will work faster on larger stacks.

A new Can't Modify Stack command allows the user to change card fields, but the changes are lost when the user moves to another card. This allows a user to enter and manipulate data on a CD-ROM based stack.

In order to implement pop-up graphics in much the same manner as Hide Field implements pop-up text, four new commands are added: Hide and Show Card, and Hide and Show Background. ⑤

SORTING WITH HYPERCARD
by Robert C. Platt

Probably one of the most powerful and least understood command in HyperCard is the *sort* command. This command allows the user to sort the order in which cards appear in the stack.

The sort command supports both alphabetic and numeric sorting in either ascending or decsending order. However, my work requires me to sort my stacks in a special order. Each of the cards in my stack has a docket number field which contains values like CP88-101, CP88-5 or RP88-4. An alphabetic sort of this field would result in these cards appearing in this order, but I need these values to be sorted alphabetically by the letters which occur before the hyphen and then numerically after the hyphen. (So, CP88-5 should come before CP88-101.) Because of HyperTalk, I can get HyperCard to do the job.

The first fact in solving this problem is that *sort* will only act upon one field at a time. However, because I need to sort my docket number field in two different ways, I need two fields. I decided to add two new fields to my card background called "prefix" and "num." Because these fields are useful to Hyper-Card but confusing to the user, I typed the following commands into the message box after creating the fields:

    Hide field prefix
    Hide field num

The second fact in solving this problem is that the sort command preserves the previous card order when the current sorting value is a tie. In the above example, if two cards had the docket numbers CP88-101 and CP88-5, and both had the value CP88 in the prefix field, a sort of the prefix field would not change the prior ordering of the two cards. As a result, I knew I had to sort first by the num field, and then by the prefix field. To do this, I created a button called "Sort" with the following script:

    on mouseUp
      sort numeric by field "Num"
      sort by field "Prefix"
    end mouseUp

The only remaining problem is to divide each Docket field into a Prefix and Num field value. I would want Prefix and Num to be updated automatically whenever the value of Docket was changed. To do this, I added the following script to the Docket field. (Yes, a script can belong to a field just as much as it can belong to a button or card.)

    on closeField
      put 1 into j
      repeat until (char j of background field "Docket" = "-") or ¬
      (j > the length of background field "Docket")
      add 1 to j
      end repeat
      put char 1 to j-1 of background field "Docket" into ¬
      background field "Prefix"
      put char j + 1 to the length of background field "Docket" ¬
      of background field "Docket" into ¬
      background field "Num"
    end closeField

The *closeField* message is generated whenever the user has tabbed into and modified a field and then leaves the field by pressing TAB or ENTER or clicking outside the field. When this occurs, the script searches for a hyphen and copies the two pieces into the two hidden fields.

As you can see, you can easily customize your stack sorting with HyperTalk scripts.   ⑤

BOOK REVIEW: HYPERCARD POWER
by Robert C. Platt

(HyperCard Power: Techniques and Scripts by Carol Kaehler, forward by Bill Atkinson, Addison Wesley, 419 p. $17.95)

At first, the only available information on HyperCard was Danny Goodman's book, the skimpy Apple-produced manual, and the gloriously produced Help Stack. HyperCard users are now faced with a new generation of books, which offer greater options as well as the benefit of post-release corrections.

If I were learning HyperCard from scratch, I would probably use Kaehler's book in conjunction with the Help Stack. Hyper-Talk could then be learned from the Help Stack and the Dan Shafer "Orange Book." In contrast, because Goodman's book tries to cover so much ground and was written before the product was completed, it is not as good a choice as this or other combinations.

Carol Kaehler, like Goodman, benefited from being actively involved in the development of HyperCard. She began working with Bill Atkinson at Apple by writing the manual to MacPaint. (Given the self-evident nature of MacPaint, that was a more difficult although not as memorable task as some other technical writing.) Kaehler is the principal author of the Help Stack for HyperCard, and many of her examples are taken from it. This makes her book a useful hard-copy adjunct to the Help Stack.

Even someone who is familiar with HyperCard can pick up new insights by reading her book. I learned about a dozen tricks from the book, which I had either missed in earlier documentation or are presented for the first time.

The book is well organized. The first part is devoted to the one question which has baffled every author on this subject to date: "What is HyperCard?" Next comes a talk-through tutorial on using and modifying some of the stacks which shipped with HyperCard. A complete stack design example (a very simple invoicing system) is presented. Chapter 8 presents a number of interesting sample HyperTalk scripts including: choosing a command, choosing a tool, searching a script for text, merging stacks, a spreadsheet, finding where a message is defined and limiting the scope of the find command. Scripts for exporting and importing text files are also included.   ⑤

Much of what appears in the national computer publications falls short of what you might call plain talk. Take the subject of MultiFinder and memory—as in the amount of memory needed to do anything other than admire its potential.

They tell you but they don't really tell you. I'll tell you. MultiFinder is worthless with only one megabyte of memory in your computer. It is not of limited value or reduced functionality or some other euphemism wrapped in a circumlocution. It is worthless. Utterly without value. At all.

What set this off was yet another MultiFinder article assaulting my eyeballs for the umpteenth time with the vacuous proposition that "more than 1 megabyte of RAM is needed to get the full benefit of MultiFinder." It is also true that more than one pint of gasoline is needed to get the full benefit of an automobile.

You simply have to have more memory to get ANY benefit out of it. In support of that proposition I offer as evidence:

EXHIBIT 'A'

The Macintosh™ Finder

Finder: 6.0	Larry, John, Steve, and Bruce
System: 4.2	©1987 Apple Computer, Inc.
Total Memory:	1,024K Largest Unused Block: 231K

MacWrite 4.5	384K	
Finder	160K	
System	249K	

With MultiFinder running and MacWrite loaded.

& EXHIBIT 'B'

The application "Mac Paint" could not be opened (384K needed, 231K available). Try quitting from another application to increase unused memory.

    OK

The message from Mac when I then try to add MacPaint.

Fact: You cannot get MacWrite & MacPaint loaded simultaneously under MultiFinder if you have a fat system file. And who doesn't?

Conclusion: If you cannot get MacWrite & MacPaint open at the same time with one meg., what *can* you do with MultiFinder with one meg.? Not much. End of argument.

Ode to a Hard Disk

This is directed at the members of that dwindling band who have not yet popped for a hard disk. Even though the practice of telling other people how they ought to go about doing things is fundamentally obnoxious (the yenta impulse) let me tell you: you probably would do better with a hard disk.

The standard litany has it that you need a hard disk to house

any of the monster programs that now abound. All those advisories 'hard disk recommended or 'hard disk required' pasted on what seems like every third software release have to do with the room required for this or that program because the program itself takes up so much disk space. I suppose that when software comes packaged on four, five, six or more floppies, a hard drive is the only reasonable way of coping. How else do you balance the space demands of the start up disk, a giant application, auxiliary files (Help!) and then where do you put the documents you create and how big can they be and are you going to run out of room when you try to print?

So the case for getting a hard disk often boils down to nothing more than obtaining the space required for a given application to run properly. Actually, there is a great deal more to it than that. My own experience with first not having and then acquiring a hard disk was that the joys of hard driving just start with elbow room for big files.

I bought my Mac in January (a year ago) without an external floppy drive since I was planning to buy a hard disk shortly. Shortly turned out to be June. It was one of those deals where I knew but I didn't really know. With just the one built-in floppy drive, I would spend a lot of time swapping disks. A lot. So when I finally got a Jasmine 20 megabyte hard disk, any kind of second drive would have seemed like a deliverance. (Why a Jasmine? It was the cheapest hard disk available at the time and the Macintosh magazines seemed to agree that it worked. No regrets. End of story.)

In any event, as soon as the DD20 was added, the computer acquired a new and more cheerful aura. Not only was disk swapping a memory but I was also now relieved of the burden of disk management—no more time and thought distinguishing between and keeping track of start up disks, application disks, data disks, disk disks. And, oh yeah, where's the Scrapbook file? The whole menagerie of sub-varieties of disks disappeared from my life. For all practical purposes I now had one disk. Just about the only time I even put a floppy in the machine any more is to copy something off it or on to it from my DD20. I love it.

One other consequential consequence of a one disk system is having only one system folder with only one system file. In the olden days, one of the Macintosh ideals was mixing and matching system resources to produce custom tooled System folders/ files, each perfectly suited for the work situation in which it would be used. On some very, very ethereal plane there is, I suppose a certain charm to the thought. I, myself, have become more than content, however, to drag whatever it is off the floppy it came on into my System folder, in the singular, one time. Acquiring new desk accessories, fonts or inits no longer necessitates spending half a day figuring out which start up disks they should go on or will fit on. You simply install them in your System folder/file. Your only System folder/ file.

Look at my System folder. At last glance, there were 46 documents occupying over three and a half megabytes of space. Excessive you say. Luxurious I respond. Excel Help and Notes for Excel (the database that the Notes for Excel desk accessory

reads), copious data files for various components of Sidekick. DiskFit Help. DiskTop Init. Coach Professional spelling word lists, definition files and Thesaurus. More. Miscellaneous. Who counts? Which is ultimately the point.

Another appealing aspect of having only one disk is that you only have one disk. Operationally. My collection of floppies is archival. All my applications are on one disk. All the associated files that came with my applications are on the same disk. All the documents created by all these applications are on one disk— the same disk. Never again will I ask what application created this document? Who cares. Double click on it. If I own the application, the document opens. Correlatively, having all my documents on one disk translates into never again sorting thru floppies to find anything. It is on the hard disk and anything on the hard disk is easy to find. With one of the DA's that find things. In my experience. So far.

Of course, some of this may not apply to you. Your floppies are not strewn all over the desk and adjoining work surfaces. They are in a floppy box organized rationally so that you can always put your hands on the right one. Moreover, you have a catalog program which has a complete inventory of everything on your disk collection. The catalog is up to date. AND the disk with the current catalog is in the right place. Consequently, finding what you want, be it program or document, is rarely a problem. You may not need a hard disk. But I am not writing for you.

Look at it from yet one more angle and then I'll stop already. There can be a certain wonder in having all your applications on one disk. Here you are learning a new program. Now it's time to read/do the tutorial in the manual. It says open the Sample Memo. Terrific. You need to load the word processor. Damn. Where's the word processor. On a floppy. Somewhere. In the floppy box. On the desk. In a pile. Hunt. Peer. Insert. Iteratively as required. Load. Eject. Back to the new program.

All right, so it's not that bad. Juxtapose any toned down version of that you wish with what happens to me with my hard disk when it comes time to open the Sample Memo: I double click on the Sample Memo. The word processor runs and the document opens in a Mac like fashion. Anything else would feel like an awful imposition.

Grand Finale—What it is, in sum, is another of those sum and its parts routines, greater than. A hard disk is not just a giant floppy. By providing space in the quantity of 25 floppies or more all in one place it introduces multiple qualitative differences in the way you use your computer system.

Well, you may or may not run out and get a hard disk, but I feel lighter.

The Consumer Watch Dog Is Wagging His Tail—Acting as a guardian of the consumers' (i. e. in reality each other's) interests strikes me as one of a user group's loftier functions. Ordinarily one associates this with exposing the malefactors and thus signaling the Club's members to buy elsewhere. So, when one gets treated really well, approaching substantially above and beyond reasonable expectations, that too needs sharing with the community just to keep the function honest. The winner of the bouquet in this instance is Clinton Computer—more specifically the service and store managers at the Rockville branch.

There came a time when I or my computer or both were afflicted with some sort of degenerative system malady evi-

denced over a period of months by endless anomalous events (which like mutations are rarely favorable)—bombs galore and grotesque video displays. There was no apparent pattern other than a perverse taste for variety. A problem would appear, be a problem for a period of time and then go away—to make room for a new one. What would you make, for example, of disappearing spreadsheet data that had not really gone anywhere, if it happened to you. There was this certain very specific area of an Excel worksheet where, unrelated to anything else that was happening, the data occasionally went invisible. It was not erased because it was still there. That is, if you selected a cell (a seemingly empty cell) the data that ought to have been in it (the cell) but was not, as far as the eye could tell, would appear in the formula bar just as if nothing bizarre were going on.
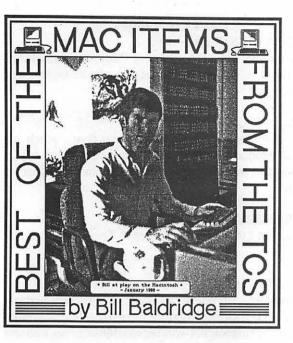
Ergo, the data was still there; it just was not being displayed. What was being displayed was an *empty* cell. Sometimes, if I scrolled to a different portion of the work sheet and then back, the invisible data would manifest itself. And be visible. For a while. Sometimes not. After playing hide and seek with my data for several days, it stopped doing this and never did it again. It started doing something else equally crazy.

I kept a record of all of this-an outliner document entitled Mac's Nervous Breakdown that with the many screen pictures grew to 150 kb. With that annotation at least no one could say that it was normal randomness or operator error or any of the other things people faced with an insoluble and therefore inconvenient problem, sometimes say to deny the existence of the problem.

I changed my System files several times and tried numerous other nostrums that Clinton's technical support and other gurus suggested. To no avail. Things evolved to the point where my system became fundamentally unusable. So, finally, off it went to Clinton where it had originated. Between them and Apple-Care, it was their problem. I thought. As it turned out, I might never have gotten any satisfactory answer at all if I were not so compulsively twitchy about everything having to do with machines. But I am; so along with the computer that I had bought from them I also sent the hard disk that I had just so that they would have the entire environment in which the problems were occurring.

Many days and endless tests later, they said that, as best they could tell, the source of my problems was my hard disk. This I was not prepared to hear. It simply made no sense to me at the time. Impasse. Fortunately a resolution was achieved through the intrusion of an exogenous factor—my hard disk actually broke. Broke right there at Clinton Computer while being used by a qualified technician. Broke in a way (seemingly) totally removed from the problems that had brought me and my system to Clinton in the first place. But broke decisively. Back to Utah for refurbishing. Exit hard disk.

Now what? This was rapidly beginning to feel like one of those nightmares where every time you almost catch the pretty lollipop it bites you. Enter the store manager with a useful suggestion. Why don't they loan me a Rodime 20 for ten days while the Jasmine is being repaired. With that stroke we have a controlled experiment as to whether the hard disk is the source of the problems. If my computer continues to act as if it housed a nest of gremlins, it's back to the drawing boards. If, conversely, I am problem free with this configuration, I at least know to

BEST OF THE ☐ MAC ITEMS ☐ FROM THE TCS

• Bill at play on the Macintosh •
— January 1988 —

by Bill Baldridge

HyperCard
DAVID GURSKY on 04/22
Okay, hyperguys and hypergals, here's a hyperquestion—I want to put a button into HyperCard stack I am designing. I want this button to quit Hypercard and return the user to the Finder.

RICK STICKLE on 04/22
I'll have to check, but off the top of my head how about:

```
on mouseup
  doMenu "Quit HyperCard"
end mouseup
```

When using a DoMenu the command that follows MUST be the same as the menu item.

JESSICA WEISSMAN on 04/30
I don't know if any of you remember the math game I was working on and showed at a HyperCard SIG meeting a while back. I was looking for ways to speed it up. Well, perhaps this was obvious to everyone else but it was not to me: using globals to store variables is much much faster than storing them in invisible fields. I changed to globals and the thing is running at a tolerable speed now. The other big change came from dropping the named buttons in favor of showing the numbers graphically. They draw and highlight more slowly, but processing of kid's input is much faster that way.

Telecommunications
LARRY STEDMAN on 04/17
Are there any BBSs in the area that allow you to download software for a nominal fee (i.e. $6 or even for free!)? I have time but little money!

DAN HUGHES on 04/17
Sure. There are plenty of free and low cost download boards in DC area. Look for the file with all of the numbers in Conf. 1 somewhere. Have you exhausted the Pi downloads already?

DAVID GURSKY on 04/18
This BBS has an extensive selection of downloads you may

select from. To access them, go to the Main Menu and select (F)ile Transfer. There are over twenty file areas you may choose from.

EVANS GLAUSIER on 04/19
Could someone please explain what the .P3T suffix on numerous files means? Have downloaded one file with this suffix and am unable to unpack the file or to find a suitable application to use with the file.

RICK STICKLE on 04/20
There are basically two suffixes used in packing files, .PIT and .SIT. The .SIT suffix means the file is packed with a program called StuffIt. The .PIT and its variations (.P3T) means the program is packed with PackIt, in your case PackIt 3.0 to be exact. These programs must be unpacked prior to use, to make it easier the author of StuffIt included the ability to un pack PackIt files. You will want to down load a copy of StuffIt 1.31 from the utilities area and this will enable you to unpack all of the Mac files on the board. If you have any more questions—just yell!

Programming Languages
LARRY CYNKIN on 04/10
There must be a reason why some people buy MPW C despite its expense and reputed lack of user-friendliness. Does it have helpful/essential features you can't get elsewhere? Will I be locking myself out of useful features somewhere down the line if I buy LS C now? MPW fans, let's hear from you!

RICHARD BROSNAHAN on 04/11
I can think of two reasons. I cannot justify them, because I have not used MPW but—1) You do not need to give credit for its use in your "About Box", in your application, as you do with Lightspeed. Lightspeed does not ask for money, just a credit line, and they are particular about how it is presented. 2) MPW is supposed to be a GREAT compiler, making very tight and fast code for the Mac. This I cannot prove, but I have heard this from too many sources for it to be bunk. MacUser had an article about MPW a few month back and that is one source of this claim. Sure is pricey, eh?

TOM RUSSOTTO on 04/11
There are a number of reasons to get MPW C: 1) It has a full featured assembly language for doing real dirty stuff (well, technically the assembler is separate but it comes with the shell); 2) None of the annoying, and ego-offending giving credit to the compiler maker; 3) Apple has supported it very well, and probably will continue to do so; 4) It can do 68020 or 68000, with or without 68881. The assembler can do 68030; 5) If you call it a 68020 development system, its price is reasonable.

LARRY CYNKIN on 04/13
Trying to play devil's advocate both ways. If you want your software to find its way into the hands of the most people possible, you will not use 68020/68881/68030/68040 specific features. I'm not a VAR and don't plan to target vertical markets that might standardize on Mac IIs. So is there anything about actually cranking out code (compile or run time performance, additional library support, debugability, etc.) that sets MPW C apart?

contd.

Professional Software

PAUL CHERNOFF on 04/13

I just bought a copy of Geoquery last Saturday. It is marketed by Odesta and it is a geographical database. What it does is to read in database files (text, tab delineated) and place locations on a map according to zip code. It includes atlases of the US (continental), Alaska, and Hawaii. Maps covering county level are available ($800 for the entire set) and they are working on atlases for Europe, South America, and Canada. You can do neat things with it. If you load in the proper data you can use it to find all hotels within 50 miles of Kalamazoo, MI charging less than $50/night. I just downloaded 2020 records containing names and addresses from all over the US. I was able to print out a nice map showing the distribution of these people all over the US. Makes a nice visual impact. My office will probably come up with lots of uses for it.

On the negative side it is large (a partition of over 900K under Multifinder), not super fast, and no provision has been made for import/export of graphics, though I have not yet tried importing graphics (It has tools for building your own maps). I plan on overcoming this problem by using SuperGlue to "Print to disk". Also, other atlas, such as ADI and DMA are available.

BILL SANDERSON on 04/16

I am interested in MS Works (price features, etc.) I am also thinking of moving over to a Mac from a //e. I hate to give up AppleWorks though—it is still very useful. Does MS Works have any advantages (integrated database, WP, ec like AWks?)? Would like to know more about it. Thanks.

EDWARD BARNAKO on 04/19

I was a dedicated AW user for two years, then got an SE, and am using Works now. The only drawback is that you cannot print to disk, as you can with AW. Otherwise the spreadsheet is much better (with graphs and charts) and databases can be REAL BIG. Get Works Plus Spell, too. It's easy to move your AW files up to Works—all it takes is your IIE/C and a Mac and it's simple as pie, with something called a null modem. Let me know if I can help.

PAUL CHERNOFF on 04/20

If you want to print to disk buy SuperGlue. It will make it easier to move data from Works to other programs. SuperGlue allows you to paste the output in another program or just extract the ASCII text.

WALT MOSSBERG on 04/30

I have just finished switching over dozens of files from Apple-Works on my IIGS to Microsoft Works on my Mac SE without using a modem, a cable, or any tedious procedures such as printing to TEXT, DIF or other files. Instead I moved the files—even spreadsheets and databases—intact with all formatting and formulas by using a new, public domain translator that operates within Apple File Exchange. You just launch AFE (available as part of Mac system software) and then OPEN this new translator, which is called WORKS-WORKS. It appeared on CompuServe about a month ago (just when I needed it) and is written by the company that actually did Works for Microsoft—Productivity Software.

DAs/FKeys/Utilities

JERRY OPPENHEIMER on 04/10

Does anyone know of a DA, utility or FKey, hopefully public domain or shareware, that allows you to actually see the font style on the font menu?

BILL BALDRIDGE on 04/12

The DA you're looking for is called Menu Fonts, which is a commercial product. I've referenced it in an earlier message, a week or so back, but I'd imagine you can obtain it locally or via mailorder.

DAVID KREISBERG on 04/23

Have you tried DA Font3 or Big Caps? They serve a similar function.

BRAD FLIPPIN on 04/13

I just had an interesting phone call from a development engineer at Apple. I had written them a letter about a possible system problem (double clicking was not working sometimes). I had also sent them a copy of my system for examination. As an aside he asked if I had ever actually used the Mickey Mouse watch DA that I had installed. I commented that I had only used it once or twice and did not like it cluttering up my screen. He replied, that's good, and recommended I junk it. Reason: It seems the author did not know much about Icons and their attributes because the icons for 3, 4, 5, and 5 o'clock were bad and could cause system problems. He indicated this is a usual problem with non-professionally written programs. They may work, but what are they doing internally that one does know about. So, a caution to anyone who has or thinks they want to install the Mickey Mouse watch.

Word Processors/DPub

JAMES WINTER on 04/09

I have a friend at work who uses an SE and wants to know what the current version of ReadySetGo is.

PAUL CHERNOFF on 04/10

The latest version is RSG 4.0A. All 4.0 registered users should be getting this in the mail soon. It improves working at 200% magnification and alolws for importing RIFF formats (ImageStudio's native files).

JOHN WHITE on 04/17

What font(s) and font size(s) can I use that are the same size as Pica and Elite on typewriters?

LARRY STEDMAN on 04/17

Typewriter fonts are monospaced, so you must use a monospaced font on the Mac such as Monaco, Dover, Courier, Pica (or Pica and Elite from Softstyle's Printworks). The size that corresponds to Pica varies—sometimes 14 point, sometimes 12. You can tell by counting how many characters per inch the font takes up—pica is 10 cpi, elite is 12 cpi—so see how many characters the font takes up on the screen.

RICHARD MARTIN on 05/01

I'm beginning to wonder if it's me. Very nice of the folks at Letraset to send out free copies of the RSG upgrade/fix for free.

Unfortunately, I don't have enough confidence in it to actually use it. When changing the page in their readme document, the letters in the title bar get screwed up. When selecting a position in the text with the insertion bar, the menu bar gets jumbled. Dialog box text goes south too. Maybe it's just the document, as the old RSG docs I opened seemed well behaved, but I'm not about to take any chances. Just curious, but did anybody ever get one of the promised mouse pads from Letraset for sending in the registration card? Or their newsletter? Still think RSG is wonderful, though, and they are at least trying.

Entertainment & Education
KEVIN HARRIS on 04/09
Deluxe Music Construction Set is a good general purpose music program. An active piano keyboard and instant audio feedback make this program perfect for educational applications, and the advanced notational capabilities will satisfy most advanced musicians. ELECTRONIC ARTS 2755 Campus Drive San Mateo, CA 94403. Copy protected.—from the review in the January 1987 issue of MacUser. They removed the review for some reason [Because of copy protection—.ed], from the latest issues. The article on the program is in the March 1986 issue of MacUser. And thats about all the info I can supply.

BRAD FLIPPIN on 04/10
Thanks, sounds too "advanced" for me since I don't know much about music.

KEN PEEL on 04/11
Does anyone know if Falcon is Mac II compatible? I own an accelerated Mac+, and am having to suffer with losing the use of many of my favorite games.

RICHARD OGATA on 04/11
Falcon is Mac II compatible. Just run it in 2 bit mode and don't have any fancy stuff loaded into your system.

DAVE ROMERSTEIN on 04/21
Another call to Spectrum Holobyte reveals that the Falcon updates WILL (fingers crossed) ship by the end of the month, and will include BOTH the modem and the Appletalk versions—can't wait to fly a MIG!

Macintosh Union
JOHN PAFF on 04/12
Know anything about the origins of Killvir? I got it from someone who downloaded it from a BBS. I thought I read somewhere that it was written by a German programmer who was also credited with writing a "virus". It's an Init. It does NOT get along with Vaccine, and their simultaneous use hung the system.I downloaded VirusDetective and scanned my system. I found some files "infected": my System file and...KILLVIR! It could be a coincidence. It could be that Killvir creates a "dummy" file to make a real virus think the system is ALREADY infected! Or—it could be the carrier. Any thoughts?

TOM RUSSOTTO on 04/13
YES! Often you will find EMPTY nVIRs, ID=10 (I think). The virus that the programmer wrote had a built in protection mecha-

nism—if it saw an nVIR, ID=10, it would stop.

TOM RUSSOTTO on 04/15
The author was on EchoMac a while ago. Apparently in the virus that he uploaded to CIS there was a built in self-destruct mechanism that would be activated whenever the virus saw an nVIR ID=10. The nVIR ID=10 SHOULD be empty (0 length) I don't remeber whether the virus destroyed itself or simply refused to reproduce though.

DAN HUGHES on 04/17
What's the difference between Vaccine, which I now have in my System folder, and VirusDetective that has just been put in Download area 5?

PAUL CHERNOFF on 04/18
VirusDetective is a DA which is design to look for specific resources in your files. It is currently set up to explore for known viruses, but if you discover a new virus it can also look for that, too. Vaccine automatically protects your system; VirusDetective can only help you find out if you have alreay been infected.

DAVID KREISBERG on 04/23
No more promiscuous downloading for me!

Graphics & Design Software
STEVE MEISTER on 04/13
For all you Cricket Draw fans out there, here are a couple of bugs I've encountered with the latest release. When you enter the program with a new (Untitled) document, if the first object you try to draw is either an ellipse or a starburst, the program will crash. Cricket tech support is aware of the problem and are working on it. The second bug is more insidious—it involves postscript errors. If, within a text block, you have either nested parentheses or a phrase in parentheses which takes up more than one line (in other words, the parentheses are not balanced on a single line of text, like this one), when you try to print the drawing you'll get repeated postscript errors. There are three ways to fix or prevent this. 1. Make sure you don't use nested parentheses, and make sure all parentheses you use are balanced on a single line of text. 2. Use some character other than parentheses, such as braces { } or brackets [] 3. Fix the postscript program. Unless you simply must have nested parentheses and don't want to use { } or [], choices 1 and 2 are the easiest to use. If you have to resort to step 3, you first of all have to generate a postscript file. Open up your drawing, then choose New from the file menu. Click the Postscript button, then once the postscript window is open, select Generate Postscript. Make sure you save the postscript file. Now, you need to find the postscript statement(s) containing your parentheses. What you're looking for is a close-paren) which is supposed to be printed, but does not have a \ in front of it. The parentheses characters are used as delimiters, and in order to include them in output, a postscript program must have a \in front of them, such as \) for example. Cricket Draw "forgets" to put the \in if you have nested parentheses or unbalanced parentheses on a line of text. (By the way, close-parentheses are the culprits; open-parentheses do not cause the problem.) Once you've made the changes, download the postscript file to the LaserWriter and you shouldn't have any problems.

contd.

TERRY JEMISON on 04/27

Bar graphs created with the Plots Stack, which comes with HyperCard v.1.0.1, are grainy and tie up our newspaper's (proofing) LaserWriter for long periods when printed on PageMaker pages (via Clipboard transfer). Can anyone suggest a good bar– or pie–chartmaking graphics package with Linotronic quality (1200 dpi) output, compatible with PageMaker, and with the ease of HyperCard Plots Stack (which doesn't even have instructions it's so simple)?

JODY BOLT on 04/27

How about Cricket Graph, or Excel—it's graph making features are nice, and easy to use. I think the latest version exports PostScript, Cricket Graph does for sure. I haven't tried the graph capabilities of HyperCard, yet, so can't make a comparison on ease of use.

Peripherals
TIM LEE on 04/16

Anyone have any experience with Dove memory upgrades? I just bought a Macsnap 524E to upgrade my 512E to 1 Meg—any it has no instructions about how to install it. I have been inside the MAC before when I installed a MacDoctor 512 board but I had a good set of instructions from MacDoctor. It's not obvious from looking at the Dove board how it connects. Is this installation supposed to be so simple that no instructions are needed? Somehow I don't think so. I think I'm going to call Dove and ask if they don't provide installation info unless someone tells me I don't have to bother and can clear up my question.

BILL BALDRIDGE on 04/17

Dove upgrades come with a 100+ page manual on installation of their upgrades. Call Dove (800-622-7627) with the Purchase date, Model #, and serial # of your 524E and I'm sure they'll be happy to send you a manual.

LARRY STEDMAN on 04/17

So...is there any Apple dealer in the DC area who will put in a DOVE upgrade and thus (maybe) not violate Apple Care on a 512K enhanced?

JERRY OPPENHEIMER on 04/17

About a year ago I had a 1 meg Dove upgrade put in by Computer Crafters in Wheaton for about $40. While my Mac (which I had bought used) was long out of warranty I got the impression it would not have violated the warranty, and it was clear that had I purchased AppleCare I would have been covered.

The Rumor Manager
SUSAN TULLINGTON on 04/21

I heard a rumor that Mac Plus prices were dropping to under $1K. Can anybody confirm or deny? I have a friend who is thinking about purchasing one. I am a little bit uneasy about recommending this path since Apple is dropping this model in favor of the SE. Anybody have suggestions?

STEVE MEISTER on 04/21

I read somewhere (MacWeek, probably but can't find issue) that the price of the Plus was dropping to $1795 (list) which means you'd probably be able to get one for around $1395 or so. I'm pretty sure that the article said that student discount prices could drop below $1000 at schools which have discount programs including Macs.

MERIAM WITLIN on 04/26

I'm about to buy a laser printer, but cannot afford much. Have a Mac+ with 1 meg and think maybe I could swing a PLP. Any opinions on whether I could do without a memory upgrade? Any comments on the PLP at all? I'd also appreciate opinions on buying a used LaserWriter+ for about $2900.

JOHN PAFF on 04/26

I'd rather have a used LaserWriter+ than any new, NON-POSTCRIPT, printer. Get AppleCare on the printer, though, the parts are expensive. Also, find out if the printer has the U47 roms (they make the printer work considerably faster). You might want to check with the local dealers to see if they have a LW+ demo model to sell you for about the same price. This would (should) get you a warranty as well as some place to bring the thing back to if you have trouble.

SUSAN TULLINGTON on 04/28

I bought a PLP for the church I belong. I was nervous at first, but it has worked out real well. I especially like the draft mode when I am using a page layout program. It is definitely slower than the LaserWriter Plus we have at work. Since they have only one Mac, they haven't worried about networking but apparently that option is now available for a price. I found that the people at MacCorner seemed to know more about the PLP than the other vendors around here. If you have limited funds, I would consider it. What I haven't gotten yet is the new software that is supposed to make it run faster.

Inside Macintosh
BRAD FLIPPIN on 04/18

Does anyone have any suggestions regarding a good toolbox "tool?" I see in the latest MacTutor (April 88) that a new Software development tool is on the market called "Prototyper." It sells for $125 (retail)/$110 (MacTutor) and seems to have all the goodies. I also see ads for Invention Software's Programming Power Tools and their Professional Programmer's Extender at $395 (retail) $295 MacTutor Price. Any comments, suggestions, etc regarding these or other possibilities?

FERNANDO SALAZAR on 04/19

I've heard some good things about MacExpress from Alsoft. It's one of these "expandable applications." It was used to develop, among other things, Disk Express and Trapeze.

KARL WOLF on 04/19

We have "Prototyper" for our MAC IIs at work. Prototyper allows you to design your application user interface (buttons, icons, scrollbars, etc.) then generate skeleton PASCAL code to work with them. It is really quite nice. You can even specify linkages between buttons and dialog boxes. In essence, you are building a prototype of your application. Using the "quickrun" menu selection, you can even operate the interface. Click on button X and dialog box Y appears. All-in-All, a really nice tool. A few things I wish Prototyper had: 1) MacApp support; 2) MPW
contd

C, or any C language support; 3) Some way of specifying "logic" for linkages.

BILL BALDRIDGE on 04/25
There's a good article in the April issue of Mouse Droppings on creating or adding ICON resources to applications. It does a step-by-step on creating the four resources necessary (BNDL, FREF, ICN#, and Creator) for an Icon. Good stuff for us not-so-great software hackers.

TOM VAN LENTEN on 04/25
I'm interested in adding icons—where can I get Droppings? (Ed. Note: Ask Frank Perdue.)

BILL BALDRIDGE on 04/27
Mouse Droppings is the Newsletter of the MUG of Corvalis, Oregon. The editor/publisher is Philip Russell (503) 563-2501, or stop by the Pi office—we have current & back issues in the library. There is a nifty Hints book available from the Corvalis MUG also for $8.95—see MacGuide (p. 40A) for details.

Macintosh System
STEVE SCHNEIDER on 04/10
I would like help or guidance on a memory question. When you pull down the "about finder" option under the Apple, you get this neat looking graphic that says that you are using about 160K for your "System" just sitting there without loading any application. It also shows some shaded section of a memory graph indicating how much room the Finder is using, this looks almost the same as the amount shaded for the "System". So, my questions are: 1) I thought that I had 128K ROM. What is the connection between this 128K ROM and the roughly 160K System? 2) Also, How much room is actually used by the Finder, and does it stay in use when an application is loaded, or does the application replace the Finder?

FERNANDO SALAZAR on 04/11
The memory allocated to "System" holds things like patches to ROM routines, some drivers (I believe), and DAs when you're not using MultiFinder. Other things are large data structures used by ROM routines. The memory used by "System" is not related to the 128K of ROM. The memory allocated to "Finder" is whatever is left. Memory it isn't using most of the time gets used for file-copy buffers, etc. The Finder is itself just an application. When another application is launched, all of the Finder stuff is blown away and the memory given to the new application. When that application quits, the Finder is re-launched.

To sum up, memory used by "System" holds what in other computers is called the "operating system". Applications (like the Finder) get whatever's left. Of course, with MultiFinder it's a different story.

FERNANDO SALAZAR on 04/26
I've just finished modifying a program so that it uses International resources to properly display dates and currency values. Everything works properly with the USA system, but I'd like to verify it works with a System file localized for another country. Anybody know where to get one? Thanks if you can help. BTW, I tried using an old program named "Localizer", but apparently it installs only "INTL" resources and not the new "itl0" type resources.

JOHN MORRIS on 04/27
Contact the Apple Programmer's and Developer's Association (APDA) at 290 SW 43rd Street, Renton, WA 98055; (206) 251-9798. Yearly dues are $20, which entitles you to the quarterly journal, as well as the ability to purchase software, books, etc., at a discount. They advertise system software for the following languages: Arabic, Portugese, Turkish, Australian, British, Danish, Dutch, Finnish, Flemish, French, Canadian, Swiss German, Swiss French, German, Icelandic, Italian, Norwegian, Spanish, Swedish, and Kanji (Japanese). You should be able to find something interesting in that list. I have heard of order problems with APDA, but I've never experienced any myself. If you're in a hurry, they will ship your order overnight FedEx; their normal mode is 2nd day FedEx. Incidentally, they distribute a veritable TON of Apple software: System files, development packages, languages, etc. I joined originally to save on the Inside Mac series—the amount I saved on the first four volumes (versus local store prices) paid the membership fee. A good deal all around.

Federal Gov't SIG
JERRY WALZ on 04/20
Check the current issue of MacWorld for a step-by-step article on how to upgrade the memory on the Plus and SE. Complete with photos.

MARION CLOWER on 04/20
Did you bother to try Falcon for the memory upgrades? We're supposed to have a 4 meg upgrade for a Mac II in there, but I haven't had time to see if the order ever reached them. Having cracked my Mac Plus for the first time the other day, I was interested in the MacWorld article on upgrades. More specifically, I wanted to see how they described getting the boards in and out. I have a SuperMac Ram 2 or something similar which has 2 piggy back boards in 2 SIMM slots so it's a little difficult to remove the board. Anyway, I saw no instructions in the article about discharging the CRT immediately after getting the case apart. An unwise omission I think. 20,000 or so volts is nothing to play with. On a similar note, have you encountered any product which allows use of 256K bit chips to add a second meg to a Plus? If that 4 meg upgrade ever arrives, we'll have an extra meg in tiny chips which I'd like to use to upgrade a Plus, but would need a board to hold them.

BILL BALDRIDGE on 04/20
Normal upgraders should not have to be overly concerned about the high voltage lead, assuming they have a healthy respect for the lead connected to the CRT. The lead is a good 6-8 inches from the area where the upgrader will be working. Those Macs with 3rd party installations will have to be familiar with the method of "popping" the motherboard out, without sliding it. "Popping" the board out is just a matter of using a flat blade screwdriver to expand the rails sideways the few millimeters required to release the motherboard from the slots. Again, I do not recommend, nor condone, that the neophyte hacker attempt any alteration/modification to such an expensive piece of equipment. It is NOT that difficult, given the proper tools and expertise, but nothing beats

MAC DISKETERIA NEWS
by David Weikert & Martin Milrod

Anti-Virus System Utilities Disk

Virus, Trojan Horse, Time Bomb, Worm... Frightening words to novice and experienced computerists alike. A virus is a program that reproduces itself by infecting other programs on your computer. The virus program attaches itself to a victim program that then infects other programs which are resident when the victim program is run. Its effect may range from a seemingly innocuous and benign message of "peace" to the potentially catastrophic altering of your data or erasure of your hard disk. In any case, these programs are a gross invasion of your privacy and the authors of such programs should be castigated in every way possible. Even those programs not intended to do harm may inadvertently cause problems in a machine with the software complexity of the Macintosh. Fortunately, anti-virus programs have been written to detect and remove some of the virus programs; these programs have been collected on Mac Disk 16.10 which is being issued this month. Mac Disk 16.10 is a boot disk configured with a System Folder that includes the current version of the Macintosh HFS operating system that is known not to be infected. *Mac Disk 16.10 will be locked when you receive it; it is important that it remain locked so as to prevent any virus that may already infect your system from spreading to this disk.*

WAP Library Is Virus Free

If you caught it, you didn't get it from us. We have tested all of the souce materials in the library and the original WAP Masters and they are virus free. We will be testing the duplicator's masters (copies of the original masters) this month as a double check and will add a virus test to our disk preparation checklist to ensure that we remain virus free.

About Help and Documentation Files

Do you often double click on the documentation or help files on our disks only to be met with a dialog box that says "Application cannot be found"? Wonder what to do next? Next time, open your word processor of choice first and then try to open the documentation or help file from within the word processor. Most of the documentation and help files are text or MacWrite files and most word processors are able to read either text or MacWrite formats as well as their own. If this doesn't work, you should also try the TeachText application that comes on your system disks from Apple.

800K Format for New Mac Disks

We are now issuing all new Mac disks in the 800K format. We changed because Apple Computer and the majority of the Mac community have changed to the 800K format. Many newer programs are now larger than 400K or require the 128K or 256K ROMs for efficient operation. For a limited time, we will provide access to the 400K format for those of you with the older machines. You will have to special order the disks and we will add a surcharge of $1.50 per disk since two disks would be required instead of one. Some disks will not be available in 400K

format at all. For example, programs that take more than 380K of disk space will not be available nor will StackWare and Mac II series. We strongly recommend that you upgrade to 800K disk drives and the newer ROMs. Check with our advertisers who are Apple dealers to determine the price; don't forget to inquire about discounts for Pi members.

Miscellaneous Utilities Series Available

The Miscellaneous Utilities series, disks 15.01 through 15.07, was released last month. The Miscellaneous Utilities have been arranged alphabetically. The seven 800K format disks are available at a package price of $24.50; the series is accompanied by a mini-catalog with program notes and catalog listing. Disks in this series may also be purchased individually without the catalog at the standard price of $5 each or $4 each when five or more disks are purchased.

Help Wanted

Brook Grayson, our current coordinator for HyperCard StackWare, is unable to continue with what truly is a monumental task. We need a volunteer to replace Brook and to coordinate the test, assembly and annotation of StackWare. You should have a Mac II, Plus or SE, a hard disk and a working knowledge of HyperCard. It is estimated that this task will take 30 or more hours a month. We also need additional volunteer testers and annotators to support this effort. Call Dave Weikert at 301 948-9646. Thanks Brook, we appreciate your efforts.

About Shareware Fees

Remember, please honor the authors' requests for shareware fees if you decide to add these programs to your software library. Shareware is an important distribution channel for low-cost software, and it is important to encourage authors to use this channel by paying them for their efforts.

And Now, Here Are the Disks...

This month we are issuing five disks; one addition to the System Utilities series, one Fun and Games, one Sounds and two in the Mac II series. This month's submissions are brought to you by Rick Chapman, Marty Milrod, Bob Soule and Dave Weikert and the efforts of all the duplicators listed under the masthead. 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.

Mac Disk 152: Sounds VIII

<u>Animal House</u> *f*: **ASSUME, BURP, HOLY S—, MORON, OUT W IT, THANK YOU** and **TWERP** initiate our collection of goodies from the movie *Animal House*.

<u>HAL</u> *f:* **Answer (HAL), Decisions (HAL)**, and **Difficult (HAL)** add to the growing collection of sounds from the movie *2001, a Space Odyssey*.

<u>SuperPlay 4.0</u> *f:* **SuperPlay 4.0:** A program previously issued

contd

on disk 102 that plays digitized sounds. Unlike SoundPlay on disk 102, SuperPlay allows selection of different sampling frequencies and opening and creation of resource files. It has a play all feature that will allow playing all of the sounds in a specified folder. **SuperPlay Doc(MW)** is the documentation for SuperPlay 4.0; it explains some of the capabilities of the program and a little bit about the types of digitized sound files. The two FKeys mentioned are not included on this disk. *Shareware—$ What you think it's worth.*

Mac Disk 153: Games XXIX
Casino, Word & Strategy Games

HangMan-10.0: A new version of the classic word-guess game offered previously on Disk #105. This version features words in several categories—including States, State Capitals, Countries, Presidents, Composers, Astronomy, Instruments, TV, and Miscellaneous. *Shareware—$10.*

Hypercon: A version of the "Concentration" match game that derives its name from the fact that the images to be matched on the board are taken from HyperCard. (This makes things a little difficult, because many of the images are very similar.) *Shareware—$10.*

Iago: An additive strategy game in which the object is to bracket your opponent's pieces between your own, thereby turning the enemy pieces into your own color in an attempt to end the game with the larger number of pieces. Play against the Mac or another human. Under the "Job Security" menu you'll find a "Hide, the Boss is Coming" command that brings up a spreadsheet in case you're caught playing at work.

Klondike 3.6(p): The latest version of the excellent solitaire game for the Mac. This version adds color capability, Multi-Finder "awareness," and bug fixes. (The program does all the work for you, but it also prevents you from cheating!) *Shareware—$10.*

Pyramid!!!: Clear all the cards from the Pyramid of 28 cards by creating matches with the cards from the deck. *Shareware—$5.*

Reversal 1.0: A puzzle in which the object is to flip tiles until they are all the same color. (Not easy.)

Third Dimension: A version of tic-tac-toe in which you try to place four tokens in a row—three dimensionally. Play against the Mac or a friend. But be careful, because it's often hard to see those three-dimensional rows across levels!

3D Checkers v2.0: A neat checkers game, played on a board that gives the appearance of being three dimensional. Pay the shareware fee and get the "key" that unlocks all the features of the game. *Shareware—$10.*

Video Poker: Play poker against the house.

Will of Fortune: If you can't get enough on TV, try this version of everyone's favorite word game. A special feature is the "talking host" who announces how many letters you guessed right—if you have MacinTalk installed in your System. The game comes with only a few phrases, but if you pay the shareware fee, you get 1,000 puzzles and a puzzle editor. *Shareware—$19.*

Bill's Casino f: Bill's Casino: Good graphs are the strong suit of this program, which features a slot machine and a Blackjack table. **Bill's Casino Info** is a one-page MacWrite document providing instructions.

Blackjack 4.0 f: Blackjack 4.0: A sophisticated Blackjack game. **BJ 4.0 Doc** is a five-page MacWrite document providing instructions on how to use the program and how to play Blackjack. **BJ 4.0 Changes** is a one-page MacWrite document describing the changes since Version 3.0/3.1. *Shareware—$5.*

Mouse Craps f: Mouse Craps V1.0: Practice your craps game without losing your shirt. Check the Info menu for instructions on how to bet and how to play craps. The author ought to know the game—he's from Las Vegas! **MC Release Notes** is the one-page MacWrite document describing the game. *Shareware—$15.*

Mac Disk 16.10: Anti Virus Utilities

Vaccine: Intercepts any suspicious attempts to modify applications and systems files and requests operator confirmation of each change. This is a cdev type file, so copy it into your system folder and access it through the Control Panel (under the = menu). Setup instructions are provided when you select Vaccine from within the Control Panel. The space in front of the file name places it at the head of the list of cdevs.

early virus info f: Virus Info # 1: A copy of this material was published in the May 1988 *Washington Apple Pi Journal.* **Virus Info # 2:** A response and amplification of the material was published in the May 1988 *Washington Apple Pi Journal.* See **The Scores Virus** in the KillScores—for more current information.

Ferret 1.1 f: Ferret 1.1: Scans a selected drive for files infected with the "Scores" virus and permits you to repair the infected file or skip over it. See the brief **Ferret 1.1 docs** for how to do it.

Interferon f: Interferon: Scans all on-line or selected volumes for files with any of a number of known and generic virus characteristics. An eradicate option performs a similar scan but attempts to delete infected files. The **Interferon (READ ME)** documentation is necessary to understand the results of the scan. *Shareware—free, but contributions to the Vision Fund are solicited.*

KillScores f: KillScores: Scans a selected drive for any files infected with the "Scores" virus, automatically removes "Scores" and then repairs the infected program. **The Scores Virus:** This documentation provides an excellent description of the "Scores" virus and its operation and the steps necessary to eradicate using ResEdit or KillScores.

Sniffer f: Sniffer: Scans selected drives or folders for any INIT files and creates a text file of what it has found. **Sniffer Docs** describes what Sniffer does and how to interpret the text file.

Virus Detective 1.1™: This is a Desk Accessory that scans a disk, folder or file for a virus. It includes a capability to search for operator entered strings. *Shareware—$10.*

Virus Rx f: Virus Rx: Scans selected drives or folders for any damaged applications, INIT, cdev and RDEV files, invisible files, altered system files and altered applications. Creates a text file that includes an analysis of what it has found including "***** Dangerous" and "***** FATAL" conditions. **Virus Rx README** describes what Virus Rx does and provides some useful guidance for reducing your risk of exposure to any virus.

Mac II Disk 20.11:Pixel Paint Pictures

PixelPaint Viewer: An application for viewing the Pixel paint files on this disk (also appears on Mac Disk #20.07).

Blue Marble: A view of the earth from space.

Abdominal Aorta: An anatomical illustration.

Flyover: Good space shot of North America.

Keith's Trip #1: A beautiful sunset.

Mac II Disk 20.12: Vision Lab

Earthplot 3.0: A neat little application for plotting a map of the Earth as viewed from space. The program will actually run on any Mac, but is painfully slow on anything other than a Mac II.

Fish and Tree: Two Pixel Paint pictures that can be viewed with either Pixel Paint, PixelPaint Viewer, or Vision Lab (on this disk).

<u>Vision Lab f:</u> **Vision Lab:** Version 0.65 of a program (previously called SuperVision) for manipulating gray scale and bit mapped images. With it you can store gray level information from the MacVision™ digitizer, load files created with Thunder Scan™, or load pictures created in other programs. The program supports GIF™ files and color. It will convert halftoned MacPaint images to gray level images (a very neat trick!), and will halftone gray level images using a wide variety of algorithms. (Halftoning is the art of representing a gray scale picture on a non-gray scale device such as the Mac Plus or SE screen.) Included are the documentation **Vision Lab Docs** and the associated file **Vision Lab Prefs.**

shared.h: New image processing routines can be added to Vision Lab through the use of resources. This text file explains how to incorporate your own routines into Vision Lab.

Easy 'C' Threshold: A resource for performing a simple threshold operation within Vision Lab. **Easy 'C' Threshold.c** is the C language source code to this example.

Invert Clut: A resource for performing a simple color inversion operation within Vision Lab. **Invert Clut.c** is the C language source code to this example.   ⑤

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whom to look for satisfaction (and I am off Clinton's back.)

This suggestion is the nub of what it is that makes the consumer watchdog whap his tail on the floor so lustily. People toss the term 'loaner' around pretty freely but it's much more apt to apply to cars for a day than to electronic gear for two weeks— particularly electronic gear you did not even buy from that vendor in the first place. Whether it was semi-standard commercial practice or an extraordinary act born of desperation is beside the point. In these particular circumstances it was the necessary flexible and intelligent act required to get at the heart of the problem.

So, a toast to Clinton Computer. That's the best I can offer, guys. You already have all my money. (Postscript: The hard disk did it.)

(This article consists of stuff I have found out and hope that others (some others anyway) will want to know. If you decide that what I think I have found out is not actually found out, I need to know that. Contrary opinions will be received cheerfully but corrections of facts will be cherished. Comments, questions, or corrections can be hurled at me at (202) 546-9556.)   ⑤

Don't let the summer doldrums prevent you from learning more about your computer. WAP continues to offer tutorials throughout the summer. The regular Mac tutorials continue on the second through fourth Mondays of each month through the summer. In order to accomodate the backlog of interested students, only the IIgs version of the introductory Apple tutorial will be offered in June, July and August, with the //e and //c version reappearing in September.

To enroll, please send in the form in the back of the Journal or call the WAP Office. In order to assure interest and to defray WAP expenses, we charge a nominal fee for each class.

In addition, we have planned the following special tutorials:

"Apple II Telecommunications"— *Allan Levy*
Saturday, June 18, 9 a.m.-noon
This will include modem selection and program selection for the Apple //e, //c and IIgs. Signing on to the WAP TCS and downloading will be explained. A disk of utilities and a shareware telecommunications program will be distributed. This is a complete soup to nuts Apple II communications course. Do not bring your computer.

"Mac Telecommunications"— *Allan Levy*
Saturday, June 18, 1 p.m. - 4 p.m.
This will include modem selection and program selection for the Mac. Signing on to the WAP TCS and downloading will be explained. A disk of utilities and a shareware telecommunications program will be distributed. This is a complete soup to nuts Mac communications course. Do not bring your computer.

"MIDI Music for Mac or Apple"— *Ray Hobbs*
Saturday, July 16, 10 a.m. to 1 p.m.
A beginners guide to MIDI music on your Apple II or Mac. Please do not bring your computer or synthesizer. We will cover hooking up the hardware and the types of software needed and how that software is used.   ⑤

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good reference materials (hard to find, 1 ea.), the proper tools, and a dab of experience. 'Nuf said.

WALTER PETERSON on 04/30
Being a Macintosh person in DOD is a lonely world. Most s/w is written for IBM compatibles. Therefore, am looking into buying a coprocessor board to allow me to take s/w and files home and work on them using my Macintosh II. Would appreciate suggestions on best approach to take—coprocessor (Mac 286 board), Dynafile, etc. Please let me know how you all are solving the s/w compatibility problem. Thanks.

BILL BALDRIDGE on 05/01
Right now, you can count the number of format compatible applications which run on both the Mac & IBM on one hand— the two most notable are DBase and MS Word (and maybe PageMaker as #3). Beyond this, your best second choice is to get the AST 286 card for the Mac II, and the 5.25" add-on drive.⑤

* * * MACINTOSH FAMILY * * *

Macintosh Print Drivers

? Where can I find printer drivers for the Macintosh™ to support third-party printers?

A: There are several sources for third-party printer solutions for the Macintosh. Two of these are GDT Softworks, Inc.(800) 663-MACC and SoftStyle, Inc. (800) 367-5600

Which Version is Which?

? Is there a way to positively identify Macintosh System Versions?

A: One SURE way to ID a System Version is to use Res- Edit:
1. Start ResEdit.
2. Open the System file.
3. Open the item STRs from System.
4. Open STR ID=0.

STR ID=0 will contain the System Version number. Using the Creation Date from the "Get Info" Dialog Box, is not a reliable way to identify the System Version. Since the Creation Date is not changed when updated with an Installer program, you cannot be sure that the System has not been updated.

Macintosh & Parallel Ports

MacEnhancer® is now available from SoftStyle, Inc. This peripheral provides parallel connection capability for the Macintosh. Contact SoftStyle, Inc. at (808) 396-6368 for additional details.

Macintosh SE Security Kit

? I have several customers that need Security Kits for the Macintosh SE. Do you know of any suppliers?

A: The Grimes Company has announced a Security Kit for the Macintosh SE. For more information contact the Grimes Company at (714) 671-3931 or AppleLink® D0202.

MacTerminal—Give me a Break!

? Typing the Option-Return to send a break, using MacTerminal® does not generate a sufficiently long break to be recognized. What can we do?

A: Shift-Return on MacTerminal 2.1 will produce a long break.

How Much Room Have I Got?

?: Is there any way that I can see remaining disk space when I choose the option to view files by name?

A: Not a direct way. However, you can open up an empty window, set it to view by Icon, and leave it on your desktop. You will then be able to check on available disk space at a glance.

It Does Work on the Mac II! - From Mike Warren, Ray's Computer Center [R936]

SuperPaint®, FullPaint™, and MacPaint® actually work on a Macintosh II! Use the control panel to set the monitor colors to 2 and the programs work fine. [Editorial Addendum: When the number of greys or colors selected is other than 2, bit mapped graphics programs, such as SuperPaint, FullPaint and MacPaint will not open up properly. All you will see is an approximately 1" x 1" miniature version of the main screen!] Thanks, Mike for this contribution!

Color Printing for Mac II

? Do you know of any companies who have color printing for the Macintosh II?

A: One option comes from Lightspeed, Inc., which is offering a color page layout system that includes a Macintosh II, 300 dpi input scanner and page layout software. The system also includes either a film recorder or color thermal transfer printer. Lightspeed's address is 47 Farnsworth, Boston, Ma 02210.

MacII Screen Dump on MacPaint Skewed   MacPaint/Skew

? Using the Command-Shift-3 Screen Dump from MacPaint™, running under System 4.1/Finder 5.5, I get a screen dump with the display rotated 90 degrees. I tried this on another Macintosh II using their software, again System 4.1/Finder5.5, and I couldn't get a screen dump at all!

A: When using the Mac II with latest System Software (4.1/5.5 or later) the Command-Shift-3 Option will indeed create a MacPaint file with the Mac display rotated 90 degrees: This is due to the relationship between the Mac II Video display and the maximum width of the MacPaint document. In order not to lose any of the data displayed, the image must be rotated. In all likelihood, the second system you tried this on was either not running under a properly configured System and Finder, or it was set for color. If you replaced the System files with a new copy, or set the system for black and white, you will discover that you have the proper Screen Shot capabilities on it.

Tips, Hints and Techniques

* Did you know that you can close ALL the windows on your Desktop on 128K ROM Mac's by holding down the OPTION key when you close any one window?
* Did you know that you can move an inactive window without first clicking on it to select it by simply holding down the COMMAND key while moving it?
* Did you know that you can align your files and folders along the invisible grid on the desktop by holding down the COMMAND key while dragging them?
* Did you know that there is an alternate way to clean up windows than simply selecting the "Clean Up Window" option under Special? Hold down the OPTION key when you choose Clean Up, and your files and folders will align themselves in neat rows from left to right!
* Did you know that you could arrange your files/folders in alphabetical order without dragging them around manually and placing them in alphabetical order by
    1. Selecting View By Name
    2. Select All

The primary purpose of these changes is to conform the bylaws to what has in been Washington Apple Pi's practice for several years: instead of having one Vice President for Programs and one Vice President for Special Interest Groups, we now have a Vice President for Apple II Programs and a Vice President for Macintosh Programs. The proposed changes would reflect this not by naming the Vice Presidencies as such, but by creating two Vice Presidencies and giving the Board of Directors (or the President) the power (which they already have under Article VIII, section 3) to assign "other duties" to the Vice Presidents. A secondary purpose of the proposed changes is to reflect the change in the title of the Telecommunications System Operator.

New material is shown in dotted underscore; deleted material is struck-through.

ARTICLE VII - BOARD OF DIRECTORS

SECTION 2. COMPOSITION. The Board of Directors shall consist of 15 members: the President, ~~the Vice-President for Programs, the Vice-President for Special Interest Groups~~two Vice Presidents, the Secretary, the Treasurer, the Past-President, the Editor of the WAP Journal, the Head Librarian and seven Directors-at-Large. The Directors-at-Large shall be elected annually pursuant to Article IX hereof. The Past-President shall be the individual who last served as the President; provided, however, that if an individual is entitled to serve on the Board of Directors as an Officer or Director-at-Large, he shall not also serve as Past-President. In that case, the Past-President shall be the predecessor to the individual who last served as the President. If an individual is entitled to serve on the Board of Directors by virtue of election or appointment to more than one position, then such individual shall be entitled to only one vote and one Director position shall be declared vacant. [Amended April 1984 and February 1987.]

SECTION 7. SPECIAL MEETINGS. Special meetings of the Board of Directors may be called by the President, ~~the~~either Vice-President or two or more Directors on seven (7) days notice to each Director, if such notice is delivered personally, by telegram or by telephone; or on fourteen (14) days notice if sent by mail or published in the WAP Journal. No business other than that stated in such notice shall be conducted.

ARTICLE VIII - OFFICERS

SECTION 1. DESIGNATION. The officers of the Corporation shall be the President, two Vice-Presidents ~~for Programs, Vice-President for Special Interest Groups~~, Secretary, Treasurer, Editor of the Journal, Head Librarian, ~~Bulletin Board~~Telecommunications System Operator and Director of Group Purchases. The President, the two Vice-Presidents ~~for Programs, Vice-President for Special Interest Groups~~, the Secretary and the Treasurer shall be elected annually by the members pursuant to Article IX ~~hereof~~of these bylaws. [Amended June 1984.]

SECTION 3. VICE-PRESIDENTS. There shall be two Vice-Presidents. The Vice-Presidents shall serve as assistants to the President and shall oversee and coordinate such programs, activities and other duties as may be designated to them by the Board of Directors or the President. ~~The Vice-President for Programs shall serve as an administrative assistant to the President and shall oversee and coordinate the efforts of all committees and regularly scheduled programs, including the community bulletin-board. The Vice-President for Special Interest Groups shall serve as an administrative assistant to the President and shall oversee and coordinate the efforts of the Special Interest Groups and special publications.~~ From time to time, the President shall designate one of the Vice Presidents who shall in the absence of the President or in the event of the President's disability perform the duties and exercise the powers of the President. ~~Both Vice-Presidents shall perform other duties designated by the President or the Board of Directors.~~ [Amended June 1984.]

SECTION 10. VACANCIES. If the offices of President, Vice-President ~~for Programs, Vice-President for Special Interest Groups~~, Secretary, ~~or~~ Treasurer or Telecommunications System Operator becomes vacant for any reason, the vacancy shall be filled by the Board of Directors. If the offices of Editor of the Journal, Head Librarian, ~~Bulletin Board Operator~~ or Director of Group Purchases becomes vacant for any reason, the vacancy shall be filled by the President. Any officer elected or appointed to fill a vacancy shall hold office until the election and qualification or appointment of his successor. [Amended June 1984.]

This form is only for ordering disks that you want mailed to you.
5 1/4" Diskettes: - Members $ 5.00 each; Non-members $ 8.00 each, Plus $1.00 each postage up to a maximum of $ 5.00.
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 prices 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
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( ) 144 IAC 27 Applesoft Prog.
( ) 145-147)3 disks)Ap.Logo Util.
( ) 150 EDSIG1 (Elem. Math)
( ) 152 IAC 31 Miscellaneous
( ) 153 Investments A

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( ) 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

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
( ) * 195 Underground City
( ) * 196 Merlin's Castle
( ) * 197 Horgrath Castle
( ) * 198 Deathtrap
( ) * 199 The Black Death
Note: Eamon disks 200-229 are also
available. See previous month's
order form.

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 PIG0:ATTCH 1.1/BIOS
( ) 301 PIG1: ( ) 302 PIG2:
( ) 303 PIG3: ( ) 304 PIG4:
( ) 305 PIG5: ( ) 306 PIG6:
( ) 307 PIG7: ( ) 308 PIG8:
( ) 309 PIG9   ( ) 310 PIG10:
( ) 311 PIG11: ( ) 312 PIG12:
( ) 313 PIG13: ( ) 314 PIG14:

CP/M Volumes
( ) 401 Master Catalog
( ) 402 Utilities 1
( ) 403 Communications
( ) 404 Utilities 2
( ) 405 Utilities 3
( ) 406 ZCPR2 Install
( ) 407 ZCPR2 Documentation
( ) 408 ZCPR2 Utilities
( ) 409 Modem 730
( ) 410 Essential Utilities
( ) 411 Text Editor
( ) 412 Spreadsheet
( ) 413 MDM740(SSC&Com)
( ) 414 MDM740(7710&A-Cat)
( ) 415 Orig. 350 Pt.Adventure
( ) 416 Kermit Source Code
( ) 417 Kermit Documentation
( ) 418 Kermit Running Code
( ) 419 Util.-Z83,REZ,VDE
( ) 420 Small "C" Compiler

Apple /// Volumes
( ) 1001 Games Volumes 1 & 2
( ) 1002 Basic Utility Vol.1&2
( ) 1004 Sys. Utils & Data
( ) 1005 New Member Disk
( ) 1006 Word Proc. & WPL
( ) 1007 Games for Kids
( ) 1008 The Best of MAUG
( ) 1009 The Best of the Source
( ) 1010 The Best of TAU
( ) 1011 D3. Backup
( ) 1012 Sketchpad&Slideshow
( ) 1013 A3 Diagnostics
( ) 1014 Basic Boot Disk
( ) 1015 Best of ///s Company
( ) 1016 AppleCon
( ) 1017 Pohlman Disk 1
( ) 1018A&B Pohlman Disk 2
( ) 1022 Basic XT and Utilities
( ) 1023 The Retriever
( ) 1024 Power Print ///
( ) 1028A&B ASCIDIF(Bloom)

Apple IIGS Volumes @ $5
( ) 2001 Utilities & Pictures A
( ) 2002 Demo Disk A
( ) 2004 Slide Show I
( ) 2005 Demo Source Code 1
( ) 2006 Demo Source Code 2
( ) 2007 M18 Courses
( ) 2008 Odd Bits I
( ) 2009 GS Fonts I
( ) 2010 GS Fonts II
( ) 2011 GS Fonts III
( ) 2012 AW Tax Template
( ) 2013 Odd Bits II
( ) 2014 Sounds I
( ) 2015 Sounds II Nostalgia
( ) IIgs Systems Disk

Macintosh @$5
( ) 17.3a Red Ryder 9.2
( ) 17.2b Red Ryder Doc.
( ) 31.1 Dun.Doom/Eliza Talks
( ) 32 Fun & Games II
( ) 35 Fun & Games III
( ) 40 Mac Videos
( ) 41 Cap'n Magneto
( ) 42 Studio Session (512K)
( ) 44 Boston II Fonts
( ) 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
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( ) 134 Fun & Games XXV
( ) 135 Paintings VII
( ) 143 Games XXVI
( ) 144 Sounds VI
( ) 145 Paintings IX Clip Art
( ) 146 Fonts XIII
( ) 147 New Member's Sampler
( ) 148 Sound VII
( ) 149 Painting X
( ) 150 Games XXVII-Arcade
( ) 151 Games XXVIII-Strategy
( ) 152 Sounds VIII
( ) 153 Games XXIX

*Vol. 181 required with these disks.
Note: Allow 2-3 weeks for mailing.

Date: _____

Total Order = ____ Disks; Postage $____; Total Amount Enclosed $_____.

Note: Mac Disks are contd.
on next page.

NAME: _____

ADDRESS: _____

CITY, STATE, ZIP _____

Make check (U.S. funds on a U.S. bank.) payable & send to:
Washington Apple Pi, Ltd.   Telephone _____
Attn. Disketeria
8227 Woodmont Avenue, Suite 201   WAP Membership No. _____
Bethesda, MD 20814

Macintosh Disks contd.
DAs Series: (12-disk set $42) *
( ) 2.01 ( ) 2.02 ( ) 2.03
( ) 2.04 ( ) 2.05 ( ) 2.06
( ) 2.07 ( ) 2.08 ( ) 2.09
( ) 2.10 ( ) 2.11 ( ) 2.12
FKeys Series:
( ) 4.1 ( ) 4.2
Misc. Util. Series(7-disk set $24.50)*
( ) 15.01 ( ) 15.02 ( ) 15.03
( ) 15.04 ( ) 15.05 ( ) 15.06
( ) 15.07

Util. Series (9-disk set $31.50) *
( ) 16.01 ( ) 16.02 ( ) 16.03
( ) 16.04 ( ) 16.05 ( ) 16.06
( ) 16.07 ( ) 16.08 ( ) 16.09
( ) 16.10 Anti-Virus Utilities (not
        a part of the Series)
HyperCard StackWare:
( ) 19.01 (aka 136) Utilities
( ) 19.02 (aka 137) Clip Art
( ) 19.03 Applications
( ) 19.04 Monster Hunt
( ) 19.05 Stackware for Children

( ) 19.06 Monty Python
( ) 19.07 Tutorials for Applns.
( ) 19.08 The AIDS Stack
New System 4.2 and Finder 6.0
( ) Set of 4 disks
HyperCard Upgrade 1.1 **
( ) ** Requires proof of purchase

* Series disks are regular Mac price
  when purchased individually.

Mac II (800K):
( ) 20.01 Graphics I
( ) 20.02 GrayView & DAs
( ) 20.03 Miscellaneous
( ) 20.04 Graphics II
( ) 20.05A Ray Trace Programs
( ) 20.05B Ray Trace Source
( ) 20.06 Color
( ) 20.07 Graphics 3
( ) 20.08 Utilities I
( ) 20.09 Miscellaneous II
( ) 20.10 Image .61
( ) 20.11 Pixel Paint Picture
( ) 20.12 Vision Lab

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. For the months of June, July and August, we are offering only the IIgs tutorials. Apple][, //e, //c will resume in September. (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.

( ) July   5   (IIgs specific)   -   WELCOME TO THE WORLD OF APPLE   ( ) August 2   (IIgs specific)
( ) July 12   (IIgs specific)   -   HOW TO USE YOUR APPLE SOFTWARE   ( ) August 9   (IIgs specific)
( ) July 19   (IIgs specific)   -   POPULAR APPLICATIONS   ( ) August 16   (IIgs specific)

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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 - 10 PM. 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, July 11 or ( ) August 8 - Introduction to Macintosh. Prerequisite: Guided Tour to Macintosh.
( ) Monday, July 18 or ( ) August 15 - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc.
( ) Monday, July 25 or ( ) August 22 - Personalizing Your Mac for Productivity. Prerequisite: First two sessions or equivalent.

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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.
( ) **Introduction to HyperTalk - Holger Sommer - Saturday, June 4, 9-12 am, Office. Fee $15 ($20).** Prerequisite: Familiarity with browsing, painting, cutting and pasting buttons. Bring Mac, hard disk, HyperCard, blank disks.
( ) **HyperTalk: Advanced Problem Solving - Rick Chapman - Saturday, June 11, 9-12 am, Office. Fee $15 ($20).** Prerequisite: Introduction to HyperTalk. Examples commonly encountered in HyperTalk applications. Bring Mac, hard disk, HyperCard, blank disks.
( ) **Apple II Telecommunications - Allan Levy - Saturday, June 18, 9-12 am, Office. Fee $15 ($20).** A complete soup to nuts Apple II communications course. Do not bring your computer.
( ) **Mac Telecommunications - Allan Levy - Saturday, June 18, 1-4 pm, Office. Fee $15 ($20).** A complete soup to nuts Mac communications course. Do not bring your computer.
( ) **MIDI Music for Mac or Apple - Ray Hobbs - Saturday July 16, 10am-1pm, Office. Fee $15 ($20).** A beginner's guide to MIDI music on your Apple II or Mac. Do not bring your computer or synthesizer.
Please check the desired tutorials and return this form with fee(s) made payable to Washington Apple Pi, Ltd. to:
Washington Apple Pi, Ltd.
Attn. Tutorials   Name _____   Membership No. _____
8227 Woodmont Avenue, Suite 201
Bethesda, MD 20814   Day phone _____ Eve. phone _____   Total Enclosed $ _____

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