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Washington Apple Pi

Journal of Washington Apple Pi, Ltd.

Volume 10 August 1988 Number 8

Highlights

- JoyReader
- ProSEL on the Apple IIGS
- MacNovice: FullWrite Follow-Up
- Bits & Bytes: LaserPaint Review
- Musements
- MacFlow

In This Issue

Officers & Staff, Editorial 3
President's Corner ..... Robert C. Platt 4
Event Queue, General Information 5
Classifieds, Job Mart 6
WAP Hotline 8
WAP Calendar, SIG News 9
Q & A ..... Robert C. Platt & Bruce F. Field 10
The JoyReader Shareware Disk ..... Phil Shapiro 12
JoyReader: A Review ..... Linda Van Zee 12
ZipChip for the Apple II: A Review ..... Bob Oringel 13
Tutor-Tech: Hypermedia on the Apple II ..... Ray Settle 14
ProSEL on the Apple IIGS ..... Chuck Ward 16
IIGS SIG Meeting Report ..... Paul Tarantino 17
Letters to the Editor 18
Annapolis Apple Slice News ..... Katherine M. Cave 18
On the Trail of the Apple /// ..... Dave Ottalini 20
GameSIG News ..... Barry Bedrick 22
Gauntlet: A Double-Edged Sword ..... David Wood 22
Grammar Mechanics: A Review ..... David L. Porter 23
Might & Magic (Mac): A Review ..... David L. Porter 23
Might & Magic (Mac): A Review ..... Ann Baird 25
WAPAcrostic ..... Dana J. Schwartz 28
MacNovice: FullWrite Follow-Up ..... Ralph J. Begleiter 32
Macinations ..... Robb Wolov 34
FedSIG News ..... John Nelson 35
Sorry, a system error has occurred. ..... Eric Rall 38
Macintosh Bits and Bytes ..... Lynn R. Trusal 40
AVSIG (Art & Video SIG) ..... Nancy Seferian 42
ReadySetShow: Desktop Presentation ..... Martin Milrod 44
Musements™ ..... Fred Seelig 46
Excelling on Your Mac: Part 22 ..... David Morganstein 52
Excel SIG Report ..... Larry Feldman 54
MacFlowing Report ..... Mike Dewey 56
QuickWork™ Version 2.0 ..... William R. Arndt 60
How Perfect Can WordPerfect Be? ..... Bonnie Walker 62
An Alternate View of Reality ..... W.R. Scott 63
On HyperCard: An Overview of 1.2 ..... Kenneth Knight 64
Book Review: XCMD's for HyperCard ..... Robert C. Platt 67
HyperCard SIG News ..... Robert C. Platt 67
Telecommunications at Warp Speed ..... Eric Rall 68
Best of the Mac Items from the TCS ..... Bill Baldridge 69
Disketeria Dispatch ..... Jim Little 74
/// SIG Disk 1000 ..... David Ottalini 74
Answers to Last Month's WAPAcrostic 74
Mac Disketeria News ..... David Weikert & Martin Milrod 75
WAP Membership Application 78
Disketeria Order Form 79
Tutorial Registration 80
Index to Advertisers 80
Index to Authors 80

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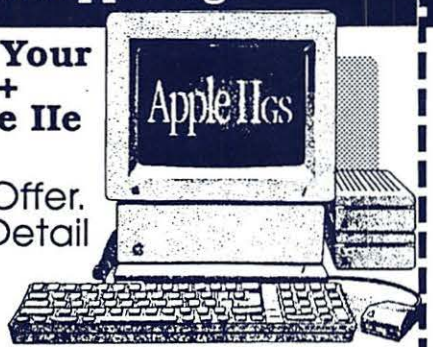

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by Doug Reider, Andrew Kaplan and Clarke Simmons
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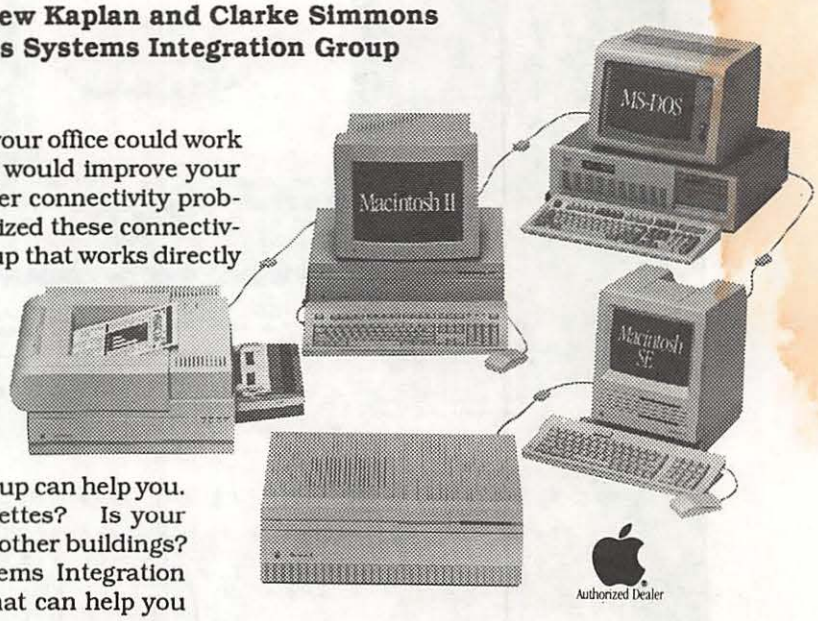

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EDITORIAL

It's a great way to learn your newly acquired computer! All you Apple][+, //e, and //c owners, now hear this. We have a wealth of material for enterprising souls who are bent on learning more about their new (and maybe not so new) acquisitions. You are in luck. Other enterprising souls have preceded you and they have left a rich trove of hard-won information on how to get more out of your computers. All sorts of materials ranging from how to hook up letter quality printers, how to get 80 columns on your screen, how to enhance your equipment, which word processors you should consider, what file maintenance and mail list management packages are out there, how to get your budget and tax preparation in AppleWorks, through how to hook up to large scale information services such as Dow Jones, CompuServe, The Source, etc.

All of this information can be found in back issues of the WAP Journal, as well as older issues of commercial magazines and newsletters from other user groups. All it takes is spending some time at the WAP office to do some research. Many of the older WAP Journals are available for you to take home at no cost. Other magazines and newsletters, however, will have to be read on site or you can copy articles at five cents a page. Come take a look—and maybe write up references for the Journal.

PRESIDENT'S CORNER

by Robert C. Platt

Past Achievements. I want to voice my agreement with Tom Warrick's assessment in last month's column about the progress of WAP in the recent years. We have experienced growth, expansion of member services and good fortune. Tom deserves much of the credit for those achievements, and I want to thank him on behalf of WAP for his many hours of service. Thanks are also due to our outgoing directors: **David Morganstein, Jay Thal** and my co-answerman **Bruce Field.**

Future Opportunities. WAP's potential mission grows as the Apple/Macintosh world expands. As the uses of these machines becomes more varied, the needs of our members grow more diverse. The redeeming factor is that the skills of our members also expand at the same time. As a result, WAP can perform an increasingly valuable role in helping members meet others with common interests and areas of technical expertise. The role of user groups, such as WAP, also gains importance as a way to communicate with Apple and other product vendors as they face an increasingly specialized marketplace.

Recognizing this evolving role of user groups, a number of obvious objectives come to mind:

• If WAP is to maintain its status as one of the preeminent Apple user groups, it must continue to increase its membership. Greater numbers mean both greater financial resources as well as increased clout with vendors. Ray Hobbs is chairing a committee on our membership efforts.

• WAP must continue to expand and improve its services to members. For example, we will do a better job of publicizing our services and meetings. Meeting topics can be better coordinated with special "theme issues" of the Journal. Nancy Seferian and Jay Williams have also volunteered to redesign the graphics we use at our monthly meetings.

• WAP must continue to reach out to serve the community. Apple products dominate the educational market, and WAP will do more to interact with area schools. WAP can plan more activities which recognize Washington's unique role as the seat of the Federal Government.

• In recognition of WAP's educational and charitable service activities, WAP should seek tax-exempt status. Such status would result in significant savings on our postage expenses as well as allow us to solicit tax-deductible contributions.

That's my initial list—I look forward to hearing about yours.

The Shows. One way to build our membership is by staffing a booth at computer shows. Many thanks to **Harvey Kaye, Allan Levy, Ted Meyer, Sam Knutson, David Page, Lee Raesly** and **Jon Thomason** for representing the Pi at AppleFest in Boston. Our volunteers at the Eggzibition were: **Ken DeVito, Dick Fitzhugh, John Gersic, Bob Golden, Ray Hobbs, Sam Knutson, Tom Piwowar, Lee Raesly, Nancy Seferian** and **Dale Smith.** Staffing our booth at Clinton Computers' show were: **Larry Feldman, Dick Fitzhugh, and Tony Salerno.** Thanks. We are also looking for volunteers to staff our booth at the August MacWorld in Boston. Please call the office if you are planning to go.

Garage Sale. WAP's June garage sale was a fantastic success with record attendance. The Q&A sessions and HyperCard SIG meetings were well attended, and will become a permanent feature of future sales. Many thanks to **Mid-Atlantic Telesis** for donating a $400 Canon NP printer, **Mac Underground** for donating a one-year subscription, and **Spectrum Holobyte** for donating an adventure game as door prizes. Our volunteer staff was the key to the success of the event: **Rick Chapman, Dave Ottalini, Lee Raesly, Allan Levy** and **Kevin Nealon.**

GENERAL INFORMATION

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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.

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Current office hours are:

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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.**

EVENT QUEUE

Washington Apple Pi meets on the 4th Saturday of each month (except December) at 9:00 AM. **Beginning in July** our meetings will once again be at the Uniformed Services University of the Health Sciences (USUHS) at 4301 Jones Bridge Road, on the campus of the Bethesda Naval Command.

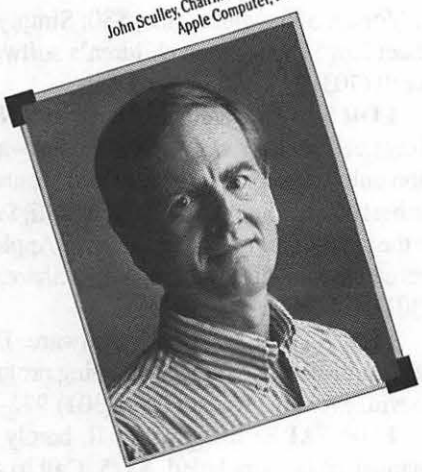
A sign interpreter and reserved seating can be provided for the hearing impaired, but we need 5 business days notice. Call the office.

Following are dates and topics for upcoming months:

August	27	- GameSIG Extravaganza
September	23	- TBA

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

APPLEFEST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WANTED: Back Issues of WAP: March 1981 and March 1982. $5 each. Needed for binding. Contact Rod Uveges, 560-4346.

WANTED: Filemaker Plus, most recent version, with full documentation. Let me pay for your upgrade to Filemaker 4. Call Richard, 982-5074.

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WANTED: Old wide-carriage Imagewriter and a used Mac Plus (preferably one with a hard disk). Please call Margaret at (301) 986-5342.

FOR SALE or TRADE: Mac Software: MS Word 3.02, Spellswell 2.0, MS Basic Compiler, MacLightning 2.0, NFL Challenge, FileVision, MORE and MacProject. All software is either new or I will transfer license to you. Everything negotiable. **Mac Software WANTED:** WordPerfect, MacProof 3.0, Bullets & Boxes, Read It for Thunder Scan, Managing Your Money, Cricket Graph, QuicKeys, Layered Notes for Excel or Work, PrintShop, Comment, Linguist's Fonts - German, 101 Macros for Excel, Hard Ball and Falcon. Software must be new or transferable. Paul Gade 527-3782.

FOR SALE: Omega Engineering "White Box" Analog Interface and Control for the //e. Data inputs (analog from voltage or current, i.e. temp, pressure, etc.) and digital outputs to be a control panel with up to 8 I/O lines. Includes several thermocouples and 5v - 110v relay control board. Originally $1300. Sell at $400. Ray Locke 301-694-0681.

FOR SALE: Apple //e, 128K Ram, 2 disk drives, monitor 80-column card, AppleCat 212 modem, Apple Dot Matrix printer, Grappler+ interface, lots of software. $1025. Call Mark, (703) 573-1058.

FOR SALE: Apple 5.25 Disk II Drive, $100; Apple //e Mouse, $60; Apple Super Serial Card, $60; Merlin Assembler (//e), $25; Bard's Tale (//e), $12; Sargon III (//e), $12. All in excellent condition. John Willis (301) 694-9410 (eve.) or 353-4095 (day).

FOR SALE: MacProject, $125—Claris will upgrade to MacProject II for additional $145. John Willis (301) 694-9410 (eve.) or 353-4095 (day).

FOR SALE: Mac Enhanced with 2 800K DD, $1100; Apple //e Enchanced (RAMWorks w/x mem, 80 col. & Sup. Serial cards) 800K DD, $1000. Hardly used. 1st reasonable offer. Call Denise at 772-1756 or leave message.

FOR SALE: For the //e: AppleMouse II, includes mouse, interface card, Mouse Paint software, and manuals—never used, $90. Apple Writer II $20. Flight Simulator II, $25. Calvin Wright, 8012 Glenside Drive, Takoma Park, MD 20912.

FOR SALE: PageMaker 2.0a with orginal documentation, $250; WordPerfect 1.0 with original documentation, $195; Ashton-Tate FullWrite Professional 1.0 (shrink wrapped), $175. Call Lynn Trusal (301) 845-2651 (Frederick) evenings before 10:00 PM.

FOR SALE: Apple //c w/256K z-ram Ultra 3, $700; Orange Micro Hot-Link, $35; Mouse //c, $60; Kraft Joystick, $15; AppleWorks 2.0 w/Reportworks, $180; WordPerfect, $70; Time is Money, $35; Multiscribe, $30; Simply Perfect, $30; Spreadsheet 2.0, $15; assorted children's software, $10 ea. Call Tom Kroll (703) 347-1924 after 5 pm.

FOR SALE: Demonstration unit—New Image Technology Sheetfeed scanner with MacScan software, $995. Demonstration unit—Abaton 300A sheetfeed scanner with software, $995 or best offer. Iomega 10+10 Bernoulli, $995 or best offer. (This is the disk server model for use over Appletalk. Several computers can use the disk without Apple Share. Call MacTography at (301) 424-3942.

FOR SALE: Macintosh Software: Double Helix][, single and multi-user. Geoquery mapping program from Odesta. Call David, evenings/weekends at (301) 972-4263.

FOR SALE: Imagewriter II, barely been used, all cables, manual, ribbons included. $375. Call Jo Ann at (202) 546-8825.

FOR SALE: Macintosh 512K, external disk drive 400K, manuals and software—MacWrite and MacPaint. $900. Call Carolyn Harris (703) 683-4943 evenings before 10 PM.

FOR SALE: Epson PC Clone, 2 floppies, 256K RAM, serial and parallel ports, amber monitor, keyboard, 3 expansion slots, MS-DOS and GW-Basic. Perfect for bringing office work home. $500. Call Doug at 966-7120.

JOB MART

Services Offered

Have Mac - Will do your graphics, word processing, editing, transcription, manuscripts, labels, brochures, flyers, newsletters, spreadsheets, etc. etc. Call Lucille at (301) 384-5162.

Typing in my home near Bethesda/DC/Chevy Chase. Apple //e, letter quality printer. Experienced. Call Darcy at 320-5759.

Wanted: **Part-time work doing graphics, briefings, flyers, programs** for clubs and churches. Have extensive experience using MacDraw, Super Paint, MacPaint (utilizing Clip Art). Have some experience using Quark XPress and PageMaker. Willing to be trained to use other software programs. Call Pat at (703) 841-5949 work or (703) 698-0929 home after 6 PM.

Help Wanted

Publications Specialist. Growing trade association representing microcomputer software industry seeks dynamic individual with 3-5 years publication experience to be responsible for a variety of publications. Knowledge of desktop publishing required; experience with Macintosh and PakeMaker is preferred. Individual must have strong academic background, outstanding writing, editing, layout and design skills. Must have managment skills and be able to work well with others in a fast-paced, action-oriented environment. Salary commensurate with experience. Please send resume, writing samples and salary history to Cheryl, SPA, 1101 Connecticut Ave. NW, Suite 901, Washington DC 20036.

Secretarial Plus. (Immediate opening). We are an architectural/interior design firm and first have need for an individual to answer the telephone, handle secretarial work and light bookkeeping on the Macintosh, maintain an interior design library and do various other duties (including keeping our plants happy and healthy). Office is pleasant but hard working. Depending on the ability and interest of applicant, additional responsible administrative and marketing duties could be assumed. NON-

contd.

SMOKER. Full time. Send resume to Design Spectrum Inc., 5272 River Road, Suite LL2, Bethesda, MD 20816 or call L. or R. Sprowls, (301) 951-4444. Salary range is open, depending on capability. Good benefits.

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Space Planner/Interior Designer (hiring within 3 months). Versatile space planner, interior designer with excellent drafting skills, writing ability. Ability to handle large systems furniture projects and manage projects with minimal supervision is essential. CAD on Mac using Versacad in near future. Appropriate degree, 5 years min experience required. NON-SMOKER. Ability to use Mac useful. Send resume to L. Sprowls, Design Spectrum, Inc., 5272 River Road, Suite LL2, Bethesda, MD 20816.

Administrative Assistant for Educational Consultant in atrractive Chevy Chase office very near Metro. Strong communicative skills, familiarity with Mac necessary. Flexible hours for working parent. Salary in teens. 951-0131.

Software Prototype Development. Commercial Credit Company (CCC) is looking for creative, responsive individuals to develop an exciting new prototype system for the loan office of the 1990s. Although we are looking for someone who understands a variety of hardware and has knowledge of many prototyping tools in order to help us select the prototyping environment, an expert on a particular system would also be considered. Applicant must be comfortable working in a development environment and be able to translate verbal or visual observations (not necessarily written specifications) into a working prototype. Knowledge of consumer finance or order entry systems would be helpful. Must be able to work wthe CCC project team on site at our Baltimore office at 300 St. Paul Place. Some travel may be required. Contact Nancy Buschman (301) 332-3847.

Are you **enthusiastic** about personal computers? Do you have **Macintosh** and perhaps **IBM PC** experience? Do you like **working with people** as well as computers? Can you **leap tall buildings** in a single bound? Then we have the job for you! The Personal Workstation Office of the Division of Computer Research and Technology at the National Institutes of Health needs just such a person in our group to provide **top-notch support for Macintosh** at NIH. If you are a US citizen interested in this full time position, please send a resume or SF-171 to: Ms. Donna Free; Personnel Office, DCRT; Building 12A, Room 3013; Bethesda, MD 20892.

Someone wanted who knows a lot about Mac Plus and IBM Kaypro computers. Capcom 2, a non-profit organization for the deaf that makes phone calls for the deaf, is trying to expand to a data entry service for the deaf and hearing impaired. For more information call David Mark Greenbaum, (301) 585-0484 hearing or (301) 585-6206 TDD. Leave message.

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Accounting			
DAC-Easy Acct.	$70	Back to Basics Sys.	$153
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Point to Point	80	Mail 1-4 users	210
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DBase II	350	Omnis 3+/Express	345
pfs: Workmates(f,r,p,w)	128	Reflex Plus	200
Education			
Computer SAT (HBJ)	28	Calculus; Physics ea.	70
Stickybear Series	ea. 26	SAT Improvemnt Sys	70
Graphics			
Create a Calendar	22	MacDraft	170
Springboard Publisher	92	Powerpoint 3.01	280
Leisure			
Beyond Zork	36	Beyond Dark Castle	35
Star Rank Boxing II	26	Chessmaster 2000	34
Programming			
Applesoft Compiler	129	Lightspeed C 2.15	122
Turbo Pascal 3.0 (CP/M)	53	Lightspeed Pascal 1.1	88
Spreadsheet			
Planner's Choice	29	Analyze	97
Visualizer GS	94	MacCalc	97
Word Processing			
Multiscribe/GS 3.0	70	Mindwrite	185
Word Perfect/GS	94	MS Word 3.02	280

.....New, recently published software.....

APPLE		MACINTOSH	
816/Paint	48	Afinifile	57
Award Maker Plus	26	Bumper Sticker	43
California Games	29	City to City	36
GEOS	92	Draw It Again Sam	94
Music Studio 2.0 - gs	70	Fastback	62
Publish It!	79	Foxbase +	235
Ski Crazed	20	Quicken	36
Smoothtalker-gs	37	ReadySetGo 4.0	330
Timeout Desktools	32	Superglue	60
Topdraw-GS	60	Tops 2.0	130

Ask for a copy of our Apple or Macintosh catalog containing hundreds of other programs. Also, ask about our volume discount prices for 10 or more of any one item.

$3 shipping and handling per order (UPS-$4). MD residents, add 5% sales tax. No charges or COD's. Prices subject to change. Call for items not listed.

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WAP HOTLINE For Use by WAP Members Only

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

Apple II

General (after 2:15 pm)	John Wiegley	(703) 437-1808
Accounting Packages		
BPI Programs	Jaxon Brown	(301) 350-3283
BPI & Howardsoft (Tax)	Otis Greever	(615) 638-1525
Dollars & $ense	Barry Fox	(717) 652-2899
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
	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) 652-2899
Data Bases		
dBase II	John Staples	(703) 255-6955
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 (after 2:15 pm)	John Wiegley	(703) 437-1808
A,I,M	John Love	(703) 569-2294
M	Ray Hobbs (BBS)	(301) 490-7484
P	Michael Hartman	(301) 445-1583
C and TML Pascal	Harry Erwin	(703) 391-0295
Operating Systems		
Apple DOS (after 2:15)	John Wiegley	(703) 437-1808
CP/M	Art Wilson	(301) 774-8043
ProDOS	John Love	(703) 569-2294
(after 2:15 pm)	John Wiegley	(703) 437-1808
ProDOS 8 and 16	Barry Fox	(717) 652-2899
RWTS, Disk structure	John Wiegley	(703) 437-1808
Print Shop	Thomas O'Hagan	(301) 593-9683
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) 652-2899
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) 652-2899
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

Apple IIgs

General	Barry Fox	(717) 652-2899
General/Monitor	Neil Walter	(301) 946-4526
General/Paintworks Plus	Paul Tarantino	(703) 455-7670
//e Upgrade	Morgan Jopling	(301) 261-3886
APW	Andy Gavin	(703) 734-3049
	Jim Frison	(703) 525-9395
Deluxe Paint II	Rich Sanders	(703) 450-4371
GS-BASIC	Barry Fox	(717) 652-2899
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) 652-2899
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
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
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	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	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
Games - General (2:15 on)	John Wiegley	(703) 437-1808
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
Time-Sharing	Dave Harvey	(703) 578-5621

* Calls until midnight are ok.

* August 1988 *

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 PI-SIG 7:30 PM Office	2 Apple IIgs Beginning Tutorial #1 7:30-9PM Office	3 dPub SIG 7:30 PM PEPCO	4 GameSIG 7:30 PM Office	Aug. 4 Columbia Mtg 7 PM Howard Cty Lib. <-- Ellicott City	6
7 Deadline for Journal articles is Tuesday August 9 -->	8 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	9 Apple IIgs Beginning Tutorial #2 7:30-9PM Office	10	11 StockSIG 8:00 PM Office	12	13 Music SIG 1 PM. Call Chairman
14	15 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	16 Apple IIgs Beginning Tutorial #3 7:30-9PM Office	17 Executive Board 7:30 Off.; Excel SIG 7 PM Office	18 Pascal SIG 8:00 PM Office	19	20
21	22 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	23 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	24 No Apple /// SIG Meeting in August	25	26	27 WAP Meeting 9 AM USUHS GameSIG Extravaganza
28	29	30 MacDraw Tutr 7:30 PM Office	31			

* September 1988 *

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 GameSIG 7:30 PM Office	2	3
4 Deadline for Journal articles is Wednesday Sept. 7 -->	5 PI-SIG 7:30 PM Office	6 Apple II+,e,c Beginning Tutorial #1 7:30-9PM Office	7 Mac Progmrs. 7:30 PM Office; dPub SIG 7:30 PM PEPCO	8 Stock SIG 8:00 PM Office	9	10 Music SIG 1:00 PM. Call Chairman
11	12 Introduction to Macintosh Tutorial - Office 7:15 - 10 PM	13 Apple II+,e,c Beginning Tutorial #2 7:30-9PM Office	14 Executive Board 7:30 PM Office	15 Pascal SIG 8:00 PM Office	16	17
18	19 Intermediate Mac Skills Tutorial - Office 7:15 - 10 PM	20 Apple II+,e,c Beginning Tutorial #3 7:30-9PM Office	21 Excel SIG 7:00 PM Office	22	23	24 WAP Meeting 9:00 AM USUHS
25	26 Productivity on Your Mac Tutorial - Office 7:15 - 10 PM	27 Mutual Fund Sub Group (Stock SIG) 8:00 PM Office	28 Apple /// SIG 7:30 PM Office	29	30	

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. There will be no August meeting.

AppleWorks SIG offers two meeting options: 8:00 AM 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. Call Jay Williams at 728-1009. No meeting in August.

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 August 3.

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 August 4.

HyperCard SIG meets after the WAP monthly meeting.

Mac Programmers meet on the 1st Wednesday of the month at the office, 7:30 PM. No meeting in August.

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 August 18.

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

Stock SIG meetings are on the second Thursday of each month at the office, 8 PM. The next meeting is August 11.

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

IIgs Finder

Q. I want to use a large number of fonts and desk accessories. When I try to put them all on my startup disk, they exceed 800K. What can I do besides purchase a hard disk?

A. Most users can avoid the problem by planning their startup disks so that they access a combination of fonts and desk accessories less than 800K at any given time. Reboot from a different startup disk to switch between sets of fonts and desk accessories.

If a minimum combination exceeds 800K, there are two alternatives to a hard disk. First, if you have more than one and a half megabytes of RAM in your IIgs, you can use the control panel to create a RAM disk larger than 800K. (You will need to turn your IIgs off for a few minutes to allow the change to take effect.) Next, copy all necessary files from your startup disk, including the fonts and desk accessories, to your RAM disk. If they fit, use the control panel to change your Startup Slot to the RAM disk and reboot.

The second alternative is the following trick, although we cannot guarantee that it will always work. Prepare two copies of a startup disk which are identical. Make sure that they have the same disk name (e.g. SYSTEM.DISK) On one disk add all of your FONTS. On the other disk, add all of your DESK.ACCS. Startup your computer with the desk accessory version of your disk and keep on working with it until its time to run a program that requires your collection of fonts. While in the finder, press the eject button on your disk drive. The finder will recognize that the startup disk is being ejected and will dim the startup disk's icon. Replace it with the startup disk that has your fonts. You can then run the program requiring the fonts, but will not have access to your desk accessories until you reverse the process.

IIgs RAM Memory

Q. Most Apple II programs run in either 64K or 128K of RAM memory. However, many IIgs programs require a minimum of 512K, and recent programs, such as Paintworks Gold, require 1,256K! Why do IIgs programs require so much more memory?

A. Designing a program requires a compromise between speed and memory requirements. Additional features generally require more RAM to store the instructions and the data relevant to those features. For example, although Multiscribe IIgs requires 512K, more memory is required to run it with a spelling checker.

Also consider that the bitmapped graphics used for the IIgs user interface requires much more memory than the character graphics used on most Apple II programs. The Apple II character displays occupy 1K of RAM, while the IIgs must not only store the current screen contents but also information on fonts, menus, icons and the Toolbox routines to manage them.

Most Apple II programs were written on the assumption that only 64K was available, so the programmer broke up the instructions into small packages (called "segments") which were read from the disk when needed. You can speed up the execution time of such programs by copying the program to a RAM disk before running it. This will eliminate the pauses which were created when loading new segments.

Programs written exclusively for the IIgs assume that at least 512K is available and automatically take advantage of the extra memory without requiring the user to create a RAM disk. For example, AppleWorks 2.0 will detect how much memory is available and read in all segments if space is available. Although this improves program speed, you may still want to use a RAM disk to speed the transition to add-on products and desk accessories.

As a result, you should check the RAM requirements of any software before you purchase it. Determine whether its speed can be improved by using a RAM disk to hold the program, its add-on products or data files. Your total RAM requirements should include both the program's requirements and a RAM disk for these other files.

Fonts

Q. What is a "font family?"

A. A "font" refers to a particular size and style of letters with a given appearance. A "font family" refers to all of the related fonts with an overall common appearance. When IIgs applications display a Font menu, that menu selects a font family, rather than a specific font. For example, Geneva is a font family, which may include separate fonts for 10 point italic or 12 point bold.

Q. What are "font family numbers?"

A. When an application program communicates with the routines in the IIgs ROM Toolbox, it is easier to refer to font families by a number rather than by a character string spelling out the font family name. As a result, Apple has assigned ID numbers to font families. Here is a list of currently assigned numbers:

ID #	Family Name
$FFFD	Chicago
$FFFE	Shaston
$FFFF	[no font]
0	system font
1	system font
2	New York
3	Geneva
4	Monaco
5	Venice
6	London
7	Athens
8	San Francisco
9	Toronto
11	Cairo
12	Los Angeles
13	Zapf Dingbats

contd.

14	Bookman
15	Helvetica Narrow
16	Palatino
18	Zapf Chancery
20	Times
21	Helvetica
22	Courier
23	Symbol
24	Taliesin
33	Avant Garde
34	New Century Schoolbook

Q. These fonts seem to have the same name and appearance as fonts on the Macintosh. Is there any way to convert a Macintosh font to a IIgs font?

A. Yes. The information representing a IIgs font has the same format as a Macintosh font. The only difference is that the IIgs font has additional "header" information to help the font manager recognize the font when it is placed in the FONTS folder of the startup disk. A program called FONT Munger (which runs on the Macintosh) will add this header to any Mac font. The Apple File Exchange program can then transfer the converted font onto a ProDOS disk.

Q. Is the same font family numbering scheme used on the Mac?

A. No. The Mac does not assign unique numbers to each font family. Instead the numbers vary with the order in which fonts are loaded onto your disk. That is why the Mac requires a special "Font/Desk Accessory Mover" program while the IIgs allows a user to install a new font by merely moving the font file to your startup disk without a special program.

Machine Identification

Q. A few months ago, you published an Applesoft BASIC program to identify which machine type was running the program. How can that program be updated to take into account recent model changes?

A. Apple // Tech Note # 7 has been revised to reflect the revised //c memory expansion board. Here is the revised program with an new line 205:

```
 10 GOSUB 100:END
100 I=PEEK(64435)
110 IF I=56 THEN PRINT "][":RETURN
120 IF I=234 THEN GOTO 220
130 IF I<>6 THEN PRINT "ERROR":RETURN
140 I=PEEK(64448)
150 IF I=234 THEN PRINT "classic //e":RETURN
160 IF I=224 THEN PRINT "enhanced //e or
      IIgs":RETURN
170 IF I<>0 THEN PRINT "ERROR":RETURN
180 I=PEEK(64447)
190 IF I=0 THEN PRINT "//c (3.5 ROM)":RETURN
200 IF I=3 THEN PRINT "//c (Mem. Exp.)":RETURN
205 IF I=4 THEN PRINT "//c (Revised Mem.
      Exp.)":RETURN
210 PRINT "classic //c":RETURN
220 IF PEEK(64286)=173 THEN PRINT "][+":
      RETURN
230 PRINT "/// emulation":RETURN
```

IIgs Clock Speed

Q. Is there any way to change the clock speed of my IIgs CPU from within a program.

A. Yes. In fact, Apple's disk routines change the speed of the CPU from fast to slow to maintain the timing of input/output to 5 1/4" disks. Unfortunately, we have been unable to get the published routines to work. For example, Gary Bond's *Inside Apple IIgs* advocates a JSR $E10080 to write a revised set of control panel parameters into battery RAM followed by a JSR $E10094 to set the system parameters from the newly revised Battery RAM. In theory, this should work. However, when I try this, my IIgs hangs. Any reader who has a working routine is invited to share the secret with us.

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THE JOYREADER SHAREWARE DISK

by Phil Shapiro

The JoyReader shareware disk (available for purchase from the WAP disk library) contains a number of demonstration programs of an innovative new speed reading program. The JoyReader-Window program is unlike any other program on the market. The program gives users the power to continuously control the speed of display of reading passages on the monitor.

But that's not all. The program has a highly accurate "reading speed speedometer," in the top left-hand corner of the monitor. This speedometer shows you your current reading speed in words per minute. The program allows you to choose any reading speed from 132 to 500 words per minute.

The JoyReader-Window program was written to be used with a joystick or paddle. However, the program will also accept input from the left and right arrows on the keyboard.

Another feature of the JoyReader-Window program is that you are given the choice of choosing a "reading window." The purpose of the window is to help you train your eye movements. You may choose any window size from 5 to 40 letters. This "text- window" travels across and down the monitor in a very natural fashion. Incredibly enough, you can control the speed of the window itself, and still receive feedback from the reading speed speedometer.

Most of the reading selections on the JoyReader shareware disk were written for high school and college level readers. Some of these reading selections could be handled by strong jr. high readers. The reading selections include passages titled: "What Does an Architect Do ?"; "The Invention of the Steam Engine"; "The Story of Louis Braille"; "Some Thoughts on the Nature of Mood in Writing"; "In Praise of Browsing"; "The Complete Sales Pitch"; and, "The Coming of the Electronic Book."

All reading selections are followed by four or five multiple choice reading comprehension questions. These questions are not scored, and serve only as a check on your understanding of the passages. One of these, "The Complete Sales Pitch," details the unique strengths of the JoyReader-Window program.

The disk also contains two special files. One file, "The Molasses Program," is a utility program. After running this program, all subsequent programs on the disk run at about half speed. The purpose of this utility is to allow slower readers the benefit of using the JoyReader-Window program without the temptation of displaying the reading passages at a speed far beyond their current capabilities. The full speed can be regained by simply booting the disk anew.

The second special file contains consumer and technical information about joysticks. This file explains the sometimes complicated world of joysticks, and also offers some helpful tips and suggestions.

Finally, the programs on the disk contain a mixture of "paged-display" and "scrolled" reading selections. With the "paged-display" programs, the screen fills with text, is abruptly cleared, and starts again at the top. With the "scrolled display", the screen fills up with text and then slowly scrolls up and off the monitor.

Incidentally, virtually all text is diplayed in capital letters on the forty-column screen (except for one program demonstrating lower case display). The "all-capitals" decision was made so as not to exclude Apple II+ users who lack the capability of displaying lower case letters.

The JoyReader shareware disk will run on any Apple II computer, from the Apple II+ to the Apple IIGS. Instructions for use of the programs are contained on the disk. Feedback and comments from Apple II users are invited. The requested shareware fee is $12.00 (to be sent to the author).

JOYREADER: A Review

by Linda Van Zee

Anyone familiar with the programs on the Reading Fun disk in the WAP disketeria (DOS 3.3 - Vol. 505) knows that Phil Shapiro likes to play with words and how they appear on the computer screen. In his most recent contribution to the WAP disketeria, Phil uses the SPEED command (in BASIC) in conjunction with the joystick to produce interactive speed-reading programs. JoyReader is actually a demonstration disk for the JoyReader-Window program, but is complete enough in itself to be used by upper level junior high to college level students interested in increasing their reading speed.

Since Phil has already given a description of JoyReader above, I will focus on its two most interesting features: (1) the reading window, and (2) the interactive control of speed at which a passage is displayed on the screen.

In JoyReader, the reader has a choice of reading passages displayed a page at a time or scrolled. Also, the reader chooses a "text window" size between 5 and 40 letters. The text window is the number of letters that will be displayed at one time on the screen. This is excellent for training the eyes to travel across and down the page and for learning to comprehend a small block of text at a time.

The most interesting feature of JoyReader is the use of a joystick or arrow keys to control the speed at which the text window moves across and down the page. This choice is not made before the passage is presented, but is a constant interactive choice made as the passage is being displayed. Move the joystick up and the window moves faster; move it down and the window moves slower. The current reading speed is displayed in the upper left corner of the screen. Frankly, it was quite fun to play with, and it gave one more of a feeling of control over what was happening on the screen.

I have a few suggestions for improving this program which have to do with two basic premises of speed reading: (1) word and pattern recognition as opposed to letter recognition, and (2) grouping words.

Fast readers group letters into meaningful and recognizable patterns. Words are not seen as comprised of individual letters but as a whole pattern or shape. With this in mind, I would suggest that the words in the passages appear on the screen a word at a time, rather than one letter at a time.

contd. on pg 13

ZIPCHIP FOR THE APPLE II: A REVIEW

by Bob Oringel

ZipChip's Here and Movin' Fast!

ZipChip has arrived, in a booklike package which protects the contents admirably. The contents are: the chip in a matchbook holder embedded in antistatic foam, a chip removal tool, a 5.25" disk and an instruction manual. Keep the chip container to store the 6502 or 65CO2 chip which you will remove.

The manual provides clear and explicit instructions for removing the CPU from your][+, //e, or //c, and replacing it with ZipChip. Speaking of the //c, the manual includes clear, simple instructions for disassembly and reassembly of the computer. The manual further suggests that you make a copy of the utility disk which is included in the package and work from the backup. The utility disk includes program files for setting the speed of each slot in your Apple II, diagnostics—to examine the operation of the chip in detail, system check—to perform a comprehensive memory test of the computer, while also checking the performance of ZipChip. These programs appear on one side of the disk in DOS 3.3 and on the other in ProDOS. The manual itself is also reproduced on the disk in a printable text file.

Enough about the package—let's talk about ZipChip. The utility disk Configurer menu, which sets the speed of the chip, gives you 12 choices and an exit. Choice A toggles ZipChip to high speed or normal speed; B toggles speed of the chip to 4 mHz, or to some 20 intermediate and slower speeds, going even below the normal 1 mHz of the Apple II. Choice C toggles cacheing in and out of the memory cards in slots 1 through 7; choices D and E toggle the speed of the computer's Paddle and Loudspeaker respectively. Choices F through L provide either normal or fast, when individually toggling the speed of slots 1 through 7. As to which slots should be fast and which normal—slot #1 with its printer interface should be fast, but slots #5, #6, and #7, which in my Apple //e hold respectively my CP/M card, 5.25" disk II's, and 3.5" disk interfaces should be set at normal speed. ZipChip cannot make CP/M, an operating system, nor a disk drive run faster.

What ZipChip can do is make whatever is in memory "zip" along at up to 4 times the Apple II's normal 1 mHz speed. In a previous review of a graphics program I bemoaned its slowness, longing for an accelerator. Alas, Zipchip cannot help when the program goes back and forth to the disk for more information, but when that information is moved into memory, look out!

I am not going to do benchmark checks on this chip (see last month's review by Lee Raesly), but I do own a stopwatch, and here are some differences between program segments in memory, with and without ZipChip. An aging DOS 3.3 teacher's grade management program, which works fine but doesn't recognize any more of my //e's 1.5 meg memory than 64K and creaks along at 1 mhz, jumps into action at 4 mHz. A graphics program really perks up in speed at 4 mHz, once the disk-based program segments are in RAM, and I've never seen AppleWorks do a heavy "sort", as fast as with ZipChip. I recommend this chip as a life-extender for all Apple II's, with the exception of the gs. And I wouldn't be surprised if Zip Technology's next product multiplied the speed of the Apple IIgs.

JoyReader contd. from pg 12

Students in speed reading classes are also taught the skill of grouping words. Looking at two, three, or more words at one time, then looking at the next group of words reduces eye movement and increases reading speed. The emphasis is on learning to group the meaning of a phrase at one glance. This could be successfully incorporated into the text window idea. The choice of size for the text window could be in how many words to display at once with higher levels displaying a phrase at a time. This would help a student learn to group words and to grasp a phrase at one glance.

Phil chose to display the passages all in upper case letters (except for one demonstrating lower case display) in order not to exclude Apple II+ users who lack the capability of displaying lower case letters. I would like to see Phil reconsider this decision. A word printed in all upper case letters produces a different pattern then the same word printed in lower case letters. Except for some programmers, the majority of what we read is in lower case print with occasional upper case for delineation of thought (beginning of a sentence) or emphasis. As I learned in a class in teaching reading, words in all caps are more difficult to read. Also, word recognition is lower because the word pattern is different from normal lower case print. The choice not to exclude Apple II+ users lowers the overall effectiveness of the program.

The features of the interactive control of the speed at which text is displayed and the text window are very good. With the application of basic techniques for teaching students to read faster, this could be a fine program.

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TUTOR-TECH: Hypermedia on the Apple II

by Ray Settle

I remember seeing a reference to Tutor-Tech some time ago as a HyperCard-type program for the Apple II, but I think the price, $195 (plus $100 for a grader disk), quickly deleted it from my memory. Too bad! I am a teacher and use a IIc with an Apollo display device in my English 11 and 12 classroom as an instructional aide, and if I had sprung for Tutor-Tech sooner, I could have saved a lot of time and energy. Simply put, Tutor-Tech is the best educational tool to come along since chalk.

I used ShowOff on the GS to produce individualized lesson presentations and although I was happy with the results, I yearned for something comparable for my IIc so I could use it with the whole class. Tutor-Tech more than fulfills that yearning. Not only does it allow me to setup an interactive lesson presentation, it allows me to set up individual disks for my students that will automatically grade, record, and report the results of their use of the lessons.

Tutor-Tech comes on two 5.25 inch disks (not copy protected but copyrighted) and a 115-page looseleaf manual. A third disk (the Grader) can be purchased separately as mentioned above. The purchase price includes a license to make one backup copy of the Teacher disk and 50 copies of the Student disk. Lessons are created with the Teacher disk, then saved and used on the Student disk.

Minimum configuration requires an enhanced IIe, IIc, or IIgs with at least 128K. One disk drive is sufficient; in fact, either the Teacher or the Student program works without any disk swapping on one-drive systems. Techware says that "Tutor-Tech's software is swap-optimized," and they mean it. The only extra equipment necessary is some sort of hand control device (mouse or joystick) for the Teacher disk to create lessons—the mouse is the more convenient of the two. The Student disks operate quite well with no mouse or joystick. Tutor-Tech operates so well with one drive because it loads completely into memory while booting—it needs to access the disk only to load a particular lesson and that will also load completely into memory. And since it is loaded entirely into memory, it is incredibly fast (lightning fast on a GS or accelerated II); fast enough that a speedup chip will not add any appreciable speed to it. (Lowering voice to a whisper—maybe fast like a Mac.)

Upon booting the Teacher disk, the user interface is the typical Apple human interface with the menu line across the top of the screen and an icon strip containing the graphic tools vertically down the left side. A notation in the upper left corner indicates how much free memory remains in the computer and decreases as new pages are added to the lesson. The program does not recognize added memory, but it doesn't need to. The amount of memory available in a 128K machine is sufficient for any reasonable tutorial lesson, and with the ability to branch and chain to other lessons, more memory is really superfluous. It is possible to do 50 multiple choice questions with graphics in less memory than is available. Longer tutorial lessons tend to be less than effective pedagogical exercises.

To create a lesson, the user simply selects the tools he wishes to use (filled and unfilled boxes, straight and free-hand lines, text, etc.) and begins to create a screen. The big plus with Tutor-Tech is that all Print Shop, NewsRoom, and MousePaint graphics can be incorporated. (Print Shop and Newsroom graphics first need to be transferred to ProDOS disks, which can be easily done with the System Utilities or Copy II+.) Graphics can be manipulated, sized, and colored as they are selected. To assist in drawing free-hand graphics, Tutor-Tech provides a toggled grid that breaks the screen up to little squares for aligning graphics and drawing straight and evenly spaced lines. For text entries there are four fonts of various sizes and styles—not a lot considering such programs as MultiScribe but enough of a variety for lesson purposes. Having the program completely loading to memory is preferable to adding a lot or fonts. In addition, just about any foreign language character, mathematical and scientific symbols (including Greek letters) are also available through an extensive control key and apple key combination system.

The really unique feature of Tutor-Tech and the one most like HyperCard is its use of buttons. The Teacher has access to four different types of buttons: one is for correct answers, one for incorrect answers, one for a typed-in response, and one just to continue to the next page. The creator of the tutorial can see which button is which, but the final user cannot. Selecting a correct, incorrect, or continue button presents the creator with a question about which frame should follow the response. If a correct button is selected, a motivational (read reward) page would be next followed by the next question. The motivational pages stay in view for about 20 seconds (enough for a good "Atta boy!") then jump automatically to the next question. Incorrect responses can be handled with a remedial, help, or hint page displayed until the user is ready to continue. The user can then either be asked the question again or continue to another. The grading part of the lesson will not count repeated questions in the final average. Of course, instead of a page, a button could also access a completely different lesson or help file.

Buttons can also be hidden under graphic objects so that the user appears to click on an object rather than a button.

The program provides several motivational pages that can be easily inserted into any lesson and will be randomly generated throughout the lesson. Creator-designed motivation pages can also be added to this group. Remediation pages of necessity will need to be designed but can be copied however many times would be necessary. These are not randomly generated so that appropriate help can be delivered for each question or page. Provisions are also provided to incorporate the student's name and present score in any page style.

Now all of this may sound good but a little too sophisticated; however, even though the end product looks and feels like a sophisticated educational program, the creation of it is remarkably easy for even the novice. The Tutor-Tech Manual assumes that the person using the Teacher Disk may have trouble turning the computer on. The manual contains a tutorial section that steps the user through every program feature (including the optional grader) to create a sample lesson. A 43 frame (21K) lesson on reading a ruler took about 1 hour and 15 minutes for a

contd.

person new to the program to complete. (It probably could have been done faster by an experienced user.) About five such lessons could be placed on one 5.25 inch student disk.

Unlike the Teacher disk, the student disk can be used on a 64K machine provided it is enhanced to handle mousetext and double hires graphics. The Student disk contains a vertical menu on the left side of the screen. From the menu icons the student can enter his name and select which lesson (from a menu) he wishes to use. The program allows the student to stop at any point and will continue the lesson later at the point where he left off. It also records which lessons have been completed and which haven't. With the Grader disk option, it will record his score. The student user will need some brief verbal instruction before beginning the lesson, but after the first few pages or questions, he will be firmly in control. (Kids learn these computer things much faster than adults, especially teachers.) Again, no mouse or joystick is necessary for the Student disk as long as he is shown which keys do what.

Tutor-Tech is that one program that holds so much promise for educators but fails to provide one essential ingredient—creativity. The teacher must provide his or her own. Sitting in front of a blank Tutor-Tech screen has all the terror and anticipation or sitting in front of a blank sheet of paper. The great American lesson can be written on it provided a great American teacher is sitting at the keyboard. But after completing one lesson, the others come more easily until using Tutor-Tech becomes as natural and automatic as using the chalkboard. The only other missing ingredient is the computer or computers on which to present the created lessons. A lab would be ideal, but one computer in capable and creative hands is enough.

Tutor-Tech is a bit expensive for the individual teacher to purchase (the complete package will cost more than AppleWorks), but school systems should give this package a serious evaluation by providing one for each of its computer-obsessive teachers. It is the one package that allows the teacher's creativity to utilize the computer for the super instructional tool it can be and never has been. As all good tools, it is only as good as its user, but it is better than most of its potential users. I commend Techware for this super program but fault them for not promoting it more aggressively. It is a true find and highly recommended.

A Tutor-Tech demo is currently on the Annapolis Slice BBS (CRABBS 301-974-0221) and the Maryland Science Center BBS (301-837-6108) and will soon be on the WAP TCS. This demo steps through the whole program and even allows the user to create a sample lesson. Just download it, unpack it with BLU, and add ProDOS and Basic.System to the disks (It will take two sides of a 5.25 inch disk with the added two files.).

Tutor-Tech, Techware, Inc.. Post Office Box 1085, Altamonte Springs, Florida 32715-1085. (407) 695-9000. $195, (optional grader disk) $100.

COLUMBIA SLICE MEETING

There will be a meeting to discuss the formation of a Columbia Slice of Washington Apple Pi on Thursday, August 4th at 7 PM in the Howard County Library, Ellicott City, MD. For further information call Tim Childers (202) 646-5939.

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.

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PROSEL ON THE APPLE IIGS

by Chuck Ward

ProSEL is a program selector program written by Glen Bredon and running under ProDOS 8 on our Apple IIgs. It represents the best value for the money of any program I have ever bought! In addition to the program selector features, it also has various disk utilities and disk/file maintenance routines that optimize the use of the Apple IIgs computer. This program should be in everyone's disk library. The program seems designed to optimize the storage, maintenance and retrieval of files from a hard disk, but it works equally well with my 3.5 inch disk drives on the Apple IIgs.

INSTALLATION

Installation of ProSEL on either a hard disk or 3.5 inch disk is easy. You boot ProSEL in one drive and place your initialized disk in the other. First you get 3-4 screenfuls of information and a lecture about illegal copies. ProSEL then asks you for the name of the target disk, whether or not you want 40 or 80 columns display, and whether this is a first-time installation or an upgrade. Then you press return and ProSEL reconfigures the target disk and copies most, but not all, of its files to your target disk. This is important to remember; ProSEL copies MOST of the files, but not all of them. Catalog the original ProSEL disk when you're finished and you'll see what I mean. To use the target disk with ProSEL on it, turn your Apple IIgs off, put the ProSEL-formatted disk in the boot drive and turn the computer back on. The soon-to-be-familiar ProSEL menu will be displayed quickly. You then can use the cursor (or your mouse) to select a menu choice and cause an application program to boot. Easy! You can also add programs to the ProSEL-formatted disk and reset the menu so that you can select them, if you wish.

You're limited only by your free disk space and your imagination. I have Menu selections which boot programs on my other 3.5 inch drive as well as my 5.25 inch floppy drive. On my Sider hard disk drive, I have one menu that boots programs on the Sider volume and a submenu that boots programs still on disks in either 3.5 or 5.25 inch drives.

FEATURES

I have described some of the main features of the Program below. There are least an equivalent number of others on the disk which remain for you to discover on your own.

Auto Boot - This feature allows you to cause another application program to boot when you turn the computer on. You use the "Block Warden" utility to change the machine language program in the startup position of the ProSEL system file. I tried this by following the steps in a good article a few months ago in *Open-Apple*, which described how to make an auto boot disk copy of AppleWorks—and it worked.

Back-Up - is a program that will back-up (or copy) your entire hard disk to floppies, either 3.5 or 5.25 inch. It is a fairly time-consuming chore but it will pay dividends if and when your hard disk crashes. I've never done this.

Beach Comber - This utility program optimizes the use of storage space on your hard disk drive. It puts all of the directories at the beginning of the disk and brings all the of data blocks together. It speeds up disk access remarkably and Bredon recommends that you run it every few months. It takes over an hour to run the first time. He cautions against processing a file that is not backed-up since a power failure during the process could erase much of the disk's contents.

Block Warden - is a utility program which edits blocks. By scrolling through the pages with the cursor keys, you can change the blocks, change the slot and drive parameters, or specify the prefix. You can read the data blocks of a file, but not the index blocks. It also has a search and find module and a feature which simplifies entry of startup names in SYS files.

Cat Doctor - is my favorite program in this series. I use it most often as a general purpose utility program to catalog, sort, delete or rename files. It is also an excellent copy utility. It will display (type) text files to the screen, retrieve deleted files in the exhume mode; compare directories; move files; and format a disk. There is also a utility that allows you to delete storage devices that are not in use, such as unused disk drives or RAM drives. I find this useful because I have exceeded my AppleWorks file numbers (2 volumes on each of my hard disk, 3.5 inch disks and 5.25 inch disk, plus 2 RAM volumes) and by running this utility, I can regain the use of my second 3.5 inch disk drive.

Cycler - allows you to keep several sets of ProSEL menus on a disk at one time. I find it useful on my hard disk to have a second ProSEL directory to run disk-based programs that I haven't yet copied onto my hard disk, such as copy-protected or utility programs that I use only occasionally. You can switch between the two (or more) ProSEL menus with menu-driven commands. It's much easier than it sounds.

File Finder - first prompts you a drive and slot number, then a file name. It then searches through the disk for that file and, if found, will display the directory and other information concerning the file. If the file is a system file, it gives you the option of running the program with the "R" key. It uses "*" as a wildcard character and also will allow you to run a BASIC program from its menu. It can also find files containing a specific text string.

Info Desk - prints the entire tree structure of a selected volume. There are four modules to the program that give you different types of information about the volume in question: catalog, block usage by files, file usage by blocks, and a bit map. Output can be sent to the screen, printer or another disk.

Mr. Fixit - is a directory repair utility program. There is a test mode, which makes no changes; a fix mode which attempts to repair errors in the directory structure; a main directory mode which attempts to repair the main directory; and a bad block mode which finds bad blocks and, if desired, puts them in a bad block file. Although the program can work wonders, it can also make matters worse and thus should only be used on back-up copies of files.

Park Heads - is a utility program that parks the heads of your hard disk on an unused portion of the disk surface prior to power-down. It is supposed to prevent damage to your hard disk on power-up, when most disk damage occurs. Don't leave home

contd.

without it.

ProSEL Editor - is used to modify pathnames in the menu of the main ProSEL program, which runs specified applications files. In setting up a new menu I almost always use this program, in conjunction with CAT Doctor, to review and edit the pathnames until I have them right.

Recover - allows you to recover a file from your back-up disk created by the back-up program. It is useful if your hard disk is down and the files it contains are inaccessible. It obviously assumes that you have made a back-up copy of your hard disk. I don't do this, as the ProSEL directions suggest. I make back-up copies of all my data files on 3.5 inch floppies as I use or create them. I also have back-up copies of all my programs. But I do not have a systematic back-up copy of my entire 20 MEG hard disk. Maybe I'll be sorry some day!

Volume Copy - is a fast copy program for ProDOS disks. You can copy the contents of one hard drive to another, if they are the same size. It allows single or multiple drive copies and will use whatever RAM space is available. If your available RAM allows one-pass copying, then subsequent copies can be made without having to reread the original disk.

MANUAL

The Manual is about 60 pages long and is entirely contained on the ProSEL disk—as a text file. The user is instructed to print out a copy for future reference. I suggest you set your Imagewriter II to the highest quality printout and go have a cup of coffee. It took almost 30 minutes. Then I bound it in a soft covered binder—and I refer to it often, although less so as I become familiar with the Program. The Manual has no index, but it does have a Table of Contents which is more than adequate. The sections include: main documentation; miscellaneous; backup and disk utilities. There is also a separate section on using ProSEL on the Apple IIgs. The pages are numbered. The Manual is tersely written and, while all the information is there, it is sometimes hard to follow. Persevere, however, because the program is worth it!

DISLIKES

I don't have any strong dislikes. If you love the mouse (I don't!), ProSEL may not be your cup of tea. Although you can use the mouse, it's easier to just move the cursor to the various menu selections using the keyboard. Take your choice. I generally believe in the Apple program interface, but I'll make an exception for this program. I wish it were accessible from within AppleWorks, however, like the Beagle Brothers Timeout File Master.

SUMMARY

This is a good, "no frills" program that's worth the money you spend. I purchased ProSEL, version 3.3, from Glen Bredon at 521 State Road, Princeton, NJ 08540, for $40. It runs on The Apple IIe, IIc and IIgs, according to the documentation. It is a ProDOS 8 program, but I have ProDOS 16 programs running on my hard drive and on 3.5 inch disks, using ProSEL as the program selector. I usually add it to applications disks, such as "Point-to-Point" or "WordPerfect IIgs", so that I can do file maintenance on the same disk on which I have the program. In addition, I have configured a ProSEL disk with all my utility

contd. on pg 21

IIGS SIG MEETING REPORT

by Paul Tarantino

More than two dozen enthusiastic IIGS mavens convened at Dolley Madison Library in McLean for our June meeting, and were rewarded upon arrival with sample containers of grue repellent, courtesy of Infocom. The stuff must have worked, since our meeting proceeded undisturbed by grues for the rest of the evening. Beta testing of grue repellent will continue, and will doubtless be the subject of much discussion when next we convene.

Once the novelty of the grue repellent died down, Ted Meyer led us in a random walk through the IIGS disketeria library, starting with a demo of Slide Show II (new IIGS disk 2016) on the Pi's own elegantly customized IIGS. Our hardworking disk librarians announced the forthcoming birth of a new disk of desk accessories and ProDOS 16 utilities, and said that disk 2003 would soon be re-issued, once our current (buggy) version of the FreetermGS communications program can be replaced with TalkIsCheap.

Other DA's were demo'ed and discussed, as well as InCider's rumor of a new GS operating system, hoped for in the fall and expected to accomplish all sorts of wonderful things.

Ted announced that nominations and an election for the SIG's only elective office, that of chairman, will be conducted by phone between the August and September meetings and at the September meeting. Ted Meyer already announced that he would be running. If you're interested in running call Giana (pronounced: Gina) Jowers and let her know as soon as possible. Her number is (301) 474-2562. You can leave a message on her answering machine but don't call after 10 pm. You can also register your vote by calling her and leaving your name, WAP membership number, and preference.

Handy hint number one: keeping formatted but empty disks in your unused 5.25" drives will shorten the annoying multi-cycle disk searches that some IIGS software likes to initiate.

Handy hint number two: for those who are reluctant to turn CPU power off to effect a "cold boot" after changing system speed, slots, or RAMcard settings, we suggest that invoking the diagnostic routine with <OPTION> <APPLE> <CONTROL> <RESET> will accomplish the same thing. Check them out!

Upcoming Meetings

July's meeting will be on the 25th, from 7:00 pm to 9:30 pm, at Thomas Pyle Intermediate School in Bethesda. From the Beltway, take River Road (Rt 190) east for about 1 mile to Wilson Lane (Rt 188). Turn left on Wilson and go about 1/2 mile to Thomas Pyle on the left. Park in the back. We'll be in the cafeteria. I'm not sure what the topic will be, but it's bound to be interesting.

August's meeting will be at the Dolley Madison Library in McLean, Virginia on August 29th 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 Restaraunt 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.

LETTERS TO THE EDITOR

Dear Editor,

We wanted to write and tell you thanks for the help WAP has given us while setting up our computer in the 13 West Playroom here at the National Institutes of Health. The disk of games and educational programs that your office supplied are used every day. Some of the WAP members also donated games that are very popular. The Zorro game has been particularly popular and has been used for hundreds of hours already. We have a running contest going on to see who can get the highest score. The Sesame Street games are also very popular, especially with the younger children.

We would like to say a special thanks to one of your members who has continuously donated his time, expertise and equipment to help us get going. **Mr. Lou Pastura** is a very special person and we have been especially fortunate to have him as a friend. We would not have such a good computer club if it were not for his help.

We cannot write to every WAP member who has helped us. In fact, we have gotten help from some members whose names we don't know. We would appreciate it, however, if you would make our thanks known to all your members.

Holly Cobb, Nick Martin,
All the Kids at 13 West

(Ed. Note: All together ... Thank you, Lou Pastura!)

Dear Editor,

I am writing in response to the review of the software program, Publish It!, by Ray L. Settle in the May 1988 WAP Journal.

I have been using the program on my Apple //e (equipped with one meg of Applied Engineering memory) for nearly six months, producing a 60-page quarterly newsletter, called POINTers, for Italian genealogists. I started using Personal Newsletter, but when Publish It! became available, I quickly changed.

My reason for abandoning PN differs from Mr. Settle's. I did not, as he did, find the graphics output at all objectionable, but the TEXT output was absolutely unacceptable. After a number of calls to Softsync, I was convinced that the fault was that my old Epson MX-80 (with Graftrax plus) was just not capable of producing quality text output in graphic mode.

When Publish It! appeared, I decided to make one last attempt. The results were unbelievable. The text output is as crisp and sharp as the text that comes out of AppleWorks, if not better. I have been very disappointed that the many reviews of Publish It! that I have read have not emphasized the high quality of the text output of the program.

However, what actually moved me to write was the statement that "resizing a box is almost impossible." Resizing is acutally simplicity itself. All one does is Press Open-Apple M and the parameters of the 'object' are displayed for adjustment. It could not be easier! In addition, the reviews seems to imply that EVERY text box MUST have a border around it. Not so! I use borders only for emphasis (as in a newspaper sidebar), while most text is 'open' as in a newspaper.

The one real objection I have to the program is speed. It accesses the disk frequently, and the screen refreshes itself often—both of these activities slow the program considerably. If the program could be installed on a Ramdisk, and if one had an accelerator card installed, the program would operate at a much more acceptable speed. I do not know if Timeworks has any plans to make the program work on a Ramdisk, but I do have plans to add a speedup card.

In any case, the speed of Publish It! is not so slow as to make the program unacceptable. This cannot be said of Springboard Publisher, which I understand from friends who have seen it, is so slow in beta test versions that the program is virtually unusable. However, I have no personal experience with Springboard Publisher.

Thomas E. Militello, M.D.
Chairman, THE AppleWorks SIG
Original Apple Corps

ANNAPOLIS APPLE SLICE NEWS

by Katherine M. Cave

The June 11 meeting was held in the pleasant surroundings of the waterfront Herald Harbor Club in Crownsville, near Annapolis. The July 9 meeting will also be held there. The August meeting will be on the 20th and will be a family Bar BQ, site to be announced.

The program featured our own President Craig Contardi presenting graphics demonstrations for the Apple and Mac. MacDraw, MacDraft, MacPaint, Super Paint, Full Paint are some of the software for the Mac. Paintworks Gold/Foolpaint, Draw Plus by Activision, Top Draw, and the Print Shop were also demonstrated by Craig. All felt a little more familiar with the different capabilities of the software available at the conclusion of the program.

Plans are going ahead for the October 8 electronics flea market (postponed from June), the site yet to be determined. Jurij Solovij will work as Co-Chair. The time will be 10 AM to 1 PM, with the last hour devoted to an auction. Registration of sellers: if received before October 6, price will be $3 for members, $5 for non-members for 4 feet of table space. Dealers will be charged $20 for 8 feet of table space. There will be a demonstration table near outlets, and an Apple Slice table with disketeria and membership information available.

New plans for September include a New Member Packet, now being completed by Vice-President Charles Schindler. Also in the works is a new monthly newsletter, expected to start in September.

The drawing for the most articles sent to the WAP Journal will be held at the July 9 meeting, the prize being $100 to go toward the purchase of a modem of choice. A new contest will begin in August with the drawing held in December.

The Mac SIG meeting was held June 16 and covered the "Basic Spreadsheet" presented by Steve Toth. The next Mac SIG will be July 14 and is expected to cover "Tricks with the Mac" with Marty Milrod.

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ON THE TRAIL OF THE APPLE ///

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

MENU.MAKER (Continued)

Since some of the column got eaten by the printing goblin last month, I thought we might continue our discussion of Menu.Maker this month. As I was discussing, member Tim Boquet asked about using the program to show FOTO files or change fonts automatically. That got me thinking and, after a little research found that it really wouldn't be all that difficult to do.

There are some basic things you have to do within the program to A) let it recognize that a FOTO or FONT file exists, B) Set up an Array to hold the fontfile, C) Have the appropriate Invokable's available and D) Have the appropriate subroutine available.

One way to establish the Array is to do it while the program is setting up the Arrays for Menu.Maker itself (Note the program numbers may not match your version of Menu.Maker but if you list it, it will be obvious where these lines should go, and what the new line numbers should be.):

```
190  DIM A$(1000),B$(1000),C%(511),C$(20),
       name$(20):VPOS=10:HPOS=0
```

C%, C$ and name$ all set aside the proper amount of memory for the FONT file so it may be loaded and executed by the program. To get Menu.Maker to recognize FONT and FOTO files you add these instructions at the appropriate places:

```
420  A$="FONT  0":GOSUB 130
430  A$="FOTO  0":GOSUB 130
790  IF INSTR(B$(I),"FONT  0") THEN 2000
800  IF INSTR(B$(I),"FOTO  0") THEN 2070
```

And finally, at the very end of the program, you have the subroutines themselves. First, to load the FONT file:

```
2000 INVOKE".D1/download.inv"
2010 C$=MID$(B$(I),16,B)
2020 array$="C%"
2030 name$=CHR$(34)+C$+CHR$(34)
2040 PERFORM getfont(@name$,@array$)
2050 PERFORM loadfont(@array$)
2060 GOTO 120
```

And secondly to load, and display, a FOTO file:

```
2070 OPEN#5,".GRAFIX"
2080 INVOKE".D1/BGRAF.INV"
2090 D$=MID$(B$(I),16,B)
2100 name$=CHR$(34)+D$+CHR$(34)
2110 PERFORM GLOAD.D$
2120 PRINT CHR$(16);CHR$(1)
2130 PERFORM GRAFIXON
2140 FOR X=1 TO 2000:NEXT X:TEXT
2150 HOME:PERFORM RELEASE:CLOSE#5
2160 GOTO 120
```

Note that once you've loaded a different FONT file, you're stuck with it until you load another one (the default FONT is called "Standard"). The Graphics subroutine displays the FOTO file for a short time and then returns you to the menu. The two invokables needed, Download.Inv and Bgraf.Inv are on disk 1002 and other disks. You'll also need to add the Graphics Driver to you SOS.Driver file using the System Configuration Program on your Utilities Disk. That driver is on side B of disk 1004.

MENU.MAKER TAKE TWO

We continue to fine-tune this useful program and have recently been working to learn more about fonts as a way to "jazz up" the program. You'll be seeing the results in our new disks to be announced this fall. Current projects include the final three Taylor Pohlman disks, Foxware's Basic Extension and TerminALL disks, a wonderful font program, a compendium of this author's columns, Daryl Anderson's PowerKeys background Utility and many more. Additionally, to honor the one year anniversary of the Phase /// Conference, a transcription of some of the sessions is being worked on. We also hope to add a disk with Apple // Emulation programs. Any other suggestions are welcome!

By the way, a suggestion was recently made to change Menu.Maker's name. So, to have a little fun, we'll try our first-ever /// SIG contest. Send me a new name for this program. The winner will receive the latest copy of my ThreeWorks disks (Version 6-1-88). Send your entry (a postcard would be fine) to me in care of the WAP Office no later than September 19th. Be sure to write "Menu.Maker Contest" on the front. The winner will be announced in the November Journal.

NEW PD DISK!

While we're on the subject, we do have a new PD disk to announce this month. Thanks to the efforts of John Ruffatto (and a little editing by yours truly here and there), we now have PD disk 1000 in stock. It contains a complete catalog of all our disks! There's been a number of requests for this disk and I'm pleased it is finally becoming available. A hard-copy version is also available at the WAP office for you to look at.

PD TAKE TWO

With little fanfare, the cost of 5 1/4 inch PD disks was reduced this past month from $5 to $3. 3 1/2 inch disks remain at $5 each for members. These prices bring WAP more in line with other clubs and for you ///ers out there, makes these disks an even greater value. Most /// SIG disks are double-sided and many are unique to our library. Why not give some a try!

READING APPLEWORKS / 3 EZ PIECES TEXT-FILES FROM BASIC

This is a tough one for me and I've decided to throw it out to you real "Business Basic Programmers" out there. I was able to find an Applesoft program that will read AppleWorks or 3 EZP's Wordprocessing files. These are different from straight ASCII text files because AW/3EZPs adds information at the top of each file. There are plenty of Peeks and Pokes in this one, more than I can handle. So any help in converting this over to Business Basic would be appreciated (You GS Basic folks might want to give it a try as well). The program (with a tiny bit of conversion)

contd.

looks like this:

```
10   REM Program by William A. Boyd
20   REM Donated to the Public Domain
30   REM Through the Atlanta Apple Users Group.
40   REM All Commercial Rights Reserved
50   REM Copyright (c) 1986
60   REM
70   REM This program demonstrates the logic of
          reading
80   REM Appleworks wordprocessing files from
          Basic.System
90   REM
100  ONERR GOTO 20000
200  TEXT : HOME : VPOS= 5
210  PRINT "This program will show you how to work"
220  PRINT "with AppleWorks Word Processing files"
230  PRINT "from Applesoft Basic Programs."
240  PRINT : PRINT "Select a small word processing
       file"
250  PRINT "and enter the filename here: ";
270  INPUT " ";FL$
300  REM BS= File starting point
310  BS = 8192:HL = 300
320  PRINT CHR$ (4);"Bload";FL$;",A";BS;",TAWP"
330  HOME : SPEED= 70: INVERSE
340  PRINT "DISPLAY FILE: ";FL$: NORMAL :
       POKE 34,1
345  REM Lines 360-400 form MAIN BODY program
350  START = BS + HL
360  Y = PEEK (START + 1)
370  IF Y > = 208 THEN GOSUB 10000
380  IF Y < 208 THEN GOSUB 19000
400  GOTO 360
10000 REM Sub handles <CR> lines & Command Lines
10010 IF Y = 208 THEN PRINT CHR$ (13):
       GOTO 11000
10020 IF Y = 223 THEN PRINT "——justify——":
       GOTO 11000
10030 IF Y = 224 THEN PRINT "—unjustify—":
       GOTO 11000
10040 IF Y = 225 THEN PRINT "——center——":
       GOTO 11000
10050 IF Y = 255 THEN POP : SPEED= 255: TEXT :
       END
10060 IF Y = 230 THEN PRINT "——single space——":
       GOTO 11000
10070 IF Y = 231 THEN PRINT "——double space——":
       GOTO 11000
10080 IF Y = 232 THEN PRINT "——triple space——":
       GOTO 11000
10090 IF Y = 233 THEN PRINT "——new page ——":
       GOTO 11000
11000 START = START + 2: RETURN
19000 REM Subroutine handles Standard Text
19010 SL = PEEK (START): REM Length of string
19020 Z = ( PEEK (START + 3) > 127)
19030 FOR I = START + 4 TO START + SL + 1
19035 IF PEEK (I) < 31 THEN 19050:
       REM SPECIAL CHARS
19040 PRINT CHR$ ( PEEK (I));
19050 NEXT
19060 IF Z THEN PRINT
19070 START = START + SL + 2
19080 RETURN
20000 REM Error Handler
20010 SPEED= 255: TEXT : END
```

SYKORA UPDATE

Lt. Dale Sykora reports he (and his brother) are spending all their free time these days on their Apple graphics card for the /// and GS. It appears a major timing problem has been solved and things are moving forward at a quickened pace. We'll keep you informed.

FINALLY

I need some feedback from you Virginia SIG members. I know how difficult it is to get into Bethesda to attend meetings. What would you think of having a SIG meeting on your end of the world every other month like some of the other SIG's do? If this is an idea whose time has come, please let me or Tom Bartkiewicz know. We would obviously need a meeting place and access to someone's ///, so let's hear from you folks!

ProSEL contd. from pg 17

programs, such as Fastcopy from the IIgs System Disk, Copy II Plus, and the ProSEL utilities. Now I have just one source for all my file/disk maintenance activities.

I've never seen ProSEL available commercially from software stores or mailorder vendors. I understand Bredon makes upgrade available on Compuserve and Genie, etc. You download them and, using a "secret" code", upgrade your original version. I've never done that. I think I'll be content to write to him once or twice a year and get a fresh copy of the Program. Bredon will answer questions about the program from his home, but tersely. That's OK. Most of my questions have evolved from a beginners knowledge of ProDOS, not Bredon's program. Enjoy!

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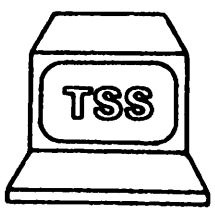

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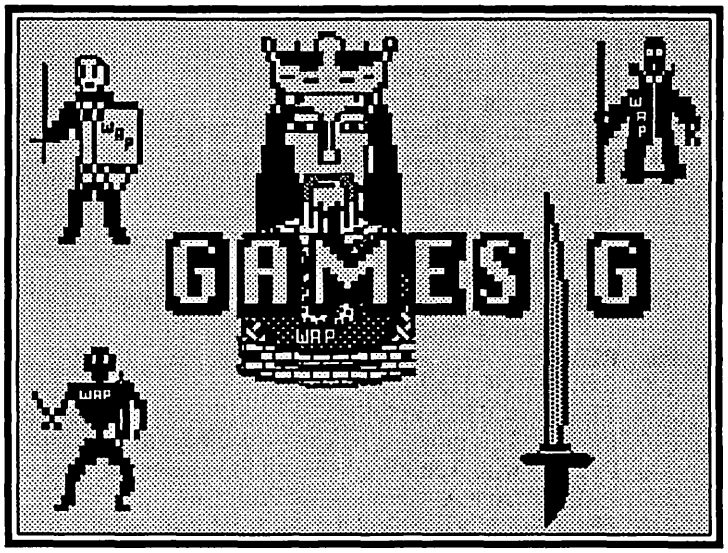
GAMESIG NEWS
by Barry Bedrick



Despite the lack of air-conditioning, the July meeting was well-attended and only slightly subdued. (We decided to forgo the ritual dance and chant with which we normally invoke the blessings of the gaming gods.)

Paul Moore showed on VCR the first installment of what promises to be a mini-series—Charles Don Hall's attempts to solve a puzzle required to get into the GameSIG party at Paul's house in May. Paul thoughtfully brought the puzzle along so that Charles could continue his efforts.

Jeff Stetekluh showed his own program, **Robot Wars**. In fact, in an epic battle, Jeff's own robot tank was defeated, but he will be back next month, no doubt with a new improved model, ready to take on all comers.

Questron II is out. Chairman Charles is playing it. His initial impression is that it does not live up to the original. **Dungeons and Dragons** is expected to be available for the Apple in September. Also expected to be released soon is **Mines of Qyntarr**, a text adventure from Sir-Tech.

Software passed out for review included the following from Infocom: **Border Zone** and **Sherlock**, and three **Infocomics**. Mindscape provided **Superstar Ice Hockey**; the reviewer was asked to comment on whether it includes fights and fans swarming onto the ice.

Finally, the agenda for the August 27th main meeting, sponsored by GameSIG, was announced. Representatives of Infocom, Greene (**Crystal Quest**), Broderbund, and Origin Systems will be there. Our own Ron Wartow has graciously agreed to perform his traditional master of ceremonies role, and will be accompanied by his colleagues, Robert Woodhead, of **Wizardry** fame, and Roe Adams III, famous gamer and designer. Also, don't forget the August 4 GameSIG meeting, at 7:30 p.m. in the main WAP office.

GAUNTLET: A Double-Edged Sword
by David Wood

Gauntlet, by Mindscape, is another home adaptation of a successful coin-op classic from Atari. There are versions for many systems, including Commodore and that one that starts with the first person pronoun. The one I got was the IIGS version, designed to run with 256K.

After reviewing Mindscape's **Paperboy**, it turned out that the reviewers of **Gauntlet** couldn't get it to run on their system. I was playing it before the meeting on the club's new GS, so I was the choice as a substitute reviewer. Some volunteer for mediocrity, others have have mediocrity thrust upon them.

I am in a pickle here.

Paperboy was easy enough to put down; all you did was throw newspapers and dodge obstacles. It was difficult at the later days (orange roads?), but still mindless. **Gauntlet** is similar; you have a limited amount of health which is lost when the evil, nasty oogies on each level hit you, and which is gained back by eating food conveniently (and capriciously) scattered on each level. On the surface, it's a very simple game. But how do you blast something that captures your attention four hours at a time? I'd have to stop between games to let my finger heal.

That's not to say a bad review of **Gauntlet** is impossible. The graphics and sound effects were on a par with **Paperboy**: blocky-looking screen objects and sine-wave sound effects. (What were pops, bangs, whooshes, and magical explosions became beeps and boops... again.) This version also has other problematical quirks: There are 'poisoned' foods which should look almost like real foods and deduct one hundred health. Instead, the poisons looked exactly, pixel-for-pixel, like the real thing, and neither added nor subtracted any health. I encountered one level on which the generators produced no monsters. (It must have been something special I did, for the next time I encountered that level, the generators were awake and active.) And because of the segmented movement system, moving between diagonally-placed exits (a pipe dream on the coin-op) becomes child's play.

But there's a certain allure to **Gauntlet** in any form. It requires a little tactics, observation, planning, and yes, memorization. But among over one hundred screens, each of which can be flipped horizontally or vertically, there's quite a lot to remember.

In all, I liked the game from the arcade, and I enjoyed playing it at home without having to stick quarters in my disk drive every four minutes. However, the GS version is lacking in audiovisual sophistication, again because Mindscape chose to squeeze it to fit in 256K so everyone can get it. If you've never gone into an arcade or game room, though, you won't understand why.

On the whole...

LOOK: 3/10 (Who runs a GS with just 256K? Little memory, little sophistication, little score.)

FEEL: 7/10 (Sure it looked rough, but it ran sort of smoothly except for the segmented movement.)

PLAY: 8/10 (Like I said, I like the game in the arcades, and this was somewhat close.)

OVERALL: 6/10 (It was fun, but I can't respect a complete game program that uses so little memory.)

GRAMMAR MECHANICS: A Review

by David L. Porter

GRAMMAR MECHANICS (MINDSCAPE, Apple II+, IIe, IIc, or IIGS) would be more properly reviewed under EDSIG than GameSIG. It is a classroom review or practice tool to be played by up to four students at a time. The review is set in the scenario of a treasure hunt contest between the students—the first one to collect the items on his treasure list wins the game.

Student's View: Students will see this game as a treasure hunt through town. Each player has a list of treasures which he or she needs to collect. At each location in the town is a problem and an unknown treasure. You must solve the problem to open the safe and see what the treasure is. Each player may carry a certain number of "extra" treasures. These may be duplicates of something needed or an item not needed at all. Extra items may be traded to other students for needed items. When the player has opened the safe to see what the treasure is, he may keep it or discard it. If he needs the item, he may have to discard some other extra item in order to carry the new one.

The problem that must be solved is to edit a sentence to correct it. Control keys are used to delete characters or to capitalize them. The game comes in two levels. Level One (grades 2.0 - 3.5), which I reviewed, covers rules in Capitalization, Comma Usage, Contractions, Pluralization, Punctuation, and General Usage such as number agreement. Level Two (grades 3.5 - 5.0) covers the same topics plus Abbreviations, Possessives, and Quotation Mark Usage. Each sentence contains one or more errors. An example is: **Well get an new house on July 3 1984.** The player would have to correct the three errors in this sentence to read: **We'll get a new house on July 3, 1984.** If he fails, his turn ends.

Each location in town can only be visited once and only occupied by one player at a time. Every time a location is visited, it will show the same problem sentence. Thus, the player who does not complete the problem correctly is able to try again next turn. After seeing a problem sentence, the player may also forfeit his turn by asking to see the on line rule book and reviewing any or all of the grammar rules in it.

Teacher's View: The teacher is able to tune the program to meet the needs of the students. It is possible to type in a class roster and keep track of the attempts vs. success statistics on each student. The teacher can also set the number of treasures required for a win and which types of grammar problems will be reviewed. Selecting a certain type of grammar problem will force every sentence problem in the game to have, at least, that type of problem in it. There are 280 problem sentences in Level One and 230 in Level Two. The teacher may not add or modify sentences. All sentences are listed in the manual so the instructor has the correct answer in case it is needed. The manual also comes with some practice/activity worksheets to use as handouts. The disk is self contained so no other operating system or boot disk is needed.

Evaluation: There is enough randomness in the program to maintain its appearance as a "game" to the students. I tried it out with my daughter who has just completed first grade, public school. She enjoyed it immensely and had about a 60% success rate. It appeared, however, that with four students of her age, it would take them most of the class day to complete the game. This is my only real caution about using this game in class. Students with short attention spans should only play by themselves or with, at most, one other student. It is important to note that my daughter did improve during play. I really can't see this program capturing the attention of fourth and fifth graders in the same fashion, but I did not have any on whom to test it.

The remainder of my comments are things that should be noted in the buy decision but are not really critical. A color monitor may not be required by the program, but happy play necessitates it. When a player wins a treasure, he is shown a small picture of it, but is not told its name. Identifying it is extremely difficult on a monochrome monitor. The game is very good about letting the players edit their sentences. They can even cancel all changes and start over if they get too confused. Some of the edit operations are confusing to them. The control sequence for capitalizing your name to sign on to the game is different from the one used to edit a sentence. The "delete character" function does not delete the character the cursor is covering but the one before it. The instructor must emphasize that the list of locations in the town is displayed four at a time. It is not obvious to the students how to get to other locations. The manual notes, for each problem sentence, which types of grammar problems are embodied within it. There are a few of these that are wrong but this won't affect the students' play. Finally, the teacher should be prepared for the bright student who points out that the "grammar gears" in the picture on the box will never work. (Three mutually interlocked gears can not turn!)

MIGHT & MAGIC (Mac): A Review

by David L. Porter

Leap over the obstacles! Fight my way through the howling pack in front of me! Strive toward the prize! Is this role playing? Is this Might & Magic? No, this is your reviewer fighting for the right to review Might & Magic! (In the end it was not obtained by force of arms or a magic spell of eloquence. Ritualistic grovelling proved the most successful.) **MIGHT & MAGIC** (New World Computing, MacIntosh 512K or better) proved to be every bit as enjoyable as I expected. The game is essentially a role-playing game of the Dungeons and Dragons (D&D) genre. It might even help to have a copy of D&D handy so you know whether to eat a flauchard, wear it, or fight with it.

You may establish a number of characters in your "world". Each character is one of two sexes (male/female); one of five races (human/ elf/dwarf/gnome/half-orc); adhering to one of three alignments (good/neutral/evil); and engaged in one of six professions (knight/paladin/archer/cleric/sorcerer/robber). You may take up to six of these characters adventuring in a single

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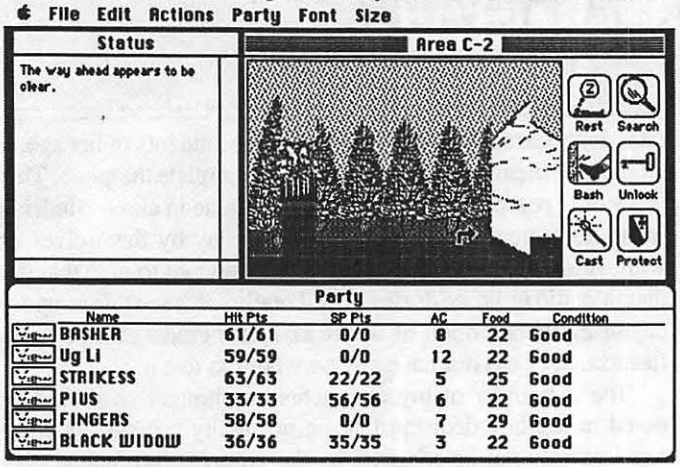
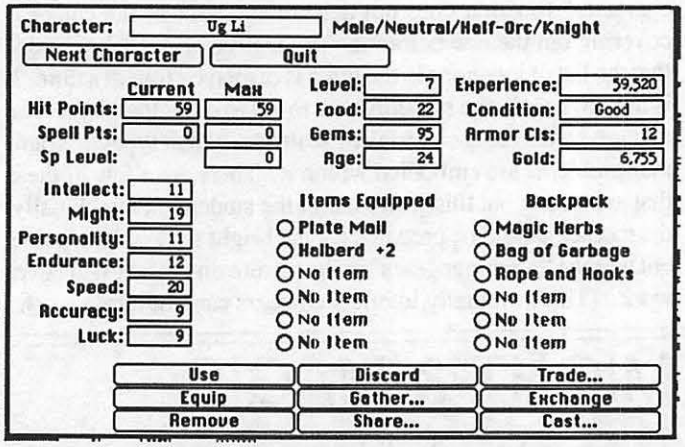
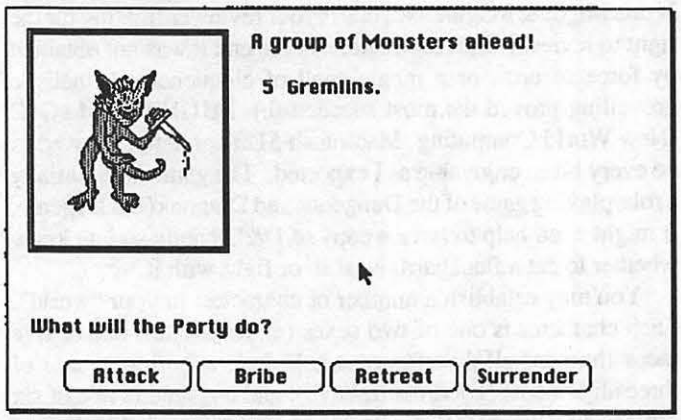
party. When adventuring outside, your screen looks like this:



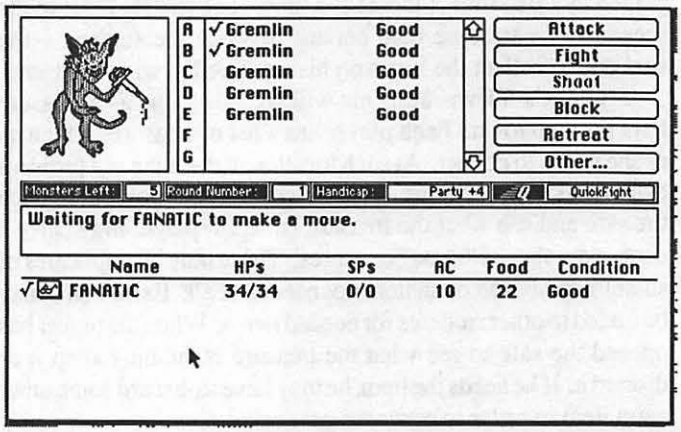
The scenes remind one of walking around among the flats backstage in an opera. This shows the view standing in one of the outside locations. There are 5120 such locations in the game. There are also a number of towns and castles—each with one or more levels of crypts and pits beneath them—and a number of caves/ruins/retreats similarly constructed. As you explore, anything about your character may change, requiring you to check his/her vital statistics:



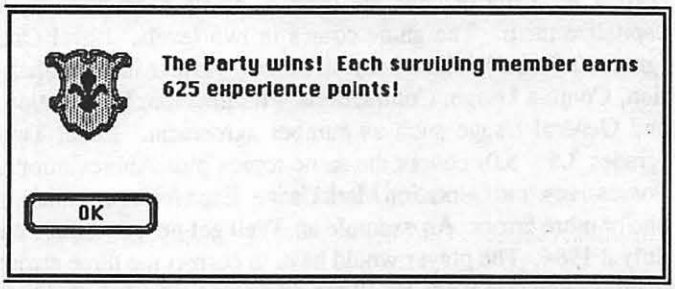
Note that this display and most of the ones in this game are dialog boxes rather than windows. This hampers your ability to manage the information on your screen, especially if you have a large screen that could be used to good effect. But, back to the explorations. The main drawback to exploration, of course, is a hostile populace:



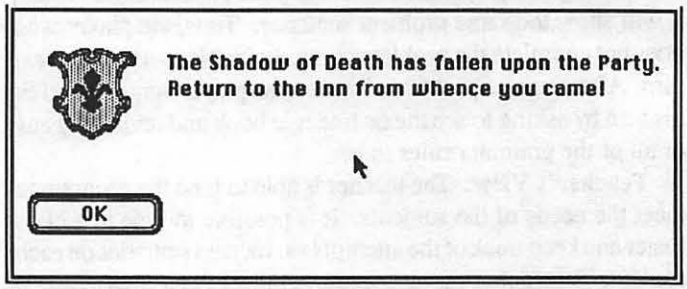
Which, naturally, you usually try to stomp into the ground. This is because stomping monsters is about the only way to get GOLD! Your characters start with nothing—no gold, no equipment, and very little food. You need gold to remedy all these problems. Which means you begin by running away from the stronger monster parties, which is most of them, and knocking over the easy ones. You alternate turns according to each individual character's or monster's SPEED attribute. In the encounter dialog box, a check mark (√) indicates those beings in the line of contact:



If you are lucky, ...



then you get experience and get to loot the bodies and the area for gold, equipment, and magical items. Experience is very important as it is the only way to increase your skills. Otherwise, ...



The important thing to note about this message is the reference to the "Inn". Checking into an inn in one of the five towns is the only way to save the game. Death is a nice fellow and always returns you to the last saved point. (Which is where you would go anyway, yes?)

In addition to the usual stalking around, stomping and being stomped, looting and experiencing, there are many QUESTs in this game. A quest happens when some character asks you to do something. The directions are typically vague. At the end waits a lot of experience points. Somewhere is something called THE INNER SANCTUM which is what you are really trying to find.

There are many good features about this game. The best and most important is that it has continued to keep my interest, to be a challenge, and to be lots of fun. It will not help you get any more sleep at night. You could stop right here and go out and buy the

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game. That is my recommendation.

For those of you who did not rush off right then, the game comes with a lot of sound effects and music. It has an excellent manual which tells you everything you really need to know. You can also get a companion volume that gives away a lot of information and has a complete set of maps. (One came for review.) I would recommend buying it to put on the shelf, but never unwrapping it if possible. Even your reviewer's soul has been imperiled by forbidden knowledge gained by merely opening the covers of this evil tome. The manual is written for the Apple II world, but a Mac insert accompanies it.

On the dark side, there are a lot of quirks in the program. I am forced to rate it operationally as a good "beta" release. Most of the quirks did not interfere with playability or enjoyment. For this reason, I have sent the list to the publisher rather than pick apart a good product. There are a few things to watch out for, however. You must have an 800K drive to play. The software works on the "make a copy and use your original as a key" concept. Contrary to the instructions, the software not only won't fit in the directed split, it cannot find all its pieces if you have split it onto two 400K disks. Also, the insert says "call us and we will send you a Master disk for the 400K drive system." Not only is there no phone number, but what they really want you to do is to send your original disks and $1.00, to New World Computing, Box 2068, Van Nuys, CA 91411, c/o Mark (818-785-0519). I have not tried this so I don't know if the 400s that come will work. If you are using a large screen display, do not move the window with the player stats. The software cannot seem to find it to update it after that. The last major problem deals with the controls. The software has real trouble with the slidebars. You can be transferring magic gems from one player to another, drag the slide to show a transfer of 30 of your 35 gems (the number counter even says 30) and find that you have transferred 94. Other times it won't recognize dragging the scroll box but will recognize the up/down arrows.

In conclusion, I think the design relies too heavily on dialog boxes rather than windows and was not checked out sufficiently in the Mac implementation; but I also think it is a vastly enjoyable game, well worth the price even in its current state.

RATINGS:	(given as Good/Neutral/Bad)
Mac Interface:	Good
Documentation Content:	Good
Product Physical Quality:	Good
On-Line Help:	None-but it is not really needed.
Performance:	Neutral-Quirks need fixing
Presentation:	Neutral
Price Value:	Good
Overall:	Good

MIGHT AND MAGIC (Mac): A Review

by Ann Baird

This is a wonderful game to play. It is an adventure, a puzzle and mystery, and a challenge to the avid dungeon explorer. However, there are some quirks that are disturbing and take from the charm of the game. Plan on spending the next many months mapping, fighting, pillaging, and investigating the depths of the nooks and crannies of the very detailed realm of Varn. This is not for the faint of heart. You will become very possessive over the characters you create as a result of spending quite a bit of time with them, and they do develop some unique personalities in their abilities of fighting or fumbling, casting dynamic spells, or making some very human mistakes.

The detail and plentiful mysteries and promising discoveries will always keep you primed for more. Expect to be hooked on **Might and Magic** (New World Computing).

How to play:

Using the supplemental instructions given for Mac operation, install the files as needed by your system. The main manual is a left over from the PC version and can be basically ignored. You will need some of the information as reference, such as the character attributes, and spells. Luckily the Mac game on screen is user-friendly enough in that regard and the differences in programs will not be a problem. There is copy protection and the program disk must be inserted when requested.

You begin by creating your characters, or you can use the ones provided. They start with a roll to determine their attributes, such as intellect, might, speed, endurance, etc. An attribute of 18 is the best; however, sometimes a 19 will appear which can be quite an advantage. A high Intellect will make a good Sorcerer, a sizable Might makes a strong fighter, and a nice mix of high attributes (if such a roll comes up) makes a possible long-lived character.

Once you have a party of six at most, you enter the town of Sorpigal by way of the inn. There is a Eulard's fine foods just next door if you are hungry and a B&B blacksmith shop on the other side for armor, weapons, and miscellaneous purchases. Usually, many items can be found without spending anything, which then economizes the trip since it will be important to have money to pay for your character's training to advance in level.

From there, stumble along, finding new locations, monsters, clues and secrets, a fulfilling mix of dungeon delights. Though the objective or purpose is elusive, the lack of an apparent one makes this very flexible to the gamer. You can decide what form the adventure takes. You can do serious mapping and explore every corner, or you can go for the pure hack and slash combat game. Since you can't explore without running into the ever-present threat of monsters, this will become a common enough sight, so exploration is encouraged. Or you can go on quests given to your characters by other personalities that you meet.

Moving and Mapping:

You move through the game guided by a window that shows a picture of the area, be it dungeon walls, doors, mountains, or water. Details of the location are given in a text window. Using the mouse or keyboard, you can move in all directions and the picture will change accordingly.

The town of Sorpigal has a map given in the back of the manual. Grid paper is provided, but plan to buy more or photocopy the originals. If you manage to map the whole vast Land of Varn, you can use the paper generated to wallpaper your home.

contd.

If you're planning to spend that much time to chart the whole place, have a roommate with the patience of a saint, or better yet, make it a joint adventure where one handles the keyboard and mouse, and the other maps and keeps notes. It would have been nice to have an automatic mapping system since the amount of bookkeeping needed is a lot like real work.

The are some unusual moments when traveling. The ability to move in the dungeon even when the whole party is unconscious or asleep is a mind-expanding experience. (This may be a bug in the program but it's a useful cheating (?) method to make it back to the inn or temple to get healed.)

Combat:

Whenever an encounter occurs, a picture of the most difficult monster of the attacking group appears on screen. A combat window is shown with your characters listed and you can then decide individually with who and how they are going to fight. A handy quick mode allows a faster fight if it is an easy group to vanquish without the benefit of magic spells.

Spells:

A variety of spells, listed on the back of the manual, are available for the Sorcerer and Cleric. Whenever you want to cast a spell, the book must be present, because you are asked what spell level and number. Very mundane and not as exciting for those that like to confound friends with "Thou hast a mighty TILTOWAIT cast upon thee!"

Character Building:

Oh, so you want a super character? Well try this game out because, if you can stay alive long enough, you'll make them. You get greater and greater challenges as your characters gain in levels, and the monsters you encounter are usually equal or greater than yours.

The Sounds:

Very nice, but with the amount of time this game will take to finish (if finishing is possible), they get repetitious after awhile. They do create very appropriate moods to each setting and they are pleasantly brief. They also can be turned off.

The Graphics:

The pictures are good, and the frame planning for the matching of different areas is remarkable. However it is not seamless, so it makes for some interesting configurations of walls, trees, mountains and desert.

Death and Dying:

Totally overdone. If you are uninitiated in the realms of dungeon delving, you die almost every second encounter. A thoroughly discouraging prospect. However your characters are not lost forever, just sent back to the Inn of Sorpigal where you begin again to assemble your party. They are minus their last adventure's experience and treasure. For a character to benefit from the risks of fighting and ferreting out treasure, it must make it back to the inn alive. You can save the game, but only at the inns, not in the middle of a hallway or mountain.

Disturbing Notes:

• Far too much mouse clicking in dialog boxes is needed to make the game flow smoothly. There are many and they do not instantly make sense. An example is the *trade* command in the character window: it isn't *trade*, it's *give*. Or the *use* command. Somehow the *use* command is always related to magic and if you ask to *use* the rope and hooks it will reply, "*spell fails.*" And in a magic resistance area if you try to light a torch it will reply, "*magic doesn't work here.*" If you do use the torch otherwise, it will tell you the torch is now a useless item but you will have light!

• Another minor but annoying flaw is that even if you create a female character, which is nice to do, since it gives the game flavor if you can personalize your characters, from the moment you leave to go exploring, that personality is lost, and ever after that character is referred to as a "he." It may be difficult and memory-intensive to program that syntax, but if that wasn't possible it would have been better to have them all eunuchs and skip the gender altogether. For a computer role-playing game, that extra personalizing is needed to give the game life.

• Some items are difficult to understand and use, such as garlic and belladonna. Somehow they might be useful but it is not readily apparent. No mention is given in the manual to explain some of these things.

• Unless someone is very familiar with weapon names, a dictionary is needed next to the manual. There are some very nice weapons, but with the old medieval name given. And cast a detect spell on them because they could be cursed or very special.

• There is an unusual bug in the magic gems. Once this bug is sprung, the finding and acquiring of gems becomes insignificant. A gem is discovered in a secret chest or sack, the character trades it to the sorcerer or cleric, and then the original finder will be listed as having negative gems. From then on, the finder can continue trading gems as though thousands had been found. Just the listing will be in the negative.

• Also why would Pegasus be fighting alongside demons?

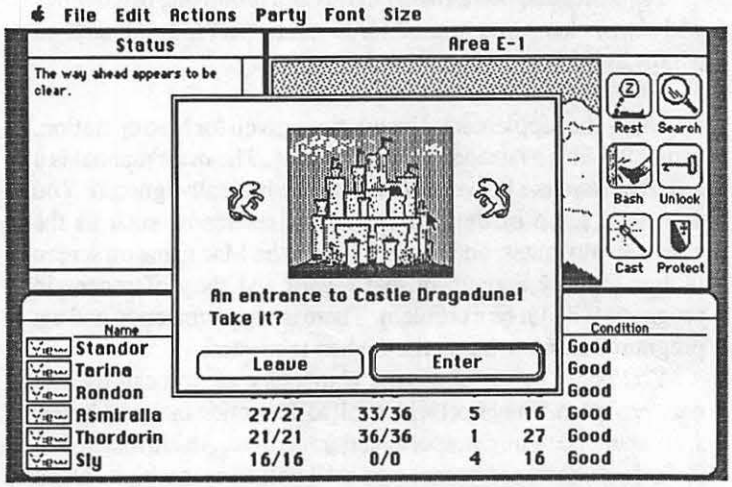
General Notes:

Do not lose the manual. The only way to keep track of the spells and what they do is listed on the back, there is no spell information on screen. A hint book is offered for those that get stuck.

Conclusion:

A game well worth the price since it will provide many hours of play and, even if never solved, can still be diverting entertainment. It seems, though, that the attention given in the design of the game was not well balanced. The main windows and boxes throughout the game are cumbersome and awkward, and those that should have more features, such as the spell casting to give it more creative pizzazz, lack them.

If you do finish this, the satisfaction is awesome relief.



A castle to explore! Do you want to enter it? If you do there is just a long hallway that supposedly goes nowhere.

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][-series Hardware

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Floppy controller (for][+,][e) 49

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Grappler c/mac/gs (use most parallel printers from your serial port) 89
Practical Peripherals Graphicard (parallel interface w/graphics) 65
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Quadram MicroFazer (8k--128k parallel buffer) 139
SMT No-Slot-Clock (for][+ or][e) 45

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Multiscribe 3.0 (][e,][c version/][gs version) 55/69
pfs:Write (w/speller) 69
MouseWrite 95
Bank Street Writer (64k and 128k versions) 49/55
Springboard Publisher 89
Newsroom 42
Publish It ! 79
Sensible Speller/Grammar 75/65

•SPREADSHEETS

SuperCalc 3a 75
VIP Professional (][gs version) 195
Multiplan 69

•DATABASE

pfs:File w/Report 69
dBASE II (requires CP/M) 299

•HOME & BUSINESS ACCOUNTING

Managing Your Money 3.0 99
Dollars & Sense 79
DAC-Easy Accounting 69
Peachtree Back-To-Basics Accounting 139

•COMMUNICATIONS

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MouseTalk 65
Hayes Smartcom I 79
Compuserve Starter Kit (password & $25 usage credit) 29

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UltraMacros 39
QuickSpell/SuperFonts 42
Graph 55
Print Shop/Print Shop Companion 35/29
Typing Tutor IV 36
Copy][+ 29
Avery List & Mail 39

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Dove MacSnap & SIMM memory upgrades ..... (call)
Kensington System Saver Mac (for 512, Plus) 75
System Saver SE 65

Mac Software

•WORD & PAGE PROCESSING

Microsoft Word 249
Write 119
Word Perfect Mac 189
FullWrite Professional 259
PageMaker 3.0 379
ReadySetGo 4.0 299

•SPREADSHEET

Excel 255
MacCalc 95

•DATABASE

FoxBase/Mac 225
McMax 185
dBASE Mac 309
Filemaker 4 ..... (call)
Business Filevision 225
4th Dimension 459
Reflex Plus 189

•GRAPHICS

Adobe Illustrator 88 299
Cricket Draw 179
Graph 119
SuperPaint 85
FullPaint 65

•HOME & BUSINESS ACCOUNTING

Managing Your Money 139
Dollars & Sense 4.0 99
Mac Money 3.0 85
BPI General Accounting 65
Peachtree Back-To-Basics Professional 169

•MISCELLANEOUS SOFTWARE

Microsoft Works (word proc, calc, database, commun, speller) 189
Hayes Smartcom II 95
TOPS 2.0 125
More II (graphics-based idea processor) 185

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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 L	■	2 E	3 R	4 T	5 V	■	6 R	7 U	8 I	9 S	10 W	11 E	12 Z	■	13 Z						
	14 Q	■	15 S	16 G	17 O	18 N	■	19 X	20 P	21 K	22 L	■	23 R	24 F	■	25 Y	26 P	27 F	28 E	29 U				
	30 X	31 R	32 L	33 K	■	34 G	35 F	■	36 D	37 Z	38 R	■	39 H	■	40 W	41 C	42 O	43 X	■	44 M				
45 F	46 Q	47 C	■	48 N	49 R	50 L	51 F	52 I	53 J	54 H	55 E	56 T	■	57 A	58 D	59 B	■	60 P	61 D	62 N	63 X			
64 Z	■	65 G	66 T	67 J	68 S	69 Y	■	70 O	71 T	72 S	■	73 V	74 Y	■	75 U	76 S	77 R	■	78 J	79 M	80 O			
81 H	■	82 N	83 Z	84 S	85 D	86 C	87 M	88 T	89 U	■	90 X	91 C	92 P	■	93 G	94 V	95 K	■	96 C	97 P	98 X			
99 L	100N	■	101V	102B	■	103Q	104I	105O	106W	107H	■	108Q	109N	■	110O	111G	112K	113J	■	114B	115I			
■	116N	117C	118D	119F	■	120M	121N	122I	123L	124V	125A	■	126Q	127V	128L	129M	■	130I	131U	■	132J			
■	133W	134C	135Y	136V	137P	138G	139T	140K	141J	■	142L	143U	144Q	145W	146H	147R	148I	149A	150C	151X	152Y			
	153P	■	154L	155C	156D	157B	■	158K	■	159I	160G	161J	162B	163C	■	164P	165Z	166I	167M	168T				
	169A	■	170Y	171H	■	172A	173I	174F	175W	176M	■	177H	178W	179Z	180C	181G	182E	183J	184L	185A				
			186Y	187D	■	188N	189J	190K	191B	192T	193P	■	194C	195W	■	196O	197E	■						

Definitions	Words
A. Import Tax	172 149 169 185 125 57
B. Annie was One	114 59 191 157 162 102
C. Incorrect Citation	86 155 180 96 91 134 150 41 163 194
	117 47
D. __ Iron	36 85 58 118 187 61 156
E. Mediterranean Capital	182 197 2 11 55 28
F. Rejects	119 45 35 174 24 27 51
G. Spinning	138 111 181 93 16 34 160 65
H. "Towering __"	39 146 171 54 107 81 177
I. Coloring (var)	8 122 173 104 166 130 148 52 115 159
J. Hand Workable	113 183 161 132 53 67 78 141 189
K. Away from Center	190 140 33 21 158 112 95
L. Coast to Coast	22 123 99 1 142 32 154 128 184 50
M. __ Twins	44 87 120 167 129 79 176

Definitions	Words
N. Startling Event (colloq)	100 116 82 18 109 188 48 121 62
O. Mix Together	196 105 110 17 70 42 80
P. Certain Defendant's Plea	92 20 164 60 137 153 97 26 193
Q. Poorer Part of Town	144 103 46 126 108 14
R. Fool's __	38 3 49 23 6 147 77 31
S. Household Entertainers	68 76 72 9 84 15
T. Significant	168 4 66 71 56 139 88 192
U. English Land Divisions	89 75 29 143 7 131
V. Breathed	73 94 127 101 124 5 136
W. Boat Rope	10 106 133 195 40 145 178 175
X. Enlightened	43 30 151 90 98 63 19
Y. Continuous	135 152 186 69 74 170 25
Z. Derided	179 37 165 83 13 64 12

Answers to last month's Acrostic are on page 74

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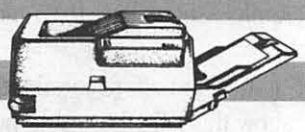

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ALQ324E		390
ASP1000	***GENERAL COMPUTER***	391
P2000	BLP (PS LASER)	393
P2100	PLP + (MAC LASER)	
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120D		KXP1592
MSP40/45	***NEC***	KXP1595
MSP50/55	3550	KXP3131
PREMIERE 35	8850	KXP3151
TRIBUTE 124/224	LC860 (LASER)	KXP4450 (LASER)
	LC890 (LASER)	***PRIMAGES***
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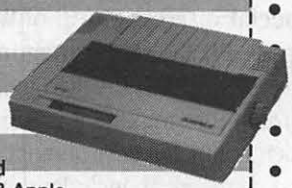

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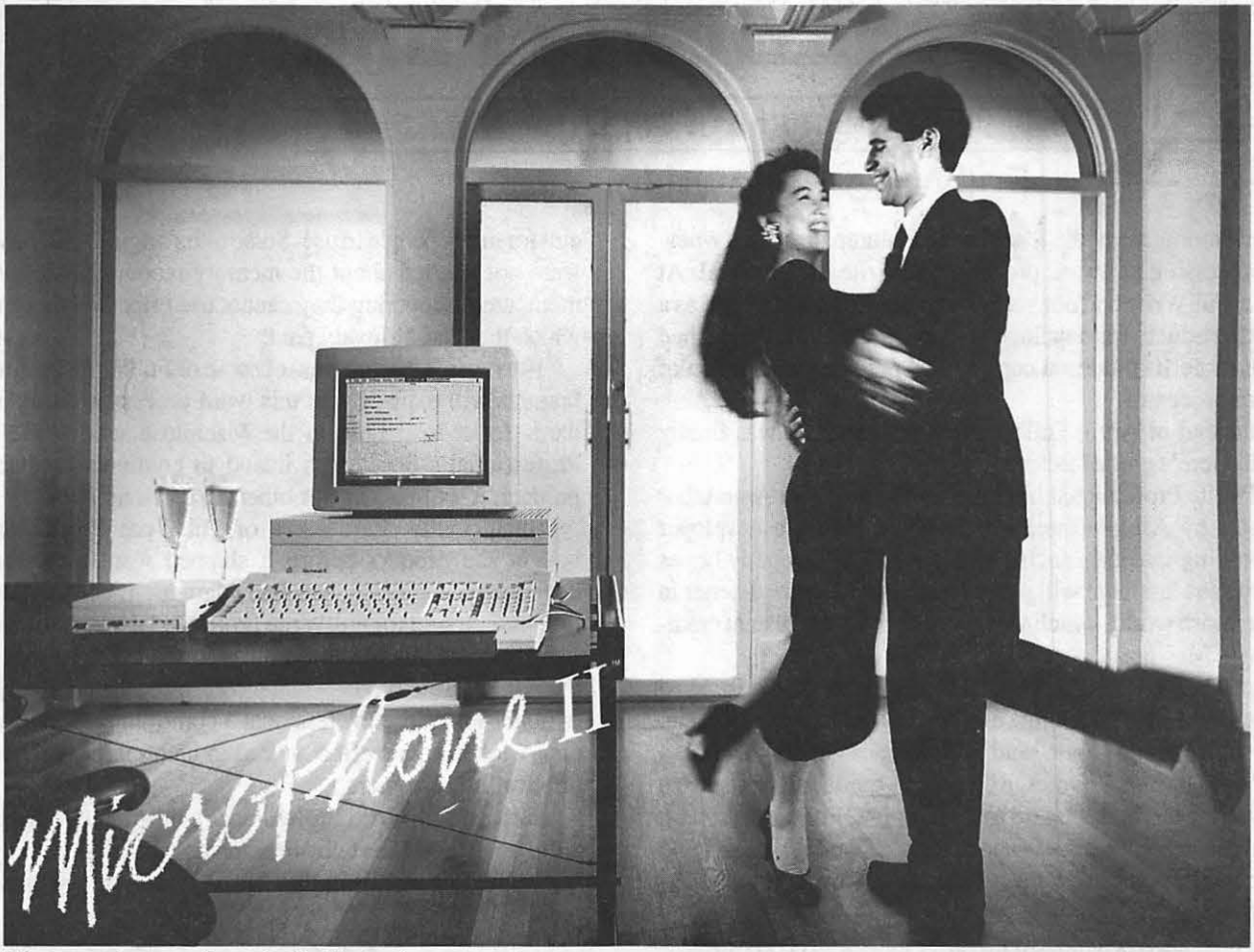

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MacNovice Column

by Ralph J. Begleiter

FullWrite Follow-Up

A few months ago, the MacNovice Column discussed a new word processing software product, FullWrite Professional. At the time, FullWrite had not yet been completed and shipped as a finished product. Its developers, Ann Arbor Softworks, had shipped some 10-thousand copies of a "pre-release" version of the word processor.

At the end of April, FullWrite Professional 1.0 was finally shipped. Here's a brief follow-up report.

FullWrite Professional has been purchased from Ann Arbor Softworks by Ashton•Tate, a major IBM software developer now breaking into the Macintosh market. The company hopes FullWrite Professional will prove to be a new standard-setter in the Macintosh world, which will give Ashton•Tate instant credibility with Mac users.

When FullWrite Professional 1.0 was shipped as a finished product, it had new packaging and new manuals—two of them. There's a "Learning Guide" and a "Reference Guide." There's a "Keyboard Shortcuts Quick Reference" guide, also, for Mac users who prefer the keyboard to their mouse. For the most part, the manuals are unchanged inside. They're well organized and detailed, with plenty of screen illustrations to help make the learning easier.

Ashton•Tate has added some fairly innocuous copy-protection to its product, but it's not the kind which will inhibit using the product. Users are instructed to start up FullWrite Professional the *first* time directly from the original master disk. The program requires entry of a name and disk serial number before actually running the program for the first time. This information is recorded *permanently* in the master copy of FullWrite Professional.

Next, you're instructed to make a backup copy of your software. And you're permitted then to install without hassle onto your hard disk or other floppies. Each of these copies, of course, will have your permanent name-and-serial-number encoded in them. This assures the developer of at least being able to trace the origins of illegal copies.

If you wish to be completely prudent, the *first* thing to do with any master disk (assuming it is not copy protected) is to lock it and make a back–up copy.

In its completed form, FullWrite Professional has an attribute which may prevent its wide use among Mac users with small-memory machines (less than 1 megabyte of RAM). Because the program has so many features, and because it is *truly* a what-you-see-is-what-you-get (WYSIWYG) program, it is *extremely* memory-intensive.

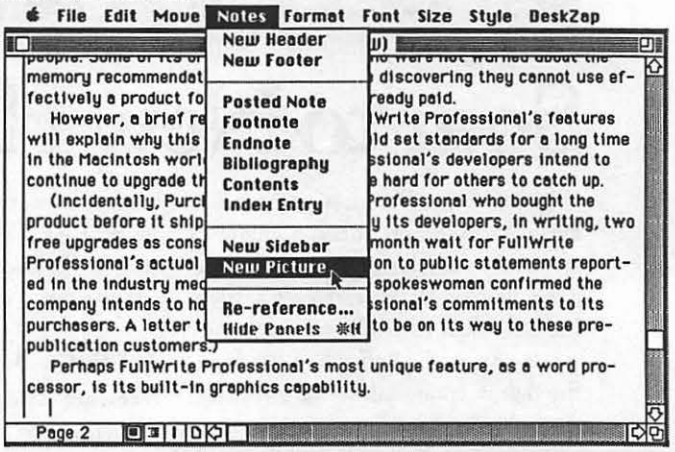
FullWrite Professional maintains "chapters" in the computer's memory so that it can promptly reflect any changes you may make to the document's formatting. An Ashton•Tate spokeswoman told me it is advising that FullWrite Professional be used only on Macs with 1MB of RAM or more, and she said the programmers actually recommend *two* MB!

While such large memories are rapidly becoming *de rigeur* for Mac users, this means FullWrite Professional may be difficult for many people to use. Some of its original purchasers, who were not warned about the memory recommendation/requirement, are discovering they cannot use effectively a product for which they have already paid.

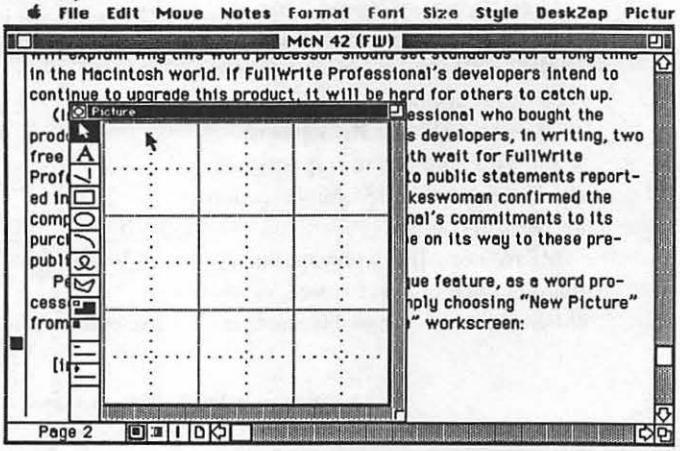
However, a brief review of some of FullWrite Professional's features will explain why this word processor should set standards for a long time in the Macintosh world. If FullWrite Professional's developers intend to continue to upgrade this product, it will be hard for others to catch up.

(Incidentally, Purchasers of FullWrite Professional who bought the product before it shipped were promised by its developers, in writing, two free upgrades as consolation for the nine-month wait for FullWrite Professional's actual appearance. In addition to public statements reported in the industry media, the Ashton•Tate spokeswoman confirmed the company intends to honor FullWrite Professional's commitments to its purchasers. A letter to this effect is said to be on its way to these pre-publication customers.)

Perhaps FullWrite Professional's most unique feature, as a word processor, is its built-in graphics capability. Simply choosing "New Picture" from the "Notes" menu brings up this "picture" workscreen:



Most of the tools of the "MacDraw" environment are available, including a tool for creating smooth curves (called "Bezier" curves).



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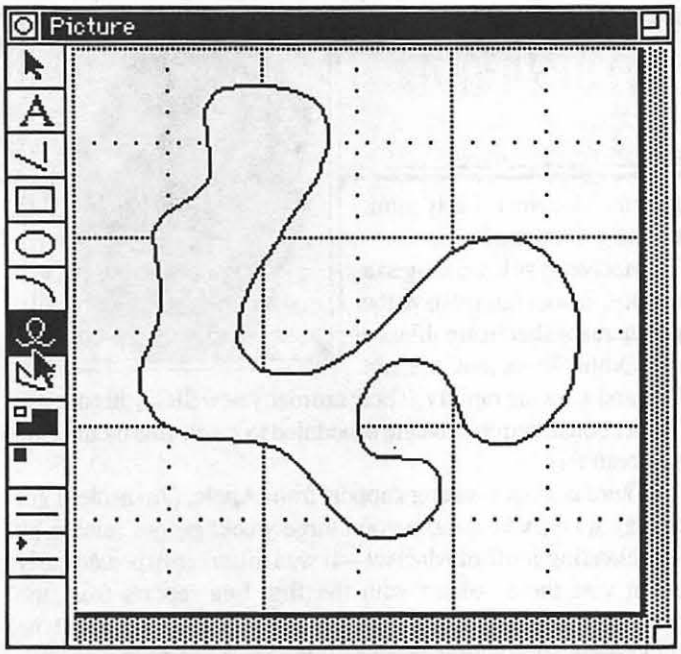
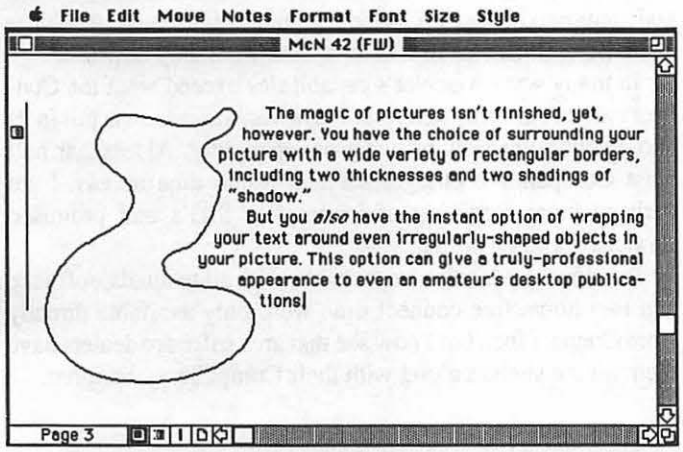


In a "picture" workscreen (or "note" as FullWrite Professional calls it), you can cut and paste "draw" objects or "paint" (bitmap) scenes from any other Macintosh program or file. When the "picture" window is closed, the picture you've created appears automatically with the text.

The magic of pictures isn't finished, yet, however. You have the choice of surrounding your picture with a wide variety of rectangular borders, including two thicknesses and two shadings of "shadow."

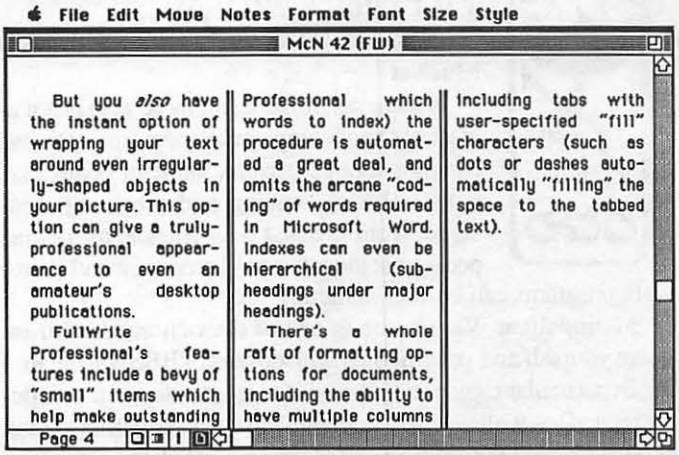


But you *also* have the instant option of wrapping your text around even irregularly-shaped objects in your picture. This option can give a truly-professional appearance to even an amateur's desktop publications.

FullWrite Professional's features include a bevy of "small" items which help make outstanding finished work easy to produce. Typographer's quotation marks (" and " instead of ") are automatic, if you so choose. Hyphenation, *as you type* is also automatic, if you choose.

Automatic "saves" are also available to anyone who likes them. And addition of appendices, prefaces, chapter headings, endnotes, footnotes, bibliographies, tables of contents and even indexing are all available easily.

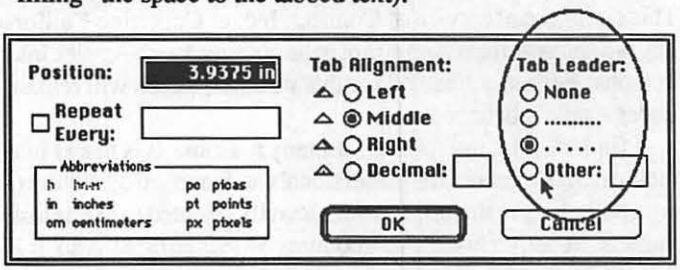
Indexing is almost a pleasure. While still somewhat tedious (after all, *somebody* has to tell FullWrite Professional which words to index) the procedure is automated a great deal, and omits the arcane "coding" of words required in Microsoft Word. Indexes can even be hierarchical (sub-headings under major headings).



There's a whole raft of formatting options for documents, including the ability to have multiple columns on a page (as well as *mixed numbers of columns on the same page*), automatic column rules (at the user's option), guttering of pages (for binding pages in notebooks), and fully-adjustible column sizes and margins, including mirroring of left-and-right pages.

FullWrite Professional offers mail-merge capability with your database program, kerning, leading and style sheets, automatic (optional) marking of changes since the last "save." And, of course, both an integral spelling checker as well as a thesaurus.

Even rulers have special features, including tabs with user-specified "fill" characters (such as dots or dashes automatically "filling" the space to the tabbed text).



The good news is the features of FullWrite Professional.

The bad news is—it's such a memory-intensive program that when you put it through its paces, filling your document with pictures, sidebars, footnotes, indexes, and large-character fonts, FullWrite sometimes has a hard time keeping up. Your Mac's memory becomes so full that a slight variation in the "normal" (such as calling up an unusual desk accessory or working under MultiFinder) can slow it down noticeably.

Sometimes, apparently because of its memory demands, FullWrite bombs. When it does, it's tantalizing and frustrating. The "bomb" dialogue offers your the option of "Resume," but the button doesn't seem to break the bomb cycle. Your only recourse is to restart your Mac, which causes a loss of any portion of your document you failed to "save" before the crash. Using the Macintosh's "emergency" bomb recovery system (pushing the programmer's "interrupt" switch and typing G 40F6D8[return]) will return you to the Finder. Sometimes, however, your FullWrite document is left in an "open" state. FullWrite notifies you of this the next time you try to open the document, because it can't open. Now, you must use a desktop resource such as

contd. on pg 61

MACINATIONS

by Robb Wolov

MacNet

Is there still anyone out there who is not at least aware of computer telecommunications? Moving about electronic bulletin board systems (BBS's), leaving and receiving messages, from old and new friends, as well as peeking at the latest public domain and shareware programs can be very addicting.

Metropolitan Washington is one of the richest areas to indulge yourself and your modem with dozens of BBS's specializing in particular topics and interests (computer and non-computer related) as well as many government-sponsored information services, which for many of us are only a local phone call away.

Computer telecommunications is one of those special areas that take small systems out of the "glass analog" category of activities that merely mimic pencil and paper. I confess my obsession. Quite frankly, I have spent too many hours on the local networks and on the commercial services such as CompuServe and GEnie.

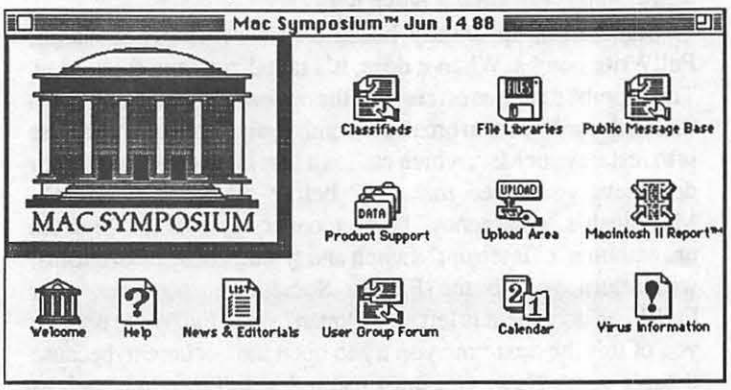
These commercial services have very large Special Interest Groups (SIG's) devoted just to the Mac. CompuServe, if you are a shareware addict, is heaven-on-earth. But, there is a price. These services charge by time on—and, those minutes add up! And, they are geared for MS-DOS machines. Read "command line interface".

It was therefore with great interest that I tried out MacNet. This commercial service of Connect, Inc. of Cupertino California, is a spin-off from Apple (not to be confused with AppleLink-Personal Edition scheduled for this summer, which will remain under Apple's banner.)

I find MacNet interesting for many reasons. It is heavy into medical SIG's geared for professionals and medical educators (I am a pathology resident). It is very heavily oriented to Macintosh matters. It has an honest-to-goodness Mac interface. And, it is less than half of the hourly charge of CompuServe.

Don't misunderstand me—I grew up with command line interfaces. I'm comfortable with command lines and can even get them to sing on an IBM—I just don't LIKE the darn things! When I HAVE to go back to an IBM I feel like I'm back to a clay tablet and stylus (I keep my abacus in a glass case with a hammer for emergencies).

As you can see by this screen from just one of the Mac specific forums, MacNet is fairly intuitive to get around in.



MacNet is still growing as a service. It does not yet have the gargantuan shareware library of CompuServe, but it's not bad, and growing rapidly. There are many new SIG's that are still "under construction" and are scheduled to go on-line by the time you read this.

There is VERY strong support from Apple. (An aside: I got to play with System 6.0 a good three weeks before release by downloading it off of MacNet—it was mistakenly posted early but it was there—along with the first bug reports from the membership!) And, its electronic mail service has just about the slickest message editors around. It is easy to create and edit "E-grams" off-line (where the time clock is not ticking$$) and upload them in batches when you logon. It can even be programmed to logon on specific days and times, collect or send your messages and logoff. This is a handy feature, since like many such commercial services MacNet does rate-differentiate between prime and non-prime time service.

MacNet, though not the first to bring a Mac interface to a commercial service—CompuServe did precede it with their CIS Navigator shell—has brought the most sophisticated, polished and integrated program, which I predict will push the other services to either match it or refurbish what they now use.

In many ways MacNet's capabilities exceed what the Connect system currently delivers. However, the system is just in its adolescence, but growing and growing rapidly. At less than half what CompuServe charges for non-prime time access, I am perhaps more forgiving of incomplete SIG's and promised services yet to go online.

Previously, MacNet starter packs with all manuals, software and two hours free connect time were only available directly from Connect Inc., but I now see that area software dealers have them on the shelves along with their CompuServe brethren.

PLP 1.0 with Silicon Press

If you are a user of General Computer's Personal LaserPrinter with Silicon Beach Software's Silicon Press, don't be in a hurry to trash your last copy of the old, slower print driver 1.0. There is a strange interaction with the newer, faster 2.0 driver so that Silicon Press reverts to the vertical "portrait" paper orientation regardless of your page setup choice. Both GCC's and Silicon Beach's tech departments have been in communication with each other (Silicon Beach has formally pledged to support the PLP), but the best work around to date has been to manually load a copy of the old 1.0 PLP driver when you want to use Silicon Press. GCC will be happy to send you a free copy of 1.0, if, like me, you sheepishly admit to having been quick on the trash can.

On Cue

I didn't think that I would get excited over this application launcher at first glance, but now I can't get along without it!

contd.

Initially, snapping through folders via the Finder was heaven on earth after my days with Messy-DOS on an IBM, writing long, string-like path names to get to nested subdirectories. (BTW, Windows and the Presentation Manager for OS/2 aren't much better. All they do is bury typing path names in a dialog box surrounded by icons and call it progress. For you strictly Mac users who don't understand this IBM gibberish, never mind, just trust me that it is not pleasant.)

On Cue, from IMI SoftWare of Seal Beach, California is an INIT to directly launch any application or any document attached to an application via nested menus.

I first thought that Multifinder and MacroMaker would be all I would need, but On Cue compliments them both in some ways and supplants them in others.

Multifinder creates a new problem of sorts—"window clutter". On Cue directly opens applications or their documents without having to open intervening folders or leaving them open behind you after you close your application. (BTW, If you are ever in a hurry to close all the windows on your screen, hold down the option button while clicking on the "close window" box in the upper left corner of any active window.)

I routinely refer to a few custom HyperCard stacks I've written to track pathology slides, notes and bibliography references. I can now directly call them up and launch them without having to go through the HomeCard or opening the folders that contain my stack collection.

Unlike MacroMaker, I can immediately launch other applications while in an active program without having to return to the Finder level. My activities flow. And, that is after all the purpose of a computer.

On Cue is now sold strictly via phone order or mail. There is a demo version (MFMenus+ in the WAP library and various area BBS's) which does everything but let you permanently store your menu of applications or documents to launch. It is, needless to say, highly recommended.

IMI Software can be reached at 1-800-284-4647.

It's-Not-A-Bug-It's-A-Feature Dept.

Excel users have already discovered that their favorite spreadsheet does not like the new System 6.0/Finder 6.1 combo. Microsoft has promised Excel 1.5 to correct the problems and to ship by this time—but you know how MS can be on delivery dates. If you are using a 68020 Mac and can't wait to upgrade to the new system with your old Excel, turn OFF your internal instruction cache and set your monitor to 2-bit mode. There are public domain F-keys and CDEVs such as "Toggle Cache" which will do the deed for you.

Until next time...

FedSIG NEWS
by John Nelson

Many thanks to Ed Romson and Apple Federal for sponsoring another FedSIG meeting. On June 15th, Ed presented Apple's product line for mainframe connectivity. Starting with the AppleTalk and LocalTalk that most of us know well, Ed showed how AppleTalk has developed into a full suit of communications protocols that can connect to IBM mainframes, PCs, and the VAX family of computers. AppleTalk can be used over the traditional LocalTalk connector as well as fiber optic, phone lines, and Ethernet. Over the long term, Apple is committed to achieving connectivity using the "open systems" or OSI international standards. This will include X.25 packet switch capability (like Telenet), token ring networks, and X.400 compatible electronic mail.

The AppleLine protocol converter is one solution to IBM mainframe connectivity. It allows a Macintosh to act as a 3278 Terminal. MacIrma is another solution. Another is the NetWay 1000 which replaces an IBM 3274 for $2500 and allows up to 16 concurrent sessions available to any Mac on the AppleTalk network the NetWay is on. The key point in all of this is that you can have all the IBM connectivity that an IBM PC has and also all the wonderful things that a Mac can do.

Ed briefly discussed the Apple/DEC strategic agreement which will eventually make the Macintosh a full player in the DEC VAX environment. He emphasized that this agreement was for the long term and that current third party solutions, such as those by ALISA and PACER, are excellent values today.

Ed also discussed near-future capabilities such as compatibility with IBM's LU6.2 peer-to-peer protocols, and toolkits for third party developers to provide more specialized connectivity solutions. Some solutions exist for other mainframes and office systems such as Unisys and Wang. Ed emphasized that the whole connectivity market is complex and that federal users with special requirements should contact their Apple account managers for assistance.

We conducted a survey during the June meeting to get feedback on what kinds of activities FedSIG should take on to best meet your needs. For meetings, most surveys showed support for the evening meetings at Apple Federal once a quarter, and afternoon meetings near a metro stop. You want to see new product demonstrations, discussions on federal procurement, and theme meetings such as desktop presentations or desktop mapping. For the Apple Pi Journal, you want to see articles about Macintosh "success stories" in the federal workplace, how to procure Macintoshes, and technical articles about connectivity, software development, and new technologies. Almost all of you supported the idea of the FedSIG and Apple Pi acting as resources to help federal Macintosh users and user groups keep in touch with each other.

Our next meeting is on July 20, at CCT in Crystal City. There is no meeting in August. Tentatively for September, we will meet again at Apple Reston to cover important developments from MacWorld Expo. In October the tentative topic is federal procurement of Macintoshes (or how to get your Agency to choose Hamburger A). I'd also like to include some Journal articles on procurement and follow-on support. Please call me if you would like to share your experiences.

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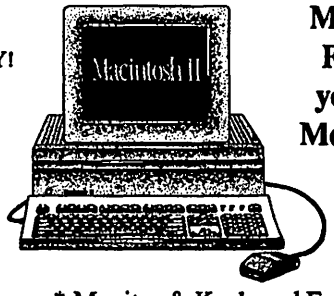

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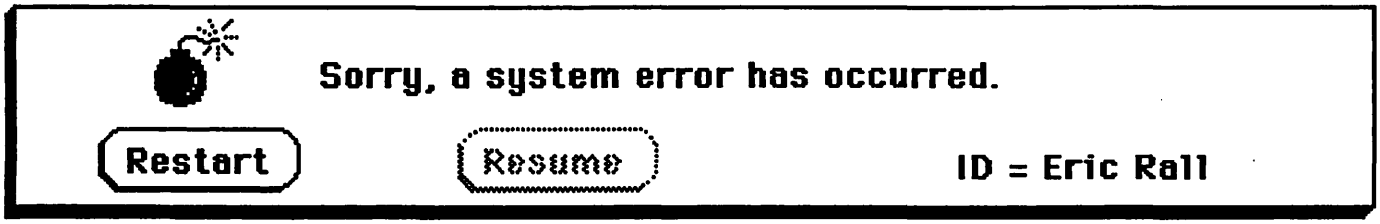

1988-89 WAP Macintosh Programs:

I am looking forward to the upcoming year with great anticipation. This year looks to be even more exciting than ever.

Starting in August is MacWorld in Boston! WAP will have a booth so stop by and see us. After MacWorld is the annual GameSIG Extravaganza. Ron (Kool) Wartow will be there to tell us how the drought is affecting the crops in Ultima V. The people from Greene, Inc. have promised to show us Crystal Quest 2.2 with CritterEditor. The GameSIG promises to show us what the computer was designed to do.

Bill Campbell, president of Claris, has promised me that he will come out to speak to WAP. At Jon Paff's invitation, I had the the opportunity to meet briefly with Mr. Campbell. (Jon Paff is a member of WAP and Clinton Computer's Rockville Branch Manager.) Bill made that commitment to me in person. I'll be sending him a copy of this Journal so that he knows I heard the offer.

Karen Rall will be writing the Macintosh Meeting Report for the Journal this year. Karen is Technical Editor for Language Systems Corp. She's also my wife and the only reason why many people put up with me. Language Systems is a Macintosh software company started up by WAP's Rich Norling. Rich has a few programs to his credentials such as Language Systems' FORTRAN (a compiler in MPW), Cricket Graph, Pict-O-Graph and StatWorks.

I would like to hear what programs and topics you might want to see next year. Leave a message for me on the WAP Telecommunications System (in Eric's Room on Conference 1, of course) or on the Twilight Clone BBS.

Version 6.0 Recommendations:

I got the idea for the title of this article shortly after I installed Apple Computer's version 6.0 system software on my SE. **The best advice I can offer people is that unless you absolutely, positively need version 6.0, DON'T INSTALL IT!** Version 6.0 has a few less than desirable features. For example, Excel 1.04 and the other Microsoft programs bomb, HyperCard 1.2 dies, Double Helix II eats database files, 4th Dimension bombs and the list goes on. I've heard that version 6.xx, where xx does not equal 00, is hurriedly on the way.

It is a shame. There are some nice features to version 6.0. Under MultiFinder, you can double click on a document even if the application is already open. The sound CDEV that allows you to change the beep with the control panel is available to SE owners. Additional beeps are available from WAP's disk library. You'll need to be able use ResEdit to get them into your system file.

MacroMaker:

Another nice feature of version 6.0 is MacroMaker. This is a neat INIT that will allow you to "record" a series of keystrokes. You can then "play back" these keystrokes with an FKey (function key) or any other keystroke you define. This is great for owners of extended keyboards. They finally have some use for all those FKeys at the top of those keyboards. The owners of standard keyboards can still make good use of MacroMaker, since command key and option key combinations can be assigned to perform entire keystroke combinations.

The best news news about MacroMaker is that you can use it under version 5.0 system software. Just put MacroMaker, MacroMaker Help and Macros files into your system folder. When you restart, these files are available. An icon of a cassette tape will appear on the end of the menu bar. To record a series of keystrokes, just pull down the cassette icon from the menu bar and select "Start Recording". MacroMaker will now record all of the actions of your keyboard and mouse. To stop, select "Stop Recording". Name the macro. Finally, assign a key sequence to activate it. Add any comments to help you remember the purpose of this macro. Click on the "Store" button and close MacroMaker. To run that macro just use the keystroke that you assigned.

Macros can be limited to a particular application such as Finder. Macros limited to an application are only available when that application is running. Macros can also be "Global". A global macro is always available. One possible use would be to open a Desk Accessory. A single keystroke combination will bring the macro into action.

MacroMaker records a series of keystrokes, including command keys and selections from the menu. It is important to get things set up so that you can record your actions. For example, if you want to have a macro to quit MacWrite and save any changed files you will need to open a MacWrite document and make a change in it. Then have MacroMaker follow and record your steps to close and save the changed document.

One of my favorite macros is a Finder quit macro that closes all open windows, cleans up the desktop and then shuts down. You will need to set up the conditions to create this macro. Open any disk on your desktop, put any folder or file on the desktop and then go through the steps I have described to start recording. Hold down the option key and click on any open window's close box. That will close all windows open. You want to select all items except the trash can. To do that "select all" either with the command-A or pulling down under edit to Select All. Then hold down the shift key while clicking on the trash can. Now select Shut Down. Name the macro. You can skip the info. Select the keystroke box and hold down the Option key, while pressing the letter Q. Then store the macro. The macro is saved and you will be shut down. After restarting, you can "play" your recording by pressing option-Q when you are in Finder and clean up your desktop automatically when you shut down. This works even at the Finder level of MultiFinder.

Next Month:

Maybe next month we'll have a more stable version of system software to talk about. I'll try to keep you posted as to the upcoming programs. This is also the year for WAP's 10th Anniversary, so look for something special to celebrate.

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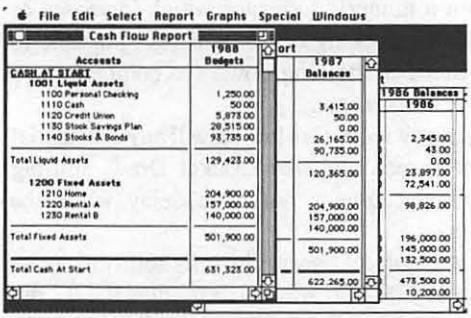

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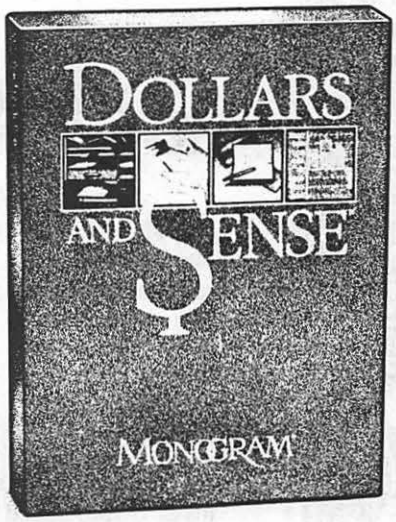

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MACINTOSH BITS AND BYTES

by Lynn R. Trusal

LaserPaint: A Review

General Information

LaserPaint (version 1.6) by LaserWare, Inc. (San Rafael. CA) is one of a new crop of programs that combines drawing, painting, text and special features into one program. It is also one of the few programs that still uses copy protection; in this case the needed insertion of a key disk.

The manual is laid out in a tutorial fashion but it appears disjointed and I found it difficult to follow. LaserPaint's user interface is unique for a Macintosh application and also very un-Mac like. It makes heavy use of a large number of distinctive icons to represent painting, drawing, and writing tools but the icons and terms associated with those tools are often not standard. For example, most drawing programs use "ungroup" but LaserPaint uses "detach." I have included a screen dump (Figure 1) of the five LaserPaint icon menus to illustrate my point.

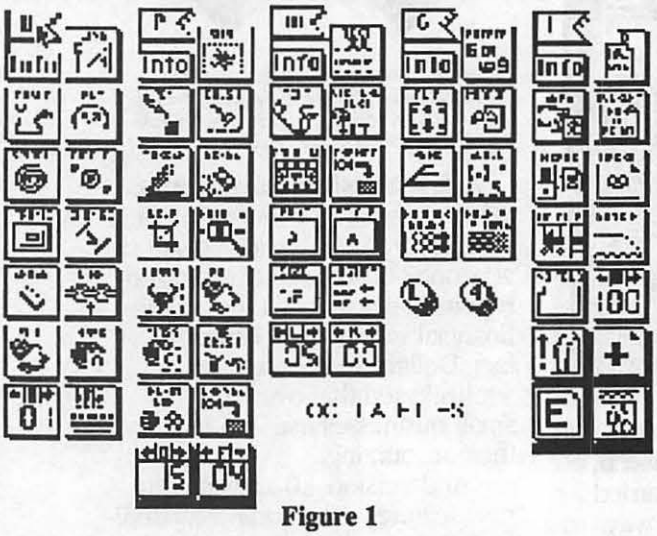

Figure 1

There is another control panel palette at the bottom of the screen (see Figure 2) but I found it necessary to use menu items to select some of the choices because of the small icons. I also found some duplication of selection tools which could be eliminated.

Drawing Tools

I started using the drawing tools portion of LaserPaint, having already been familiar with MacDraw, MacDraft, Canvas, etc. I was surprised to find an eraser tool since I have often wanted to erase object oriented graphics. I was disappointed to find that this eraser only functions as an undo and/or delete command and does not permit erasing of an object.

Unlike MacDraw, there are no automatic handles on objects to change their shape until you click on the "change" icon and then on the object. This is an unnecessary step. In most painting and drawing programs, the "option" key permits straight line generation regardless of mouse movement but in LaserPaint the "shift" key must be depressed.

When I completed a simple drawing and wished to close the active window, I was surprised again to discover no close box in

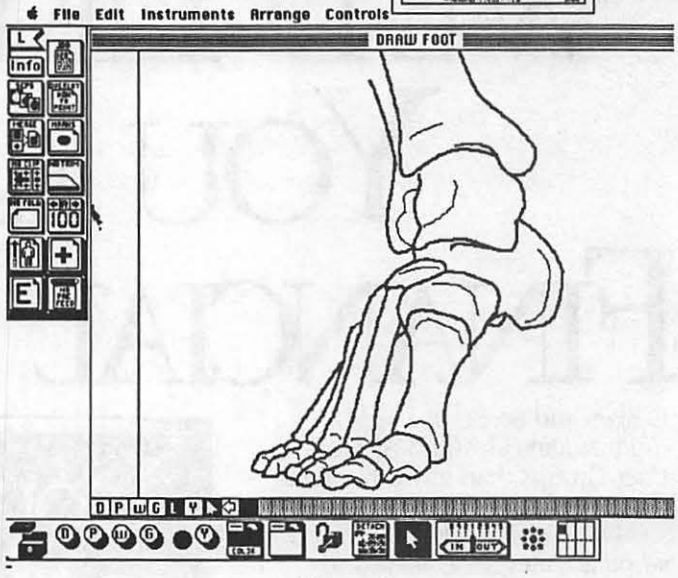

Figure 2

the upper left corner of the active window and no close command under the file menu. It appears that calling up a "new" window removed the old one after presenting the opportunity to save it first.

Painting Tools

Typical painting tools include an eraser, brush, fat bits, pen, fill and lasso, while additional tools not found in MacPaint or Full Paint include air brush, marker, crop, and mask. Painting is done inside of a so-called "bit box". If this is later cropped, to reduce the size of the box, the painting tools will not function outside the cropped area.

Selection of the width of the brush and marker (as in magic marker) is done from a numeric indicator which increases or decreases in diameter by clicking on it. It is also possible to change the marker shape by holding down the command key before clicking on the marker icon.

Scrolling of the active window is often slow if any substantial art work was on the screen and like Cricket Draw, shifting artwork in the window causes a noticable delay while the drawing was redrawn.

One of the major strengths of LaserPaint is its ability to create and edit bitmaps up to 600 dpi, which overcomes the 72 dpi limitation of MacPaint and Full Paint. Therefore, the user is not limited to LaserWriter or Linotronic output of only 72 dpi for bitmaps created using LaserPaint.

Writing Tools

Changing text options such as font, font size and style are available from both the the conventional pull-down menus and from small icons in a writing tool palette on the left side of the screen. Although it is possible to change fonts by clicking consecutively on the font icon, it is impossible to tell which font is actually being selected because of their small representation. In a similar manner, the font size can be easily chosen from the

contd.

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icon but it does not designate which font sizes are actually installed in the system, as in the pull-down menu, by looking for outline font sizes.

Unlike some of its competition, LaserPaint does permit full control of text kerning and leading which is usually found in desktop publishing software.

Goodies and Laser Menu

The goodies menu items includes mirror, scale, flip, halftone, rotate and auto air brush. Some of these features are found in conventional drawing programs and others are found only in more sophisticated packages. The laser palette includes such options as overlay, marks, merge, clip, no trim and separations.

Conclusion

I found LaserPaint very frustrating for a typical Macintosh user. Although I was intrigued by the way LaserWare decided to implement typical painting and drawing options, it was as if their programmers were largely unfamiliar with the Macintosh and its user interface. I have never seen a program that deviated from the standard Mac interface as much as LaserPaint does. Although there is no written law that says all Macintosh applications have to have the exact same interface, Macintosh users have come to expect "sameness", and to deviate from this will undoubtedly hurt sales.

LaserWare should also realize that almost all Macintosh software houses have done away with copy protection. Such protection will also hurt sales since many users refuse to buy copy protected software anymore.

The program is heavily dependent on unique icons, which are often impractical due to their small size, and require the user to resort to menu items when they are provided. The overall drawing area could be made larger by relocation of some control panel icons (bottom of the screen) to the left side of the screen in space not used by the tool palettes and elimination of duplication.

LaserPaint has some advanced features such as four color separation (color images are not supported) capabilities that are also found in Aldus Freehand, but its shortcomings cannot overcome its uniqueness.

There is definitely a need for graphics applications that support painting, drawing and text features, but LaserPaint misses the mark and I cannot recommend it.

If you need such features, examine Canvas or Graphics Works as potential alternatives which are one-third to one-fourth the cost and more user-friendly.

LaserPaint Color II is an updated color version and it may address some of the shortcomings of LaserPaint. I may be able to review it in a later Bits and Bytes column.

Adobe Illustrator: A Review

General Information

Adobe Illustrator (version 1.1), Adobe Systems (Palo Alto, CA) was the first software package released by Adobe Systems, inventor of the PostScript language. The original program was copy protected but all registered owners were sent a non-copy protected version upon receipt of the registration card. This is an interesting concept to get owners to register the software.

Illustrator offered drawing features not found in any other application at its time of release and presented a glimpse of what direction "illustration" software would take in the future. It was also the first Macintosh program to come complete with a VHS tape illustrating the features of this illustration program. In a previous Bits and Bytes Column I came out strongly for this approach and applaud Adobe's decision to include the VCR tape. The fact that it was included also says something about Illustrator's ease of use which I will come back to.

What's Included

In addition to the tape, the Illustrator package includes a 230-page manual, and 6 disks. One disk is a tutorial, one contains the program and the other two are a collection of Illustrator art called Gallery I and II. Like many programs, a keyboard summary and tip sheet are also included which proved very helpful.

Getting Started

An experienced graphic artist can do free-drawing but Illustrator is designed to work with templates which are based on scanned images, MacPaint or MacDraw PICT files. Once one of these files is opened it serves as the template. During drawing, the user has the option of visualizing the template, the artwork, the template and artwork or preview what the final illustration will look like. Switching to Preview mode can be slow with detailed drawings. Figure 3 demonstrates the four possible views using the Panda artwork provided on one of the disks.

Illustrator tools include, a movement hand, zoom, pen, text, square, circle, scissors, rotate, reflect, shear and page located in a palette on the left side of the screen. Text is entered in a text box like with LaserPaint and kerning and leading are adjustable. Free rotation of objects is permitted and an object may be reflected along an arbitrary line. Shearing an object slants it uniformly along an axis for a slanting effect.

The heart of Illustrator is the bezier curve capability which marked a first for Macintosh graphics programs. Since it introduction, Freehand, Canvas and others also offer bezier curves. A curve consists of 2 anchor points and 2 direction points, which define the start and stop and the shape of the curve, respectively. Although generation of such curves is a powerful tool, it is not implicitly intuitive and the Illustrator manual seems to sense the user frustration in advance. Such comments as "notice that you won't have much luck matching the template," and "perplexed" are found throughout the tutorial. Even generation of a straight line is discussed as follows, "If you click an anchor point, without dragging its direction point, the anchor point and the direction point remain in the same position. The result is a perfectly flat curve, better know as a straight line." Obviously, inclusion of a straight line tool would have been simpler.

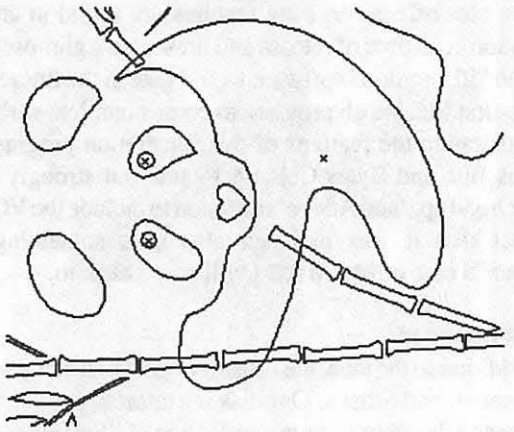
Adobe should have also included other typical drawing tools such as the oval, arc and straight line when bezier curves are not required. Although all these shapes can be made using the pen tool, the user must master the bezier curve concept for satisfactory results.

Adobe provides a number of guided templates for the user to practice generation of curves, and this is a big help in mastering the bezier curve technique.

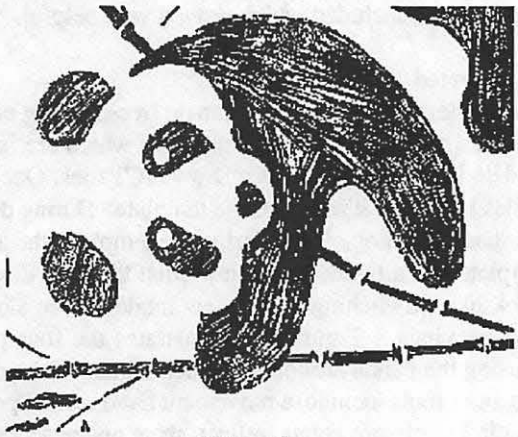
Fill patterns and stroke (e.g., border of an object) percentages

contd.

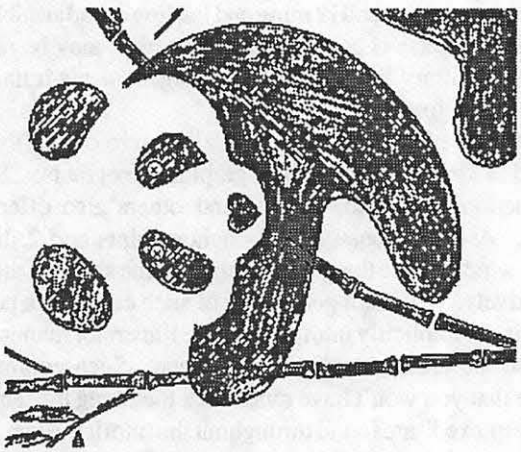
Figure 3



Template



Artwork



Artwork and Template

Preview of Final Illustration

can be specified using a dialogue box. Text is entered and edited in a text box like in FreeHand. Other features include Moving, Duplicating, Splitting and Connecting, Scaling, Shearing, Reflecting, and Rotating.

Conclusion

Adobe Illustrator broke new ground by providing powerful new capabilities for the graphic artist, but it is not a easy program to master for the casual artist. Mastering bezier curve generation, Adobe style, is worthwhile for anyone who makes their living doing professional illustrations but the casual graphics user will likely be frustrated by the substantial learning curve. While the tutorial, video tape, tips sheet and sample templates go a long way in easing this transition, the casual user may be better off with another application.

When you examine the Illustrator artwork on the gallery disks you have to be impressed by its high quality and what is capable of being accomplished in the hands of an experienced user. Unfortunately most of us are not experienced graphic artists.

In all fairness, Adobe Illustrator was the first of a new generation of illustrator applications. Adobe has recently released Illustrator 88 which provides powerful new drawing tools and color capability and goes a long way to overcome my major objection with the original program.

One such tool is the "autotrace" feature which automatically traces templates thereby eliminating the tedious and un-intuitive aspect of Illustrator. This is also known as "raster to vector conversion" using the bit-mapped template layer. I hope to be able to review Illustrator 88 in a future Bits and Bytes Column.

In the mean time, if you are a professional illustrator seriously consider Adobe Illustrator, but the casual user should consider another program.

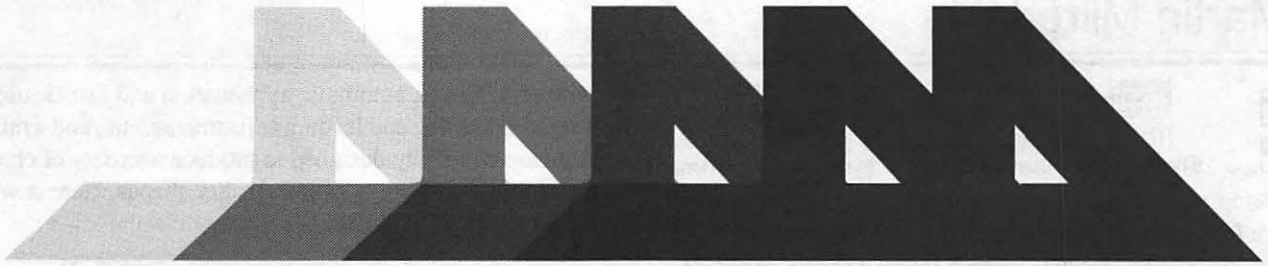
Lynn R. Trusal may be reached at 301-845-2651 for additional information or questions about information in this column. The views expressed here are solely his.

AVSIG (Art & Video Special Interest Group)

by Nancy Seferian

AVSIG members have decided not to hold regular meetings during the summer in order to make plans for the Fall programs. An AVSIG member directory is being published that will include each member's address and phone information, as well as areas of interest. We want to be able to get in touch with each other between meetings to talk about our projects and interests.

The next meeting will be in September and will be an informal get-together to get to know each other, and talk about interests and projects. Bring anything you are working on that you want to share. We will also talk about Fall plans then. The meeting will be on September 21 at 6:30 PM, 1130 - 17th Street NW, First Floor Conference Room, Washington, DC 20036. For further information call (day) 728-5932 or (evening) 333-5817.



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ReadySetShow: Desktop Presentation Package

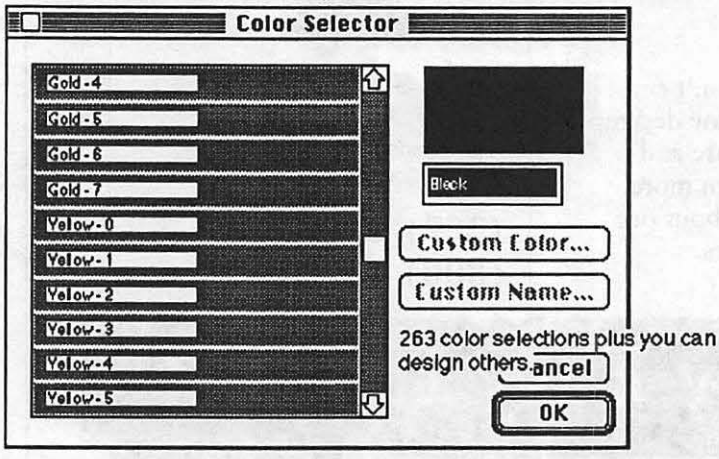
by Martin Milrod

Desktop publishing has been the "darling" new wave of software for the Mac, and while there have been well over 10 different, significant packages which facilitate page layout design and printing, only three, in my opinion, have found common acceptance: ReadySetGo! 4.0a, Pagemaker 3.0 and Quark Xpress (version 2.0 of which will be out by the time you read this.) A recent offshoot of that new wave has been in the field of desktop presentations, the preparation of assorted speaker-assistance presentations such as slides, overhead transparencies and projector displays.

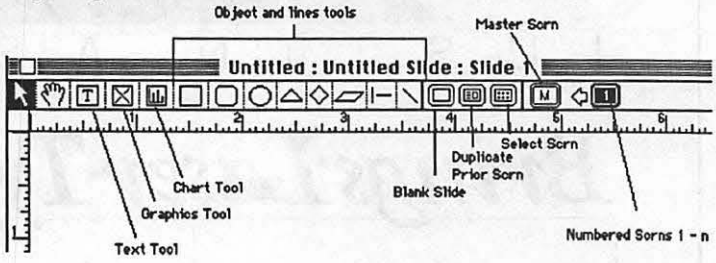
There are four main versions of such software currently: More 2.0, Powerpoint 2.0 (neither of which is available as this is written), Cricket Presents and the newest entry ReadySetShow (RSS) by Manhattan Graphics. (Cricket Software, the producers of Cricket Presents did not provide us with a review copy of their software and this review will, therefore, limit itself to RSS.)

Manhattan Graphics was an old, small, established printing house in New York City when they began their venture into Mac software with ReadySetGo! (RSG). Last year they contracted with Letraset of New Jersey to both market and provide user support for their product; they worked together on RSG upgrade features. Now Manhattan Graphics has, on its own, produced RSS and one can view this product as a harbinger of where the next version of RSG is going.

RSS, together with all other desktop presentation software, provides for (1) full color support (RGB, CYMB, Pantone, etc.) color separations, (2) Mac-to-projector slideshow presentation, (3) easy preparation of graphics-in-miniature handouts, and (4) note handouts geared to specific graphics. It allows for full reproduction directly to 35mm slides (9 x 6), for overhead transparencies (7.5 x 10), including 256-color choices (viewable on the MacII,) and the ability to create and name custom colors.

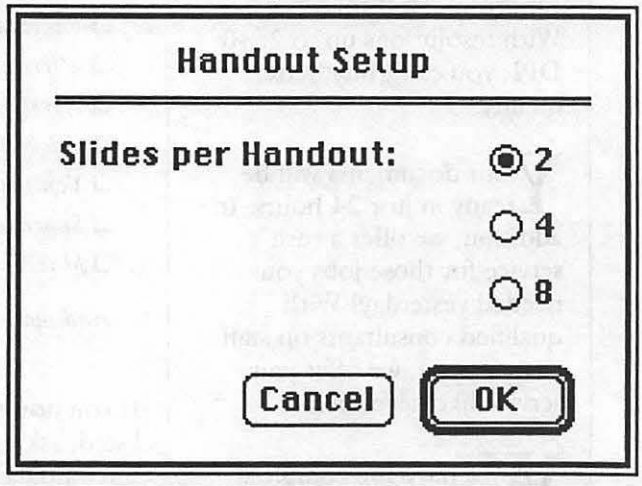


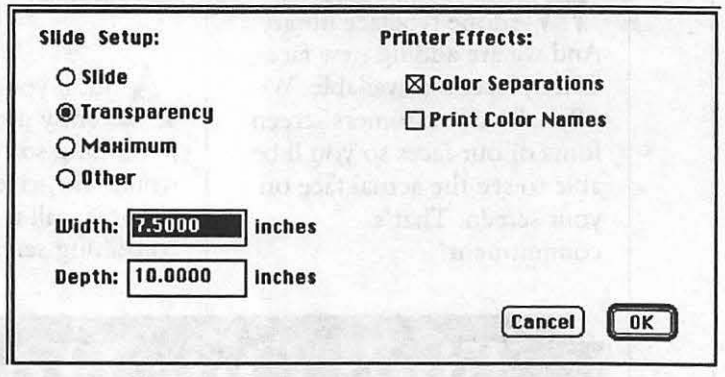
Importation of a broad range of file styles (TIFF, RIFF, Pict2, Pict, EPSF, etc.) and ease of importation of data are efficiently handled in RSS. In fact, convertibility and flexibility are its hallmarks in many areas. RSS has a neat built-in word processor with style sheets, automatic hyphenation and justification, tabbing, full kerning and leading adjustments, etc., and a miniature database capability designed to produce a variety of charts and a rather broad range of object-quality shapes. Here is what the opening menu looks like.



Like its sister software, RSG, you layout "blocks" for either text, graphics or charts on a slide. You can then immediately enter the appropriate materials and assign a color to it. By using the "Master" screen feature (the icon with the letter "M" in it) a preset format could then be available for future slides, including an optional "screen" or "page" numbering system.

The handout and slide productions options are slick.





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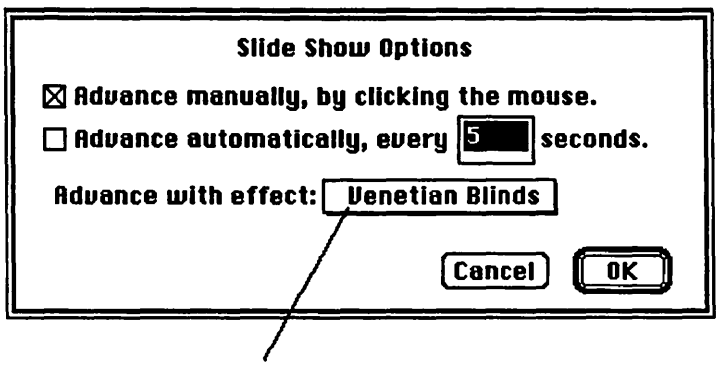
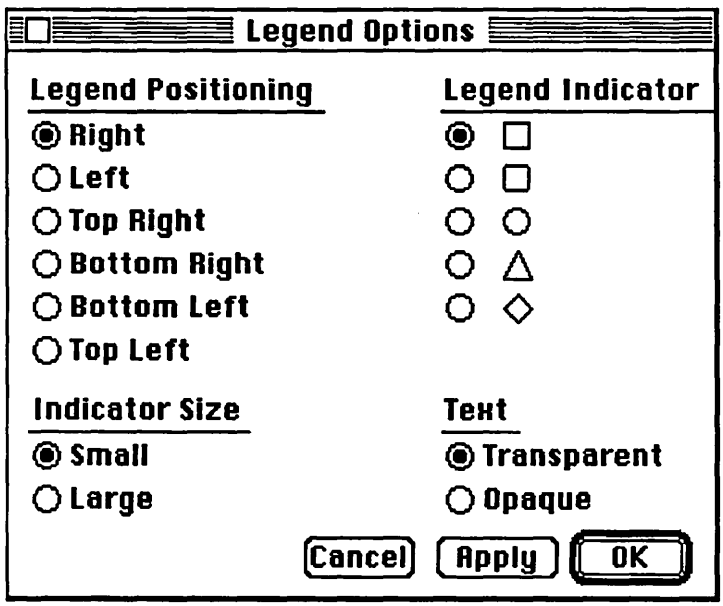
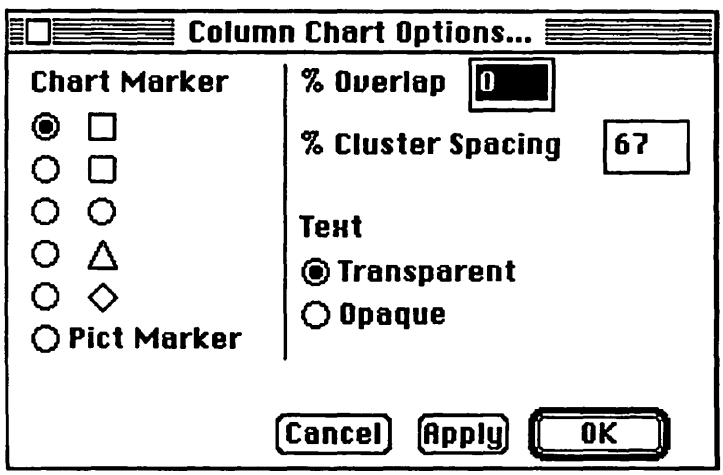
Slidemaker choices include:



Broad range of slide-changing effects are available.

And an attractive range of charting controls are also available:





What does one do with all of these attractive slide products or overhead transparency "films?" Well, like service bureaus for typesetting or LaserWriter production, there are a host of slidemaker service bureaus to whom your "slide" versions can be sent on floppy disk. For some $5-$20 per slide you can get response in as little as 24 hours. Special drivers may be needed to produce these "slides" efficiently, but you should look forward to the emergence of an industry standard for the production of such presentation materials.

In sum, this area is a newly developing area of Mac use. You can look forward to a developing standardization—we hope—in terms of postscript or postscript-like drivers to physically produce slides and transparencies. Several hardware peripherals now exist which do this, but they cost somewhere in the $4,000-$20,000 range, and can be hooked up directly to your Mac.

It's a nice, sweet package and your consideration of this is recommended.

Manhattan Graphics Corporation, 401 Columbus Avenue, Valhalla, NY 10595. ReadySetShow retails for $395, but Letraset USA, who now markets RSS, will introduce the product at a special rate of $295.

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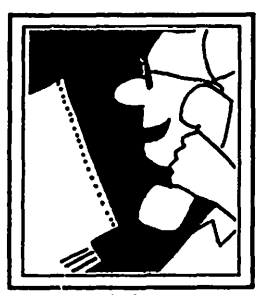

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MUSEMENTS™
by Fred Seelig

A WAP Picnic Next Summer?

Next year will be the fifth anniversary of the appearance of the Macintosh. Ought we not celebrate with a picnic? It would be for the whole Apple Pi organization. The Apple folks in our organization can celebrate *something*. Like the seventh year of the Apple ///, or something like that.

But this idea is very exciting to me for a number of reasons, not the least being that I would like to meet some of these creatures in the flesh. Like, what does Ron Wartow really look like? Is there a real Eric Rall (as in, moderator of the most lively bulletin board on the WAP TCS)? What about all the TCS gnomes, the people responsible for the maintenance of the Corvus hard disks, the ones that crash if there's a thunderstorm within a continent or major landmass of ours. Do these people ever see the light of day? Do they have white skin, or is it beyond white? Could it be translucent?

The logistics would be intriguing, too. Would the picnic organizing committee be worried about normal things, like picnic areas, grills, and softball diamonds? Or would they have to find a picnic area with 1400 electric outlets, so that we could all bring our computers and show off our software while munching down grilled dogs and beer? What would the food be like? Would we eat normal picnic fare like potato salad and hamburgers? Or would the food be like Twinkies and 7-Eleven Big Gulps?

Do WAP picnic goers have normal families? Are they mostly married? Or are they single with bumper stickers on their cars that say, "I'd rather be living with a Macintosh"? Do married people have kids that swap Apple IIGS programs like other kids swap baseball cards?

Do you think that one or two ingenious members could get IBM to sponsor this picnic? Would it be possible to have Blue Suits pass out plastic bags with PS/2 logos on them? I know that I could easily talk my 5-year-old into loading up her squirt gun and then train her to hose down people that look like they work for Big Blue.

Softball? Frisbee? Would it be reasonable to assume that our members have a modicum of athletic ability? Or not? Are we all hopeless non-jocks? Did we all have wonderfully high SAT scores and "D"s in high school phys ed? Would a WAP picnic of a thousand or so people have trouble rustling up two dozen people that could (1) connect a bat to a pitched ball, or (2) connect a glove to a pop fly, or (3) provide infield chatter? HINT: "Heyyyyyyyy battabattabatta," is chatter, while "Did you hear that Apple is going to release System 7.0 next month?" is not. I'm betting on finding at least a handful of sun worshippers who can drink beer and throw Frisbees at the same time.

The Washington Apple Pi has needed a picnic. Enough of garage sales already. Next summer let's plan on having the biggest outdoor Apple users group bash ever. We'll invite John Sculley for a cherry pie eating contest. Bill Atkinson can fly out and take a hyper rest and indulge in hyper potato sack races. The Acius software wienies can race their model cars. Bill Gates we'll invite swimming, all 110 dripping wet pounds of him. We'll have loads of games, and we won't mention computers all afternoon. I think.

If you're with me on this one, just fill out the coupon below, and mail it in to: The Washington Apple Pi, 8227 Woodmont Ave, Suite 201, Bethesda, MD., 20814.

Whoever is in charge over at the
Washington Apple Pi
8227 Woodmont Ave., Suite 201
Bethesda, MD. 20814

☐ Yes, I'd like to see the WAP organize a picnic next summer.
☐ No, I'd rather stay home and watch the grass grow.

Don't Throw Out Your Copy of FullPaint Yet

MacPaint II was recently released by Claris. It has all the bells and whistles that you wanted in the original versions of MacPaint and FullPaint: multiple levels of magnification, tear-off menus (the newest wrinkle in the Macintosh user interface), multiple windows, scrollable windows, cursor autoscroll, color, etc., etc., etc.

What it ain't got is speed. In MacPaint, when you did something with the mouse, what you saw on the screen happened instantaneously. In MacPaint II, there's a noticeable delay between what you do and what the screen shows that you do. It is highly irritating, for example, to enclose an area with the selection rectangle and have to wait for the screen to catch up with the mouse.

The kick to MacPaint was that all of your actions resulted instantly in something happening on the screen. To get a microprocessor-based program to do MacPaint's retinue of graphical operations in real time was quite a feat. Bill Atkinson, the creator of MacPaint and HyperCard, worked very hard developing hand-crafted assembly language code that would allow MacPaint to be so responsive. MacPaint II takes away this major software victory. Claris has given us everything but the kitchen sink with MacPaint II, but in so doing has taken a gigantic step backward in usability.

So hang on to your copy of MacPaint, or FullPaint if you have that. Believe me, in many ways, the older versions work better than their modern-day counterparts do.

The Macazine has the Clapp

It's true. Faithful readers of *MacUser* were stunned when their fave columnist (besides John Dvorak) was no longer in his slot. Doug Clapp moved over to the *Macazine*, a rag that didn't seem to have the muscle that *MacUser* had. But there have been big changes over at *MacUser* , not the least of which was the demotion of Steven Bobker from editor-in-chief to a position called "chief scientist." How can a magazine have a chief scientist? Does that mean there lots of little Indian scientists there, too? You figure it out. Steve B. ran the funniest, most readable computer mag when he was at the helm. The new editor

contd.

is some pointy head named Fred, I am ashamed to say. Things are getting more straightlaced there, more conventional, more like *MacWorld*. (Quick! Make the sign of the cross to ward off a possible party appearance by Dave Bunnell!)

Don't Trust Word 3 Math

Try this within Word 3. The expression

$1075.32 - (156.98 + 101.78)

is calculated by Word 3 to be equal to $1020.12. A quick check of this sum shows that this ain't so. The inner sum is 156.98 + 101.78, and this equals 258.76. However Equation (1) is calculated to be neither 1075.32 - 258.76 (= 816.56), nor is it 1075.32 - -258.76 (= 1334.08).

Instead, Word calculates this expression to be (1075.32 - 156.98) + 101.78, which happens to equal 1020.12. It also happens to defy all accepted addition and subtraction protocols.

So, beware. Never trust calculations done in Word.

QuicKeys

CE Software's latest offering is a $99 gem called QuicKeys. Buy QuicKeys. It will change your life if you use a Macintosh. QuicKeys was ably reviewed by Louis Pecora in the February issue of the *WAP Journal*. QuicKeys is as wonderful as Mr. Pecora described. It is fast. It is reliable. It is easy to learn. It is software as good as any Macintosh software available. For a guy that was hopelessly confused by Tempo, this key redefinition program is It.

You writers out there, pay attention. Do you write a lot of dialog? Then use the Double QuickQuotes option. Redefine the old double quotes key (") as Double QuickQuotes. This automatically gives you open quote marks (") before your dialog and close quote marks (") afterwards. A wonderful touch. If you do nested quotes you're on your own.

Hate to use the Option-Shift-] key combination for a good apostrophe? No prob. Use the Alias... option and redefine the old single quote key (') to be Option-Shift-]. So you can write **can't**, not **can't**. Elegant.

And it goes beyond that. ⌘-Option-. (period) turns off QuicKeys if, for example, you need to use the regular single and double quote marks. My height is 5' 11", not 5' 11".

Want to see what your QuicKey definitions are? Type ⌘-Option-spacebar. A screen displays your key redefinitions. Want to enter another QuicKey without mousing up to the Mac and calling QuicKeys through the Control Panel DA? Simple: ⌘-Option-(return key).

The best thing about QuicKeys is that it's MultiFinder compatible.

Only two drawbacks to QuicKeys: You can't define a key to reliably rotate between applications when you use MultiFinder, and you can't always restart to Finder by holding down the ⌘ key during startup.

A QuicKeys peculiarity in FullPaint has also surfaced. FullPaint won't permit three window settings to be defined. I had hoped that I could assign ⌘-N, ⌘-M, and ⌘-F for the three window settings, which I have always called the Normal, Menus, and Full window settings. However, QuicKeys doesn't work.

QuicKeys has two options when you are defining commands with mouse positions. You can define mouse commands relative to the screen coordinates or you can define them relative to the active window. The problem is that if you define a command to click on a dialog box or a repositionable window (FullPaint allows the Toolbox and the Palette windows to be repositioned, actually a very useful feature), and you move the window or dialog box around, the QuicKeys position reference is not valid in either coordinate system.

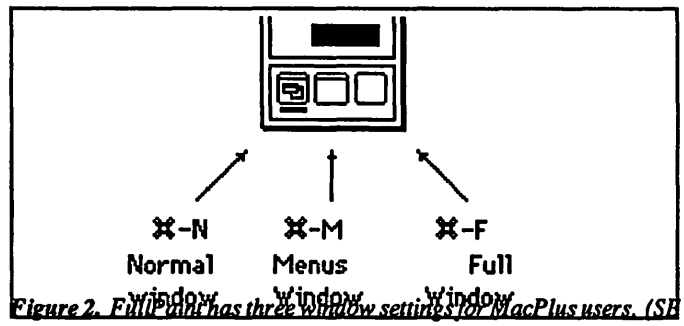

Figure 2. FullPaint has three window settings for MacPlus users. (SE users don't have the three window settings.) QuicKeys cannot be used to define command key equivalents to these window settings.

But enough about the problems. The advantages of QuicKeys far outweighs the disadvantages. If you are a power user, you already have QuicKeys. If you think you're a power user, but you don't have QuicKeys, you'd better think twice. That pimply faced kid in the corner of your office is kicking sand in your face, electronically speaking. He's probably made over his keyboard a hundred times, and he's probably laughing at your finger contortions when you're typing within Word3. If you don't get QuicKeys soon, like Today, he's going to leave you in the dust.

Mac Makes Dent in Real Estate

Fred DeVinney is a realtor for Century 21 Cedarhurst, Inc. He has a Macintosh-based desktop publications center at his house, and it is making a difference in his sales. When other realtors show a house, they hand out copies of the MLS listing that describes the house's features. In contrast, his handout is composed on Ready-Set-Go 4.0 on a Macintosh. It's slick, it's professional looking, and it helps his clients get the price that they want on their house.

Mr. DeVinney has a TOPS network connecting his Mac SE with a DataFrame XP-30 hard disk, a Mac Plus with an internal HyperDrive hard disk, and an AST Turbo Laser Printer. He uses RSG 4 for preparing his "point of sale marketing tools," FileMaker Plus for organizing client names and printing mailing labels, and MacTerminal for access to the Multiple Listing Service, or MLS.

PRC Corporation has a lock on the MLS market. If you want to use MLS, your Hayes-compatible modem must have a special microchip inserted into it that allows the modem to access the MLS. This insertion of the special chip costs money, of course. MLS costs $29/month. *Fred DeVinney, GRI, CRS, Associate Broker, Century 21, Cedarhurst, Inc., (703) 548-7754.*

contd.

Font/DA Juggler Plus

Suitcase lets you add all sorts of fonts and DAs to your System without using Font/DA Mover. Font/DA Juggler Plus does all that Suitcase can do, and also does FKeys and sounds. Font/DA Juggler Plus (henceforth called FDJ+) lets you change the Macintosh beep to other sounds. Mine, when I do something stupid, now plays back a recording of the Three Stooges' Curley saying "Nyuk, nyuk, nyuk," followed by a bop on the head. FDJ+ comes with lots of public domain fonts, desk accessories, sounds and FKeys. If you have a hard disk and absolutely cannot live with any less than 20 fonts and 45 or so DAs, then FDJ+ is for you.

Demo Disk Mini Reviews

I am a sucker for demo disks. If there's a demo disk, I'll either beg for it or buy it. Here are thumbsketches of recent demo disks:

Buick's Demo. Free. Good. The engine animation and sound was a big hit at the office. But don't believe the monthly payment on the spreadsheet portion of the demo.

Managing Your Money. Andrew Tobias' financial program was a huge success in the IBM world. It was nicely modified to use on the Macintosh. This is as good a $10 demo disk as you're likely to find. If the program performs as well as the demo, then this looks like a good program. Retail price is in the $100-200 neighborhood.

MathView Professional. This is a crippled version of a crippled application. MathView Pro should be shareware. The demo disk, with no cut/copy/paste/save abilities, is not worth $10, unless you are seriously considering buying MathView Pro. Then buy the demo and convince yourself to get something else for your mathematical work. Unbelievable as it may be, Falcon MicroSystems is selling this program to Uncle Sam on GSA schedule for $165.

Trapeze. HyperCard stackware. This would be great as an on-line help DA, but as a demo disk it's boring. Would have been better to use VideoWorks II and show, in an animated manner, how you can put text, a spreadsheet, and graphics on one page, in a single Trapeze document. It's too bad, since Trapeze looks like what Excel should have been. Not a good showcase of a good product.

PageMaker 3.0. Nicely done. Free. Uses VideoWorks II to show how a document is composed in PM3.

MiniCAD. There are actually two demos of this Baltimore-based product. One is okay, and the other is fabulous. The one that's good is the one that's advertised for $19. The one that will blow you away is, I think, unavailable for public consumption. If memory serves me correctly, it's a part of a training course created by Diehl GraphSoft for their MiniCAD package. You should call Diehl GraphSoft at 301-461-9488 (Ellicott City) and ask to send you Jim Gray's MiniCAD Hypercard demo.

Warning! VIP Demo Disk Package Caveat!

Do you have all five volumes of *Inside Macintosh?* Do you also have *Macintosh Revealed?* Both the old and the new versions? Are you seriously thinking of buying HeapShow and The Programmer's Online Companion? Do you get all gooey when software wienies talk about optimizing compilers? Do you think that tomorrow, when the conditions are just right, you'll finally screw up your courage to begin programming on the Mac?

If you're like me, you fear programming for the Macintosh. Perhaps it was those pages of calls to memory manager routines, and to disk manager routines, and to God knows what other manager routines, before the program really got going. Every line was important, said the gods of Macintosh software. Every line was inviolate. Had its purpose. Could not be removed. And the order could not be permuted. The order had to be just right, just so. Otherwise you were looking at a very bad System Bomb, one that made tearing sounds come out of your computer's speaker. One that did horrible things to all those little managers In There.

So perhaps this ad caught your eye. The ad said, "VIP Tutorial." For $49.95 you would get the Visual Interactive Programming (VIP) demo disk and a 200 page tutorial/reference book. You would be ushered into Macintosh programming in a very controlled way. The book would give you step by step instructions.

I went this route and came away with two very distinct impressions. Impression #1 is that VIP is a very, very nice way to teach yourself programming on the Macintosh. If you are up on all the theory of the Mac's software machinery, but you just need a friendly program to get you over the fear barrier, then VIP is for you.

Impression #2 is that the demo was falsely represented in the advertisement. You were given the impression that for $49.95 you would be given a self-contained module of learning. But this is quite at odds with what you actually get. The book takes you through the mysteries of such things as windows, graph ports, text handling, menu setups, ResEdit, dialog boxes, sounds, etc. The book is well illustrated and written in an easy to read manner. However, you can do less than half of the exercises mentioned in the book, since the book assumes that you have the full-blown VIP package that mail order places sell for over a hundred dollars. There are several errors in just the first few chapters of the book's manual, and that made it rough sledding.

If you had the full-up VIP package, and the book were carefully edited, then this would be a very pleasurable way to become exposed to Mac programming. As it stands now, however, you should not buy the $49.95 tutorial package unless you are also planning on buying VIP. *VIP, $149.95. Macintosh Introductory Programming, $49.95. Mainstay, 5311-B Derry Ave., Agoura Hills, CA. 91301. 1-818-991-6540.*

What do you call...

...a Mac SE, with a 40 megabyte, 29-millisecond access CMS hard disk drive, a Radius accelerator card with 68881 coprocessor, and four megabytes of RAM? Fast, that's what you call it. Paul Neeley of Clinton Computer put this fine piece of silicon together for a client of mine, and while he was at MacExpo, I was playing on his machine.

Forget the Mac II. This is a consultant's dream machine. The hard disk is mounted in such a way that both slots are left open. And it's quiet. You cannot hear disk access at all.

The speed of this machine is breathtaking. Applications open quickly. Windows appear, not timidly, but aggressively fast. This is what all Macs should be like.

contd.

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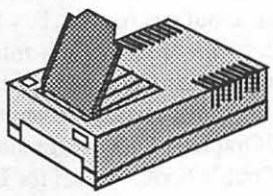

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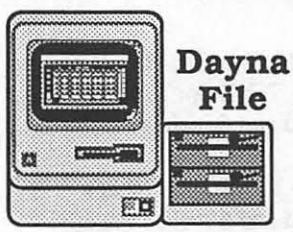

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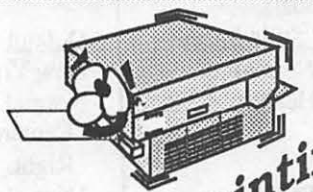

LaserPrinting Over 850 PostScript Fonts Available

Here's a Good Idea...

Our own MacTography in Rockville, MD, has a booklet containing samples of over 800 PostScript font faces available for the LaserWriter and the Linotronic. It's tabbed and indexed and looks like a handsome addition to your Mac library. *PostScript Font Sampler, $49.95 + $4 S/H. MacTography, 702 Twinbrook Pkwy., Rockville, MD. 20851. (301) 424-3942.*

Word 3 Tips

You must repaginate (⌘J) before you can use ⌘G for Go To Page... After ⌘G you type the page number and then press the Return button. This transfers you to the page automatically. Use ⌘Option-[for Scroll Up and ⌘Option-/ for Scroll Down. This replaces the equivalent mouse commands. These commands are still active when you are in Page Preview. This is a simple easy-to-use method of flipping between pages.

What's in the Word Settings Icon

The Word 3 manual, page 344:
"When you start Word, it uses the last settings you chose for the following commands and options. If you haven't changed a setting, Word uses the default setting.

- Styles. If you didn't create or apply any styles, Word uses Normal for any text that you type.
- Page Setup, including printer settings, margins, paper size, and footnote location.
- Section formats, including columns, page number format and position, and header and footer positions.
- Preferences, including unit of measure, and hidden text and printer display.
- Full menus or short menus.
- Show ¶ or Hide ¶,
- Printer choice."

The Word 3 manual, pages 35-39, contains all of the default settings. They are categorized by Character, Paragraph, Page Setup and Section, Style Sheet. There are also preset Environment defaults on page 39. These include Preferences (e.g., Measurements = Inches for horizontal and points for vertical), Menus (short/full, with default being Short Menus), Chooser settings, and Print settings.

The default Style settings are found on page 38 of your manual:

"Style Sheet	Default
Normal	New York, 12 point, Flush Left
Header	Normal + Tab Stop: 3 inches Centered and 6 inches Flush Right.
Footer	Normal + Tab Stop: 3 inches Centered and 6 inches Flush Right.
Footnote text	Normal + Font: 10 Point.
Footnote reference	Normal + Font: 9 point, Superscript 3 points.
Page number	Normal
Line number	Normal
Levels 1-9 for outline heading levels:	
	Level 1: Normal + Bold. Space Before 12 Points.
	Level 2: Normal + Bold. Space Before 6 Points.
	Levels 3-9: Normal + Bold.
Index 1-7 for index entry levels:	
	Normal + left indent that increases by 0.25 inch for each level after 1.
TOC 1-9 for table of contents heading levels:	
	0.5 inches for each level after 1, 0.5 inch right indent, Tab Stops: 5.75 inches.
	Flush Left with leader dots and 6 inches Flush Right.
PostScript	Normal + Font: 10 Point, Bold, Hidden."

Hands-On Microsoft Excel Workbook

Douglas Cobb's group in Kentucky has come up with a darned good workbook for Excel. It's well illustrated. Almost every lesson is self contained. There are from one to ten lessons per chapter. The chapter titles (and selected lesson titles) are:

- Spreadsheet Examples
- Editing Techniques
- Worksheet Functions
- Other Spreadsheet Topics
  - Data Tables
  - The Series... Command
  - The Precision As Displayed Command
  - The Find... Command
  - Worksheet Calculations
  - Iteration
  - Protecting the Document
  - Sharing the Data Between Documents
  - Windows and Panes
  - Printing the Worksheet
- Data Base Examples
- Charts and Graphs
- Macros
  - Macro Basics
  - Using the Recorder
  - A More Complex Macro
  - User-Defined Function Macros

It still doesn't have a great macros section. Your best bet to learn about macros is to buy Douglas Hergert's book, *Microsoft Excel with Macros.* It's full of examples of simple and quite complex command and function macros.

Overlay charts are covered in one lesson in Chapter 6, "Charts and Graphs." There is a far better section covering overlay charts in Cobb's book, "Excel for Business."

A big drawback is that it has no index. Overall, however, this is the way to learn Excel for introductory and intermediate students. You get to read about the problem, then practice on a pre-prepared worksheet that is on the disk that comes with the workbook.

It costs $52 for the workbook, disk and S&H. It's a good deal for someone focussing on Excel. The workbook has not been updated for Excel version 1.5 yet. *The Cobb Group, P.O. Box 24480, Louisville, KY. 40224. 1-502-425-7756.*

contd.

Other Quick Reviews

WordPerfect 1.0 is quite buggy when you try to type multiple columns in landscape mode. If WordPerfect Corporation makes correction to the software (there are quite a few bugs in version 1.0) this could be a contender for Macintosh word processing software of choice in a word processing pool.

Expressionist 2.0 was released at the beginning of July. It has fixed quite a few deficiencies of earlier versions. It allows you to number equations. There is still no auto-renumbering feature if an equation is inserted or deleted in a thesis or a technical paper. MathType, the other equation processor application, is still, I believe, a better program for producing equations.

MatLab for the Macintosh comes in two versions: a crippled version for Mac Plus and SE versions without numerical coprocessors, and one for coprocessor machines like the Mac II and the SE with an accelerator card. Even the Mac Plus version is great. A real boon for engineering applications. Graphics are good. Too bad it's command line oriented. Definitely does not adhere to Macintosh interface guidelines, but still very, very useful for a wide range of scientific applications. Most impressive program I've seen in a while.

MacDraw II is sensational. FileMaker 4 update is quite good. Changes are evolutionary, rather than revolutionary. For most non-business users or owners of small businesses without the need for a fully relational database, FileMaker 4 is all you'll need. The key word is reliability.

Should you decide to read this, Mr. Phelps, you will be doing so at your own risk. As usual, the editor, president and secretary of the Washington Apple Pi will completely disavow all knowledge of Mr. Seelig's authorship. This Journal will self destruct thirty seconds after you walk out of Crown Books.

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	A
1	Excelling On Your Mac
2	Part 22
3	by
4	David Morganstein

This month we'll start with a database problem and then move on to completing the story of the Excel 1.5 update started last month.

Extracting records using a wildcard.

Whenever Chris calls, I can rest assured I'm going to have to spend some time with my nose in Cobb's "Excel in Business" or one of the other good Excel reference books trying to figure out how to answer his question. This call was no exception! Chris had a database problem. As you can see, his almost 1100 record database had a serial number as one of its fields (column L).

	A	B	C	L
1	NAME	COMPANY	ADDRE	SER. NO.
2	AARON, BRYAN M		1132 S W 53	BSY1.1GA3848
3	ADAMS, DEAN E		156 SALEM DR	BSY1.1GA5162
4	ALLARD, MICHEL		152 ST-OLAF	BSY1.1GA4780
5	ALVARADO, GALINDO		10006 FLOYD D	G1188 V1.0
6	ARNOLD, ROBERT S		8421 N W 172	BSY1.1GA5330
7	BARTLOW, DAVID		5351 ENCINO A	G1194
8	BARTNICK, MICHAEL		4513 STERLIN	39Y1.1GA3717
	BEATY, STEVEN R		2207 BERKELE	BSY1.1GA6760
1097	BREEDLOVE, ELGIN		PMRF BARKING	GS254436

Chris needed to Extract all the records whose serial number began in either a "GS" or a "GV". Although the Microsoft manuals do not really explain how to do this, it is a simple matter for Excel.

Before doing any extraction, you must issue a Define Database command after selecting all the rows and columns that constitute your database. Next, you must create a small area called the Criteria containing at least one variable name (the variables are the headings in your database, "Name", "Company", "Ser.No.", etc.) that will be used to define which records are to be in the Extraction. To simplify the Set Criteria step, I always copy the top row of the database, the one with the headings and paste it several lines below the last row of the database. Like this:

1097	BREEDLOVE, ELGIN		PMRF BARKING	GS254436
1098				
1099				
1100	NAME	COMPANY	ADDRE	SER. NO.

To tell Excel which records to Extract, select these newly pasted names (line 1100 in the example) and one or more lines below them. Then issue the Set Criteria command under the Data menu. How do you decide how many lines to include? That depends entirely on what you are extracting. If you are extracting only records beginning with (or containing) one set of characters, you select the labels and one blank row. In Chris' case, he had two criteria, "GV" and "GS". He needed two blank lines below the labels, one for each set of characters. After issuing the Set Criteria command, type in the "GV" and "GS" characters, but follow them with an asterisk, the "wildcard" symbol, to indicate that the search is for Serial Numbers that begin with "GV" or "GS" but may have other characters to follow. You enter:

SER. NO.
=GS*
=GV*

as the criteria.

All that remains is to specify which fields are to be Extracted. If you are making a copy of the entire record, enter all of the labels in a new line below the criteria lines. In this case, that will be line 1103. Select the line containing the labels and issue the Extract command. That is all you need to do. Excel does all the rest.

1103	NAME	COMPANY		SER. NO.
1104	COULSON, ROBERT J		1	GS25000095
1105	ADAMSON, CHRIS		P	GS251038
1106	ACTOR, LEE		1	GS252110
1107	ALLEN, TOM		1	GS257982
1108	ANDERLEY, CRAIG		2	GS255137
1109	AYERY, WILLIAM		R	GS250293
1110	BAIZ, EDWARD		2	GS257902
1111	BASHAM, TIM		6	GS250476

Excel 1.5 Update: Making your own dialog boxes.

Excel 1.5 includes the ability to create a custom dialog box where you can ask for information or have the user confirm actions with OK and Cancel buttons. These dialog boxes can look just like standard Mac dialogs with Option buttons, check boxes, group boxes and scrolling lists.

A "home grown" Dialog box can contain buttons, text, icons, and boxes of all sorts (edit boxes, check boxes, group boxes and list boxes). The box is created from a table containing seven columns of information about each item in the box. There is one row of these seven items for each row in the table. Let's look at an example containing a half dozen items in the Dialog Box.

The required seven pieces of information appear in columns B through H. I have placed labels in rows 5 and 6 just to explain the purpose of each column. Each row, from 8 to 13, represents a different item in the Dialog Box. Column A describes each item, as with rows 5 and 6, it is not used by Excel. I added it for clarity. The first piece of information, column B, describes the type of item. For example, a "1" indicates a Default OK Button (by Default, we mean it is highlighted on the screen and is activated by hitting the Enter key). Columns C and D contain the Horizontal and Vertical position of each item relative to the upper left hand corner of the box. The first item in the table, row 8, indicates the size of the box and it's title, if one is used. My dialog box is called "My Dialog Box" (see cell G8 for the title). Columns E and F contain the Item's Width and Height. My example is 213 pixels wide and 247 pixels high. The sixth column contains text if any is associated with the item. The "Cancel Button" in row 10, a type 2 item, will have the word "Cancel" appearing in it. The Combo List Box in row 16 requires a table of entries, as you will see. The text field for it is a reference to cells R8C9:R11C9, otherwise known as I8:I11. In those four

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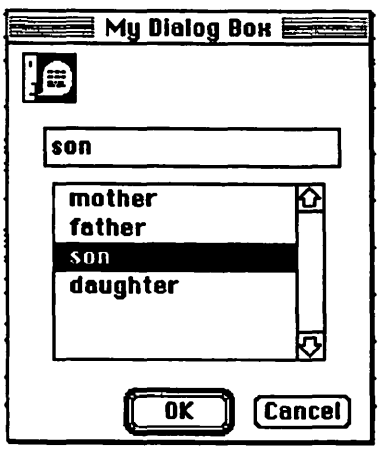
cells you see a table of entries, "Mother, Father, Son, Daughter". When we see the result, the meaning of this table will be clearer. The last column of the table, column H, contains either the initial value for an item or the result of using the Dialog Box, the "returned parameters". In column H row 11 you see the word "son" and in row 13 the number 3. We'll see what those mean shortly.

	A	B	C	D	E	F	G	H	I
5		Item	Horiz	Vert	Item	Item	Text	Init	
6		No.	Posn	Posn	Width	Height		Result	
7									
8					213	247	My Dialog Box		mother
9	Default OK Button	1	73	219	56	20	OK		father
10	Cancel Button	2	145	219	56	20	Cancel		son
11	Combo Text Box	6	21	53	175	22		son	daughter
12	Icons	17	8	6	32	32	2		
13	Combo List Box	16	27	88	160	114	R8C9:R11C9	3	

Take a look at the resulting Dialog Box. You see the title, The OK and Cancel buttons, the Combo Text Box with the text "son" and the Combo List Box with the entries "Mother, Father, etc".



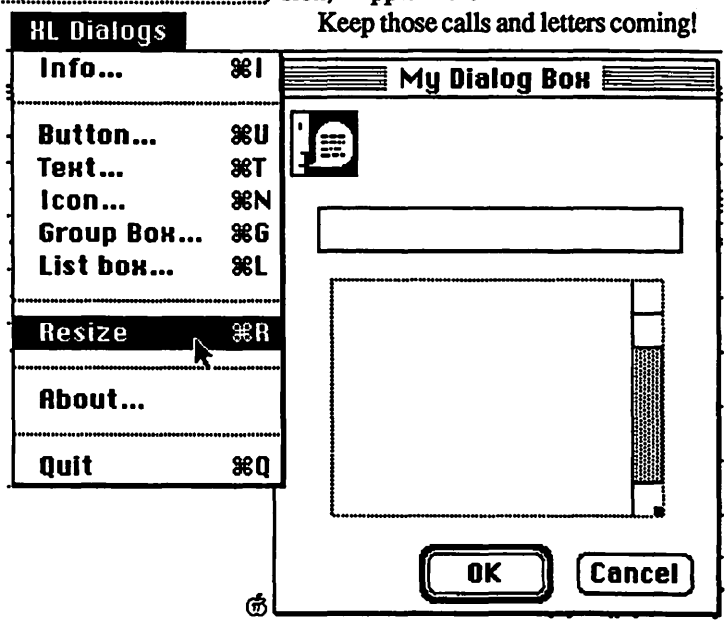
You use the box by clicking on an entry in the list. When you do, the entry appears in the text box at the top. Re-examine column H of the table and you will see the word "son" and the number 3. These values entered by Excel after the user clicked on the word "son". The three indicates the third choice of the list was selected.

Your first reaction to creating a Dialog Box might be that it seems difficult or tedious to put together the table of constants needed. Actually Microsoft has made the job easy in two ways. First, you don't need to enter the position and size values for any item. If you leave them out, Excel will use default values. The first item in the list will appear in the upper left hand corner of the box, the second item will be placed below it. If this method doesn't fill your creative needs, version 1.5 comes with a Dialog Box editing desk accessory. With it, you can create any box you desire, placing buttons and boxes where you like. When you are done, you issue a Copy command, close the DA and do a Paste in an Excel macro sheet. The required table will be entered automatically for you!

Below is the Dialog Box DA in action creating my earlier example.

All I had to add was the text in column I that was to appear in the scrolling box. Microsoft has made the process of creating custom Excel Dialog Boxes as easy as, if you'll excuse the expression, "Apple Pie".

Keep those calls and letters coming!



EXCEL SIG REPORT

by Larry Feldman

The Excel SIG meets on the 3rd Wednesday evening of every month at the Pi office. Primarily what we do is try to answer each other's questions. The Pi's hardware makes it possible for everyone in the room to follow the discussion (a Mac + and overhead projector and whatever the third gizmo is called that hooks the projector to the Mac and throws the screen image onto the wall.)

The meetings have assumed a certain pattern. Things tend to get kicked off by one person posing a question or problem, often a complex one, which has arisen in an actual work context and another responding in an extended fashion. From there the discussion takes on a life of its own and moves at a very high energy level for two or more hours.

To give you some idea of how it flows, in June the discussion started with a question of linking technique (again) involving an inventory data base with billing and accounts receivable forms. A lengthy discussion/debate ensued as to whether linking work sheets through formulas or macros (to over simplify some) was the more appropriate mode of dealing with the issue.

One perceived problem with linking, say a payroll work sheet, as a dependent document to an employee information data base is that when you delete an employee record you get blank rows in your work sheet. Yes. No. Maybe. Depending. So we wheel out copies of the business templates from Layered (that come with the Notes For Excel desk accessory) and start playing what if projected on the wall.

In the course of this part of the conversation we got a side lesson in the value of using arrays and range names in linking formulas if that's the direction in which you are going to go. Somewhere around in there a question about the meaning of an error value came up causing us to look up error values in Notes for Excel, a ready reference work in DA form.

Then we paused for a 15 minute demo of Notes for Excel. Which led to some by-play about the relative worth of the Cobb and Hergert books as Excel reference materials. Somehow this

contd. on pg 61

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MACFLOWING ALONG

by Mike Dewey

There are still many of us around who remember the old agonizing days of computing. That was the time when we lived with batch jobs, JCL, two-hour turnaround, computer cards and flowchart templates. I particularly loathed doing flowcharts. For uncounted hours I sat with a small rectangle of plastic with IBM's (arrgh!) name on it, tracing out boxes, diamonds, circles and abstruse geometrical shapes. Not only was flowcharting tedious, but the smallest change in the program being flowcharted required erasing your previous work and trying to squeeze in the new symbols. It seemed like such a waste of time, and was.

Now don't get me wrong. Flowcharts can be a useful tool. As a pictorial tool, they can replace a thousand words of text describing complicated operations. However the problem has always been that they are hard to draw and are a pain to keep up to date. Well, as you might expect, someone has come out with a program that makes doing flowcharts many times easier. MacFlow from MainStay Software has done the trick.

MacFlow is a program which, simply put, helps draw flowcharts. It allows you to place flowcharting symbols, label them with text and connect them with lines. However, that's not all there is to it. MacFlow makes it easy.

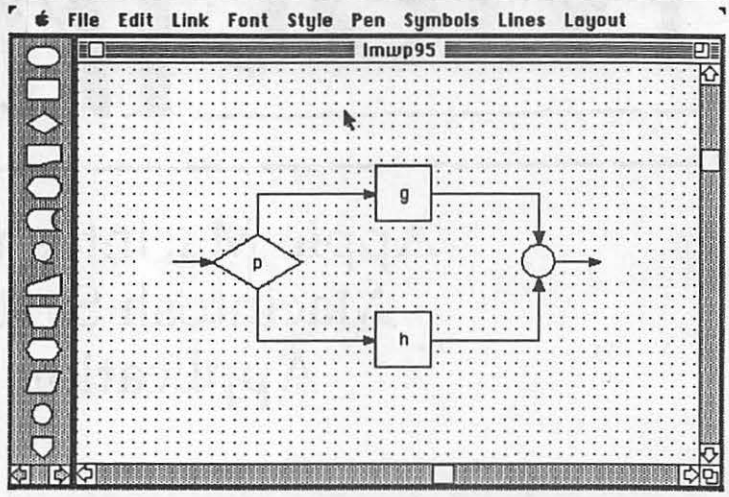
Flowing Along...

To draw a flowchart you need only double-click the MacFlow icon, which brings up a blank window in which you construct your flowchart. Standard flowchart symbols are located on a symbol palette to the left of the drawing area. You simply move the cursor over the symbol you want, click, hold and drag the symbol to where you want it and let go. Click inside the symbol and the standard text entry cursor appears inside the symbol. Type away with the text you want. If it doesn't fit, just click on a border, then drag until it does. To draw a line between two symbols, click and hold in the middle of one of the symbols, (generally the source) and drag to the destination symbol. A line appears and when you let go you have a connection between the two symbols. Click on the line and you can label it with text. Do the previous steps as many times as you need and voila!, you have a flowchart.

Now let's say you aren't happy with the placement of some of the symbols. Just click on an edge (not inside—you end up with selected text) and hold the mouse down. By dragging, the symbol moves and any lines attached to it come along with it. In MacDraw, whenever you move a symbol, lines that were attached remain hanging there in space. This ability of MacFlow to keep lines attached didn't bring tears to my eyes, but it did make me regret the ill-spent time of my flowcharting days.

Flowing Features

Of course, there are plenty of other features, each allowing you to modify the appearance of your flowchart and make the job easier. When you place or move a symbol, if you have the grid on, the symbol snaps to the nearest grid point. The grid can be set to 4x4, 8x8, 16x16 or 32x32 pixels (one pixel = 1/72 inch) and can be displayed on the screen with a dot at the grid intersections. It can also be left invisible or even turned off.



A Flowchart showing grid and symbol palette

When you select a symbol from the symbol palette and resize it on the screen, the palette remembers the new size. The next time you pull that symbol from the palette, it will be the size you last set it to. This way of customizing the symbols is very handy and saves resizing every time you use one.

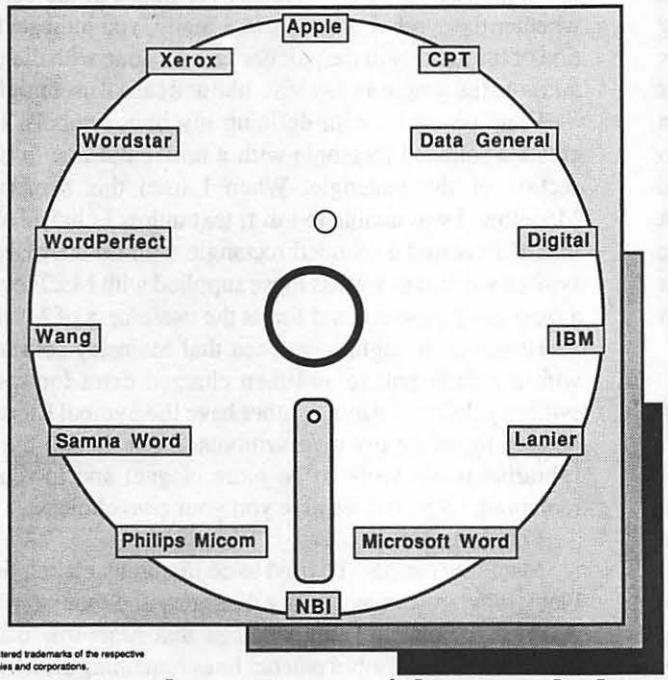
Lines can have one of five different shadings (including invisible) and four different thicknesses. A line can have no arrowhead, an arrowhead pointing either way, or arrowheads pointing both ways. Also when drawing a line from one symbol to the next you don't have to go directly. A line can have bends in it and MacFlow knows when you've finally reached the destination symbol and puts on the arrowhead. However, let's say you want a line that goes to nowhere, for whatever reason. You click on the source and drag a line out. When you let go and select some other symbol, your line disappears. It turns out that you can only have lines which start or end at a symbol. To create the appearance of hanging lines you put some arbitrary symbol at the head or tail of the line and select that symbol to have an invisible border.

Text is easy to place by clicking the mouse on a symbol or line. Text placed on a symbol is centered vertically and as you type, the increasing body of text remains centered. The default horizontal justification of entered text is centered, but you can change it via the style menu to right- or left-justified text. The text font and its size can be changed also. As you type, if a line of text is too large for the symbol, it automatically wraps. However, if there is too much text, the last part of the text disappears down below the symbol. To regain the lost text, either use less text or resize the symbol to be larger. Highlighting text works just as in a normal text editor, i.e. double click to select a word, click and drag to select larger portions of text and so on.

Text placed on a line between two symbols is centered on the midsection of the line. It doesn't wrap so you must hit return when you want to move to a new line. Also, text on a line can only be center-justified. If you select left- or right-justified, the text will disappear. If you click off the line somewhere, then back on the line, the text will reappear but will remain center-justified.

contd.

Can all these word processing systems interchange formatted documents?



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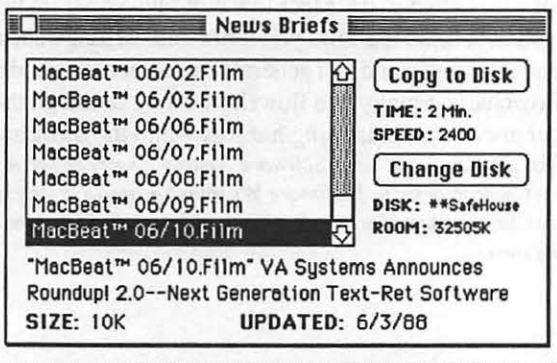

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Also the text hides the section of the line below the text, and as best I can tell, there is no way to have the missing part of the line appear or to move the text to the side of the line. I got used to this—it ain't a bug, it's a feature.

To place unlimited amounts of text on a diagram requires some trickery. Under the layout menu, you can specify two arbitrary text strings to be placed into your diagram. But, mind you, only two of them, and they can only be edited via a dialog box. They are not for labeling symbols and flows, but are for putting in text like the author's name and address or other miscellaneous information. The best way to put in text in MacFlow is to place a rectangle where you want the text to appear, set its outline to be invisible and place the text inside the invisible box. This is the way the manual says to do it, but somehow it strikes me as being shaky. You could also move the whole diagram to MacDraw via the clipboard and modify it there. However, you can't bring it back as a flowchart into MacFlow; it will be treated as one large symbol.

Flowcharts within Flowcharts

Another problem with the old ways of doing flowcharts was the mess that occurred whenever flowcharting any non-trivial program. There would be page after page with off-page connector symbols pointing elsewhere into the vast morass. MacFlow gives a mechanism to avoid this problem. Any symbol can be linked to another MacFlow drawing allowing you to create a hierarchy of flowcharts. This mechanism can be used to contain more detail about the symbol, or be the flowchart for a subroutine or anything else you can think up. This feature makes MacFlow more than just a program that draws flowcharts; they can be organized and related to one another as well.

Once you have selected a symbol, you can create a lower level for it by selecting the Zoom option from the Link menu or by double-clicking the symbol. A new window will appear with its title being the same as the text in the symbol you clicked. You can start entering in symbols and performing other flowcharting activities.

However, once you end up with a diagram with several levels of detail, it can be difficult to find out where you are. By this I mean I couldn't find a command to move up a level or to show the diagram tree. This can be a problem if you have several windows on the screen and are unsure which is the level from which you came. To get back to the previous level you must find the window for it and click to bring its window to the front or you can select the Zoom To... command to move to any other diagram (except the top). But again, you must remember what path you followed down the hierarchy to know how to move up one level.

Making Your Own Symbols

You can import your own custom symbols into MacFlow in either of two ways. First, you can use the clipboard or scrapbook to paste a picture. However, using this method puts a symbol into MacFlow which is surrounded by a box. You can't run lines up to your symbol, only to the box which encloses it. Also the symbol won't appear in the palette. A better way to create custom MacFlow symbols which appear in the palette and be resized and used just like the standard MacFlow programs is available using the Symbol Librarian program provided with MacFlow.

Let me say that the Symbol Librarian isn't the smoothest Macintosh program around. If you enjoy ResEdit, you'll love the Symbol Librarian. Basically, you create your new symbol in a "draw-type" program like MacDraw then copy it into the clipboard or scrapbook. Next, enter the Symbol Librarian and paste the symbol in. You then set up the size and placement of the area into which text will go. Next you lay out where lines can go into each of four different sides for the symbol. After that, you define the default size, the curvature of the pixels at the corners and whether the symbol is resizable. Finally, you indicate the position of the symbol in the palette. This all done with dialog boxes and is not as simple and as Mac-like as a casual user might desire.

I had problems with defining my own symbols. I tried to create a rounded rectangle with a horizontal line in the upper section of the rectangle. When I used this symbol within MacFlow, I was unable to insert text unless I clicked above the line. If I created a rounded rectangle with no internal line, my symbol worked as well as those supplied with MacFlow. This is a frustrating problem and limits the usefulness of MacFlow.

However, it might have been that Mainstay sold MacFlow with a default palette and then charged extra for specialized symbol palettes. I'd much rather have the Symbol Librarian and be able to define my own symbols. Even though the Symbol Librarian needs work to be more elegant and to remove the remaining bugs, it does give you your own choices.

Finishing Up

MacFlow can also be used to do hierarchy charts, functional block diagrams, object-entity diagrams and many other block-oriented drawings. The advantage that MacFlow offers over MacDraw is the symbol palette, lines remaining attached and all the other various and sundry features that MacFlow offers in being tuned towards producing flowcharts.

At $195 list, it seems to offer a large amount of functionality for a relatively modest cost. It could cost a little less, but if you use mail order you can get it for less. But, by saving me one day's work, it pays for itself easily.

For those of you familiar with Design by Meta Software, I found MacFlow to be easier to use mainly because MacFlow is less complex (and less powerful). Unfortunately, Design is very modal. For example if you enter line-drawing mode, you can only draw lines until you select another mode. I dislike modal programs because their inherent lack of flexibility restricts me to what the programmer wants me to do at that point. Perhaps Design is better these days; I have a demo version dated July 1987. In any case, MacFlow feels like a Macintosh program and you'll have no troubles with that part of it.

Do I recommend MacFlow? You bet. It makes generating and modifying flowcharts much easier. If you have more than one page of a flowchart to do, MacFlow will save you from wasting your valuable time. It allows you more time writing code rather than documenting it and still generate useful, accurate and up-to-date flowcharts. Finally, the flowchart template can go the way of other ancient programming hazards—into the trashcan.

Mike Dewey works as a Software System Engineer for a Large Defense Contractor in the Baltimore-Washington area. He longs for the day when he can use a Macintosh at work without having to continually haul his own in.

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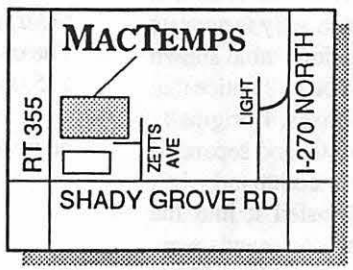

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QuickWord™ Version 2.0

by William R. Arndt, Annapolis Apple Slice

QuickWord™, Version 2.0 is a glossary desk accessory made by EnterSet Incorporated, 2380 Ellsworth Street Berkeley, California. It can be installed in any Macintosh system with Apple's Font/DA Mover application. The Desk Accessory occupies 32K of space. Once invoked, the Desk Accessory instantaneously replaces abbreviations with expanded text as you type. The application stores abbreviations in a data file which you store in the system folder. This data file must be named QuickWords™ in order for it to be automatically loaded when you invoke the application via the Apple Pull-Down Desk Accessory Menu. You may also have an unlimited number of other data files, but they must be loaded individually from within the application.

Desk Accessory

Data File

I found QuickWord to be useful primarily in word processing, but it may be useful for many in any entry intensive application, such as a data base or spreadsheet application. QuickWord is now compatible with the following hardware and software from Apple: the Macintosh Plus, SE and II, running System 4.2 and Finder 6.0 and/or Multifinder 1.0.

Once you invoke the Desk Accessory, an abbreviation table appears in the lower portion of the Macintosh's screen and QuickWord installs its own menu to the right of the current application's menu. A sample abbreviations table is shown below:

QuickWords™

abbr	abbreviation
abbrev	abbreviation
abbrevs	abbreviations
abbrs	abbreviations
adr	æBWashington Apple Pi, Ltd.08227 Woodmont AvenueSuite 2010 Bethesda, MD 20814æB
apo	APO New York
appl	application
appls	applications
approx	approximately
appt	appointment
apt	apartment
asap	as soon as possible

To begin typing, simply click on your word processor document window to make it active. The window containing the QuickWord abbreviation table moves to the background, but the application continues to analyze your typing. If it encounters any of your abbreviations, followed by a space, tab or return, it automatically expands the text, and at a substantially faster rate than a person can type. The sample abbreviations table shown above also includes the address of the WAP. You will notice that lines in the address entry are separated by boxes. I originally entered this text in Microsoft Word, Version 3.01 and separated the lines with the so-called "new line" command, i.e., shift+return. When I copied this text and pasted it into the QuickWord abbreviations table, the new-line commands were represented as boxes. You will also notice that the address abbreviation is preceded and ended with the "æB" command group. This command group toggles the Microsoft Bold command on and off. When the abbreviation "adr" is entered into a word processor document, and followed by a space, tab, or return, QuickWord automatically expands the text to read as follows:

Washington Apple Pi, Ltd.
8227 Woodmont Avenue
Suite 201
Bethesda, MD 20814

Other embedded formatting commands for Microsoft Word, Version 3.01 are: italic and underlined, represented by the command groups "æI" and "æU".

The QuickWord Desk Accessory menu will allow you to close and load different abbreviation tables, "save" and "save as" tables, deactivate the Desk Accessory, hide the abbreviation table, sort and finally print the abbreviation table. A sample of the printout style is attached as the last page of this document. It was created by sending the printing to a disk file using Glue™, and then copying the page into this document.

To enter abbreviations in the table, simply activate the table window, click at the end of the last expanded text entry, and hit the return key. Type your abbreviation, which can be up to eight letters long. Then hit the tab key and enter your expanded text. You may have multiple line entries, by simply inserting either returns, followed by tabs or "new-lines" as shown above. You may also enter tabs within your expanded text. You can either save your table using the default name QuickWords, or use the "save as" menu selection to give your table a new name. If you attempt to quit a word processing session without having saved your table changes, QuickWord™ will prompt you with a dialog box asking you if you want to save your changes.

For those times when you want to deactivate QuickWord, you simply type the command+delete key combination. The Desk Accessory insert a small lightning bolt symbol to the left of the Apple menu to indicate if it is active. The absence of the lightning bolt indicates the Desk Accessory has been deactivated. This lightning bolt does not conflict with my "Pop Keys" menu which also occupies the same spot to the left of the Apple menu.

I tested QuickWord version 2.0 and found it to be stable with all of my commonly used word processor applications as well as my extensive collection of other desk accessories and INIT's. I believe EnterSet has done a fine job of up-dating an already fine Desk Accessory.

The QuickWord Desk Accessory is available from most mail order firms specializing in Macintosh software for under $75.00. The up-grade to version 2.0 is available from EnterSet for under $25.00.

If you do a lot of word processing, QuickWord will prove to be invaluable.

contd.

QuickWord	the Expansion from table: QuickWords™	Page 1
abbr	abbreviation	
abbrev	abbreviation	
abbrevs	abbreviations	
abbrs	abbreviations	
adr	aBWashington Apple Pi, Ltd.08227 Woodmont AvenueBSuite 2010 Bethesda, MD 20814aB	
apo	APO New York	
appl	application	
appls	applications	
approx	approximately	
appt	appointment	
apt	apartment	
asap	as soon as possible	
ave	avenue	
blvd	boulevard	
char	character	
chars	characters	

Sample QuickWord™ Printout Page

Excel SIG contd. from pg 54

was followed by a series of mini tutorials: using Option-Enter to make simultaneous data entries in a range (e.g. a formula in multiple cells); building formulas with mixed absolute/relative references and using Option-Enter to construct a table; accomplishing the identical thing with a single array formula.

Those were the highlights.

Coming in August: An Overview of Version1.5 and a Preview of 2.0 Tom Cavanaugh, proprietor of TC Solutions, which does micro training and application development, will give us a capsule view of what MicroSoft intends to do for and to us next.

MacNovice contd. from pg 33

"DeskZap" to "close an open file" before being able to reopen your crashed FullWrite document.

One more peculiarity of FullWrite Professional: After a session with FullWrite, you will discover in your System Folder one or more FullWrite documents with strange names (such as VM56345). These documents are "empty" (they don't take up any space on your disk), but they *do* clutter your desktop. They may be discarded without fear. They are apparently part of FullWrite's "virtual memory" (VM) system of keeping track of chapters in your document. The developers should instruct their program to erase these files when they are no longer needed.

On balance, FullWrite's features appear to outweigh its quirks. It has produced some fantastic documents, albeit with some delay during my learning curve. If you need a full-featured word processor with a complete graphics program built-in, check out FullWrite Professional.

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HOW PERFECT CAN WORDPERFECT BE?

by Bonnie Walker

The people I know who use an IBM PC or its clones seem to adore WordPerfect. I've used it myself on a PC and frankly was unimpressed. It's only fair to say, however, that I already have a sweetheart that I adore so—Microsoft's Word. My bias is so blatant that an editor at The MACazine, after reading an article I had written about Word, described my views as "fawning." Still, I've tried to keep an open mind as I tried out each version of WordPerfect, knowing that a lot of people were going to want to like this program.

After a very rocky start with several very buggy beta versions, WordPerfect has finally got its act together. There's a lot to like about WordPerfect which I'll discuss later, but there's one big drawback that you will notice at once and which does not go away. That drawback is the markedly slower response time. It is particularly noticeable when words "wrap" to the next line. That said, let's look at what WordPerfect does offer.

Getting Started With Word Perfect

First, if you are experienced with MacWrite or Word, you can probably start using WordPerfect without looking at the manual. That's important. You may need to consult the manual for using the new features, but even then the on-screen instructions are generally intuitive. I can't judge the ease of use for first time word processing users, but my guess is that MacWrite is still the easiest for beginners to start with. Because it does so much, WordPerfect is a complex and complicated program. Although the program usually follows the Mac interface, WordPerfect's authors do diverge from time to time. They've tried to incorporate what they feel are the best features of the PC version along with the Mac interface.

What's New and Different?

Now, what's new and different? Lots! WordPerfect has automatic pagination and automatic hyphenation. (The proposed version 4.0 of Microsoft Word will also have automatic pagination.) One feature you'll love is the expanded file management capabilities including the ability to "Rename" a file. That's a major improvement as far as I'm concerned.

If your office uses both Macintoshes and PCs then using WordPerfect on both systems can make it easier to transfer files from one system to the other. I know of some offices that have PCs, previously installed, which have purchased a Mac for their desktop publishing needs. In these offices, people create text on their PCs and then transfer the text to the Mac for reformatting and page layout. In those situations, changing to WordPerfect may be worth the expense.

There's Column-On, but No "Box"

One of WordPerfect's new features is a "column on" which allows you to create columns side by side and see what your columns actually look like. I'll have to work with that one awhile, but it seems promising. WordPerfect's Spell Checker is very nice. It automatically presents a list of suggestions for any word it can't find in its dictionary. I had a problem trying to edit misspelled words, however, and accidentally closed the file I was checking without saving the latest changes. I don't know how that happened, but I will warn you that the Spell Checker is a bit tricky.

I suppose I'll get letters and phone calls (which I won't mind), but I could not locate a "BOX" feature—one I so dearly love in Microsoft Word 3.0. Maybe it's there and maybe not. Of course, I could check the manual, but that's against my principles. I'll save the further adventures with WordPerfect guided by the manual for a later review.

Quick and Easy Word Count

One feature that WordPerfect HAS included is word count which works remarkably fast considering how slowly other features work. There is also an option to see what the finished document looks like before printing. While it works nicely, it doesn't have the zoom feature that you find in WORD.

I should say that WordPerfect does allow you to create Macros, a feature a lot of people have asked for. It has a built in Thesaurus. (Word users recently received a Desk Accessory Thesaurus without charge, by the way.) You can search a document forward and backwards.) There are many other features that I haven't explored as yet.

A Major Flaw

A major flaw, as far as I can tell, is that the version I have does not allow me to directly open Microsoft Word files. That is going to make converting to this software very difficult for anyone already deeply committed to that program. You must first change any file you want to convert to a text file.

Who Will Buy Word Perfect?

So what's the verdict? It's not fair for me to say, yet. Changing word processors is very time consuming to a person who spends about 50 percent of her waking hours writing in front of a computer. People like me get very attached to their word processing programs and will usually defend them like a mother defends her child. So I'm going to use WordPerfect for many more hours before rendering the "decision." However, since this program is quite expensive, I'd recommend trying it out carefully and comparing it to Microsoft Word if you are in the market for a full-featured word processor. The most likely people to purchase this program, it seems to me, are those who have used the PC version of WordPerfect, or those who have both PCs and Macs in their office. But, otherwise if you already have Word, so far I've found nothing about WordPerfect that would be worth the change.

AN ALTERNATE VIEW OF REALITY

by W.R Scott

Daybreak came like a System Bomb. I rolled out of bed and headed into the wardrobe application room. Pulled down the Clothes menu. Default was checked pants with striped shirts. I selected blue jeans and a shortsleeved shirt. The Shirt submenu had Cotton-Ugly, Green Bowling, and Polyester White. I chose the first.

I looked down. There were socks down there, but no shoes. Selected Reeboks from the Shoes menu.

The screen showed me looking like a bad MacDraw document. Everything there but the accessories. I QuicKeyed a belt and a Pocket Pen Protector. The Tie/Hankie Juggler Plus allowed me to add a purple tie, ratty looking hankie, and even some pocket change.

Having finished the morning's INITs, I grabbed the *Post* and rushed for the train heading downtown. Outside the window was a stationary line of cars along I-66. They were creeping along the interstate like FullWrite Pro on a one meg Macintosh.

When the downloading was done, there I was in the drab government office of the Bureau of Inconsistent Affairs. Said hello to the secretary on the way in. She reminded me of that girl in MacPlaymate. I wondered if there were a way to convince her to go out with me on Saturday night. It would cut into prime CompuServe time, but sacrifices would have to be made...

I turned on the Mac Four. The boss came in, as usual, at 9:23, all atwitter over something some other GS-15 had E-mailed him. "Jenkins," he said, "we've got to do something about this memo, ASAP!" I stirred my coffee real slow. It looked like the Trails DA on the Mac at home. "I'll put Fensworth on it, boss." Fensworth was a newly promoted toadie from Dept C-117. Totally MS-DOS. If his memo caused any kind of bomb, at least it was his neck, not mine.

The 10 o'clock presentation in the conference room was the usual assortment of HyperCard overheads, Excel charts and PowerPoint handouts. *What I wouldn't give to sit through some StimuloWorks II presentations*, I thought. But then, I guess the department would have to spring for another two gigabytes of RAM for the conference room Macs, and a cryogenically cooled accelerator card. Grimsley in Accounting nearly had a stroke when we asked him for the last Mac requisition. Better not push it, or DC Metro General will have to ResEdit his entire cardiovascular system.

It was lunchtime, finally. While I was gone I had the Mac Four download all the official E-mail stuff, as well as the jokes from a new underground bulletin board. A few staff sergeants bucking to be privates over at the Pentagon were running a bawdy jokes bulletin board out of their basement offices in the E-ring. The screensaver kicked in while I went to the cafeteria. It said, in big blue letters, "OS-2 in 2020? A Hahahahahahaha!" The Sensurround sound port was set up to deliver a funhouse laugh at random intervals. The folks still running their old claptrap IBMs hated me.

The afternoon was as boring as a John Sculley interview, except for one thing. The secretary came by and dropped off her phone number. I burned that number into ROM right away. She said that Saturday night was fine. Oh babybabybaby. Crude thoughts of 1:1 interleaving came to mind. *Get a grip, man!*, I thought to myself.

I had a job interviewee to see at 4 o'clock. The candidate, a graduate of PolySun State College, somewhere in southern California, was overly tan and much too cheerful. This would never do if she expected to become a civil servant. There she was, expecting me to hire her. I had the Four quietly say, "I'm sorry, Dave, I can't do that," every two minutes. It took some time but finally the subliminal message worked. We broke through that 'never let them see you sweat' facade with only minutes to spare. At 5:30 I Quit without Saving and ran for the Metro. The objective was to head home before MultiFinder-like delay set in. It was my lucky day. Traffic home was a breeze.

Dinner was equally efficient. This morning I had macroed a dinner of beer, Domino's pizza, and pretzel sticks. Well, the macro had a few bugs. The pizza was cold and the beer was hot. Would have to fix this after the evening news. I grabbed the food, flew into the living room and onto the couch, keyed in CBS and turned on the Mac's 19-inch color screen. Gordon Peterson's lead story was about someone in upstate New York developing a PS-2 Model 720 that would allow IBM to combine text, graphics and something close to HyperCard in one document. Those guys never quit, do they? I was about to launch a beer at the screen when the next blurb appeared.

They interviewed a well-tanned IBM executive. I freeze framed one shot of his face. Launched PixelPaint and began modifying the image somewhat. I pasted in Groucho Marx eyebrows. Drew a moustache. Fatbitted in crow's feet around his eyes. Made his perfectly manicured hair look like he had coated it with the stuff MacDonalds puts in their deep vat friers. Moved his eye balls out just a smidgen, to give him that Don Knotts look. I thought the 6-color Apple earring was a nice touch, too. Then I saved the document and faxed 58 copies to Armonk.

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ON HYPERCARD: An Overview of HyperCard 1.2

by Kenneth Knight

HyperCard (HC) has been with us for just under a year now. In that time we have seen many public domain and shareware stacks produced for the package, along with numerous external commands and functions. However, we have seen only a few articles about HC. This is the beginning of a series of articles that will be devoted to various HyperCard issues. The primary focus will be on making HC do what we want it to do through its own programming language—HyperTalk. My goal is to explore the capabilities and limitation of HC. I will not teach HC programming from the ground up. There are many books that do this well.* My purpose is to explore what can be done "within" HyperCard. And while this will involve programming in HyperTalk (and possibly other languages) I will be spending less time explaining the various commands and more time dealing with the overall structure of any given piece of code.

HyperCard 1.2 provides the user with a good deal more than earlier versions. Perhaps the most obvious addition is the ability to write-protect a stack. This means that it can be made impossible to write information to the stack. In other words, changes cannot be made to the stack. A stack is write-protected under the following conditions:

- The stack is locked from the finder.
- The Can't modify option of the stack is checked. This option is in the Protect stack dialog.
- The Can't Modify property is set to TRUE.

Going hand-in-hand with the write-protect feature is the ability to place a stack on a file server or CD-ROM. Any number of people can browse through a stack that is locked. However, if the stack is not locked only a single person will have access to it. Stacks are locked if any of the following conditions is met:

- The stack is on a CD-ROM.
- The stack is in a folder on a file server whose access privileges are set to Read Only.
- The stack is on a locked 3.5 inch disk.
- The stack is locked from the finder.

It is important to realize that while a locked stack does set the Can't modify item in the Protect Stack dialog, merely setting Can't modify to TRUE does not lock the stack. Only a locked stack can be browsed through by more than one person at a time.

The **Auto Tab** property allows the user to use the Return key like a Tab key when he or she is on the last time of a non-scrolling field. This property applies to both card and background fields and can be set either in the Field Info dialog box or from a script with a set autoTab of *[card] field to [TRUE / FALSE]*. When this property is set to true, typing the Return key when in the last line of a non-scrolling field will cause HyperCard to move the insertion point to the next field on the card. Normal tabbing order is still followed, so hitting the Return key is just like hitting the Tab except this feature is under somewhat stricter user control. This makes designing forms a bit simpler since it is generally easier to hit Return instead of Tab.

Remember how annoying it was to have to go to the Tools menu to choose tools other than the Browse tool? We now have some more shortcuts that make it nice and easy to move between the Browse, Button, and Field tools. Command-Tab still selects the Browse tool. Command-Tab-Tab brings the button tool alive. And Command-Tab-Tab-Tab will select the Field tool. This one sure saves time when you're developing stacks.

HyperCard 1.2 also has some changes that most people will probably find more annoying than helpful. The greatest annoyance is the slight change to the "Change Line Spacing" shortcut. Now, instead of typing Command-Option [< or >] we have to add the Shift key to the lot. This makes for an odd key combination.

The big story for HC 1.2 of course is: the new and improved HyperTalk commands. Some of them are refinements of current commands. Other are completely new and useful commands that should make life much simpler for all of us.

We have all used the **Find** command at one time or another. It is an adequate command for most purposes, but it does lack some robustness, and HC 1.2 provides it. We have been given two new options to the Find command: **Find Whole** and **Find String**. Find Whole (Shift-Command-F) will search for the designated phrase (including spaces) as a complete string of data unto itself. In other words, it starts with word beginnings. If I want to find a phrase within a larger string of information then Find String will let you do that. It will search for the phrase (again including spaces) regardless of word breaks. Here is an example:

Find Whole "Kenneth Knight" — will find Kenneth Knight
— as a unique phrase
Find String "Kenneth Knight" — will find Kenneth Knight
— no matter where it might
— be [i.e. GreatKenneth
— Knight is findable with
— Find String]

Hide and **Show Picture** give the user the ability to hide or show card and background pictures. This is useful for adding another graphics layer. You might use these commands to help in a demonstration of a program by bringing up screen shots on cue.

Lock and **Unlock Screen** provide us with a slightly easier way to lock the HyperCard screen. No longer do you have to say, *set lockScreen to True*. A simple Lock Screen will do nicely. This makes scripts somewhat more readable than they were before.

Are you tired of having to say, *get item 1 of the clickLoc*, to find the horizontal location of a mouse click? **ClickH** and **ClickV** provide a shortcut. ClickH gives you the horizontal position of the last mouse click (item 1 of clickLoc). ClickV gives us the vertical location of the mouse (item 2 of clickLoc).

Do you need to easily select a button or field? Then the **Select** command is useful. This command lets the user select buttons or fields. You can also select specific text within a field. Select will accept expressions like, *line 3 of card field "test"* or *char 1 to 50 of field 1*. You can also position the insertion point within a field

contd.

*Another superb way to learn your way around HC is to just examine the various stacks that do exist. They contain a wealth of information and show by example how to get things done. Along with the excellent reference provided by HyperCard's own Help Stack you can learn a tremendous amount about HyperCard and how to program it.

with this command. You have control of where it is placed. For example, if you want to place it at the beginning of field 1, then the command, *select before text of field 1*, is what you might use. If you wanted to place the insertion point at the end of the field then *select after text of field 1* will do. You can also, as with any HyperTalk command, select data that is held within a container.

Along with the above commands we have been given some very interesting functions that tell us precisely what the last Find or Select did. These are **FoundChunk**, **FoundLine**, **FoundField**, **FoundText**, **SelectedChunk**, **SelectedLine**, **SelectedField**, and **SelectedText**. Let's look at the Found functions first.

FoundChunk returns a chunk expression to where the last Find command found something. The result takes the form of *char <number> to <number> of <card / background> field <number>*. If nothing is found then this function returns empty.

FoundField acts just like FoundChunk except it tells you in what field the Find command found its argument. The expression returned looks like this: *<card / background> field <number>*. Again if nothing is found then empty is returned.

FoundLine returns the line that the last found object is located on. The expression returned for this command looks like this: *line <number> of <card / background> field <number>*. As always this function returns empty if nothing is found.

Finally, FoundText returns the text that was actually last found by the Find command. If no text is found then this function returns empty.

Why would anyone want to use these functions? One use for them is to control how HyperCard responds to various pieces of information. For example: a stack that handles amounts of pay for employees might use the FoundText function to determine what employee was just located and then proceed to pay the person the amount that is appropriate. Or perhaps you might use FoundField to determine whether the last item found was in a field that should be made part of an index or not.

As was mentioned above the Select command has a corresponding set of functions that will tell you about the current selection. The expressions returned for SelectedChunk, SelectedField, SelectedLine, and SelectedText are identical to those returned by their cousins for the Find command. That is, SelectedLine returns an expression that takes the same form as the one you would get out of FoundLine. Of course, the expressions themselves are going to be different since we are dealing here with the last selection instead of the last find.

Why would we use these expressions? One obvious reason concerns easy line selections (i.e. select a line and jump to the card with that name). Previously this was a somewhat long and confusing process. Now it is much simpler. The following script will do quite nicely:

```
on mouseUp
  set lockText of me to False  — unlock text so we can
                               — select it
  click at the clickLoc        — place insertion point at
                               — the clicked spot
  select the selectedLine      — select the line
  set lockText of me to True   — lock things back up
  wait 2 seconds
  go card the selectedText     — go to the card with the
                               — selected name
end mouseUp
```

Note that in the go card command I did not use SelectedLine. That would have told HyperCard to go to the card with the unlikely name of "line x of card field y." I am not quite sure what HC would do with that one, but it would be a spectacular bug!

The **Number** function has been given a new option. You can now find out how many cards are in any given background. If you say, *put the number of card of this background*, the command will place in the message box the number of cards in the current background.

HyperCard 1.2 also has a few new properties. Some of these I have already mentioned (Auto Tab and Can't Modify), but there are others which will prove useful for HyperCard users.

Perhaps the most valuable, certainly among the most interesting, is the **UserModify** property. This property has no effect on an unlocked stack. However, when a stack is write-protected, and this property is set to True, a user (or script) can modify the stack. Since the stack is write-protected the changes are thrown away as soon as you move to a new card in the stack or close the stack. This can be very useful in certain situations where time is critical. For instance, in a stack that is helping to explain graphing techniques to a math student, it is difficult to draw the graph (you could make it a picture, but what if there are several to a card? Or what if you want to let the user see how the graph is plotted?). In addition, when the user leaves the card (on an unlocked stack) the graph had to erased.! By write-protecting the stack and setting the UserModify property to True you can avoid that last time consuming step of erasing the graph since it will be thrown out when the user moves on.

A cousin to the UserModify property is **CantDelete**. This property, unlike UserModify, is specific to an object (stack, card, background, button, or field). When set, it prevents the user from deleting the object it is pointed at. CantDelete checks or unchecks the Can't Delete option in the object's info dialog box.

The **ShowPict** property makes the card or background picture visible or invisible depending upon how it is set.

The **Cursor** property is not new. However, there have been some changes to what it can do. This property has been given four new synonyms. Setting the cursor to iBeam, plus, cross, or watch is the same as setting it to 1, 2, 3, or 4. There are also some new cursors. They are arrow, hand, busy, and none. Busy brings up the beach ball cursor. Each time you set the cursor to busy the ball will rotate an eighth of a turn. None removes the cursor from the screen completely. This is helpful when doing animation since the browse tool is no longer flickering and getting in the way.

HyperCard 1.2 also gives us many many new synonyms to work with. They are: bg [background], bgs [backgrounds], btn [button], btns [buttons], cd [card], cds [cards], fld [field], flds [fields], grey [gray], pict [picture], and rect [rectangle].

HC 1.2 also gives us some welcome shortcuts for peeking at scripts. Holding the option and command keys down and clicking with the mouse while the browse tool is active will display the script of the selected button. Adding the Shift key to the sequence allows you to examine field scripts. Command-Option-C displays the card script, Command-Option-S reveals the stack script, and Command-Option-B shows the background script.

If the button tool is selected Command-Option will show invisible buttons as well as visible ones. If the Field tool is active invisible fields as well as the visible ones appear. You can only edit visible buttons and fields, however.

contd.

One thing that is slightly different in HC 1.2 is how "me" and "target" work. In older version of HyperCard it was impossible to actually put things into "me" and "target". In other words you could not say, *put "Fred" into target*, and hope to get away with it. You could not use "me" and "target" as the actual information within the fields they referred to. Now you can do just that. The statement, *put target into myVar*, will place the contents of the field whose name is referred to by "target" into the container called myVar for later use.

We have two new system messages in HC 1.2 to contend with as well. **ReturnInField** will check for presses of the Return key in a field. If this message is not intercepted by any handlers then HyperCard will check if the auto tab property is set. If it is set and we are on the last line of a non-scrolling field, the Tab key is typed. If that gets through all the handlers HyperCard will move us to the next field.

The other new system message is **EnterInField**. If this message makes it through all the handlers to HyperCard and the contents of the field have changed, then HC will send a CloseField message out. This one is useful when entering lots of numerical data via the keypad. You can make the Enter key act like Tab and move you around the field with ease. Just place the following script in a good spot (this is actually important since in another part of the stack the Enter key might do something different! You should try to place scripts as specifically as possible):

```
on enterInField
— do anything you need, like updating fields that are
— related to the one you are currently in...
  type Tab
end enterInField
```

There is one other thing that HyperCard 1.2 gives us: the RECTangle. It is now possible to find out what the enclosing rectangle of an object is (including the screen). This ability gives the user a good deal of control over where an object is placed. Here are some examples:

```
get rect of card field 1        — returns the rectangle of
                                — card field 1
get rect of btn ID              — returns rectangle of button
                                — "ID"
set left of field 2 to 100      — set the left edge of field 2
                                — to 100.
get rect of tools window        — rectangle of the tools
                                — palette.
```

As you can see we can not only get the rectangle of an object, but we can also set specific parts of it as well. We have a few new properties to contend with now thanks to the Rect. They are:

- Left of <rect> is equal to item 1 of <rect>
- right of <rect> is equal to item 3 of <rect>
- top of <rect> is equal to item 2 of <rect>
- bottom of <rect> is equal to item 4 of <rect>
- topLeft of <rect> is equal to item 1, item 2 of <rect>
- bottomRight of <rect> is equal to item 3, item 4 of <rect>
- Width of <rect> is equal to (item 3 of <rect> – item 1 of <rect>)
- Height of <rect> is equal to (item 4 of <rect> – item 2 of <rect>)

When doing Set operations it is important to note that you cannot change the ScreenRect. In addition, HyperCard will keep the object located in the same place (location equals the center of the object) and just change the size of the object. You cannot resize the tool, pattern, or card windows, or the message box. If you change the size by an odd amount HC will add 1 pixel to the right if the width is odd, or 1 pixel to the bottom if the height is odd.

We also have a new operator that work with Rects. Within will return a True or False value depending on where the point passed to it lies. If it is within the Rect the result returned is True, otherwise False is sent back. You could have statements like the following:

"20,30" is within the rect of field 2
"40,50" is not within the rect of button 20
the clickLoc is within the rect of card field "Index"

As you can see there is a lot of new stuff in HyperCard 1.2 to play with and explore. Some of the additions will make our life much easier than it has been before. Others will open up new possibilities with file servers and CD-ROMS. HyperCard is moving forward and we are moving along with it. If you have any comments, suggestions for projects, or questions, I can be reached in a couple of ways. The fastest is via WAP's Telecommunications System (TCS). Just leave a message to Ken Knight on the HyperCard board (Conference 3, board 1). You can also write to me at the following address: 9615 Culver St., Kensington, Md 20895.

Until next time, keep on HyperCarding...

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BOOK REVIEW: XCMD's for HyperCard

by Robert C. Platt

(XCMD's for Hypercard by Gary Bond, MIS: Press, 1988, 468 pp. $24.95)

XCMD's provide a means for extending the set of available Hypertalk commands and functions by incorporating routines written in another programming language. The subject matter is not for the faint-hearted. Gary Bond, a member of Apple's HyperCard team, provides a valuable guide to the subject, including numerous useful examples.

A disk with all the sample source code files is also available from the publisher for $25.

Bond writes well and explains both the theory and the practice of using XCMDs. A mark of his level of sophistication is his list of problems with HyperCard 1.1 and earlier versions which prevents this technique from working as expected.

Bond employs helpful graphics in describing XCMD functions. He then covers the "call back" routines which can access HyperCard internals from XCMD routines. The book also includes all glue routines for these call backs as well as 20 fully documented XCMDs and XFCNs. Source code listings are given in both c and Pascal.

My only criticism of the book is that it could have been more tightly edited (and therefore less expensive.) Much of his documentation on the individual XCMDs are repeated in source listing comments. His sample chapter on building an XCMD, repeats the listing of some routines up to four times. (By the way, Bond's only *unforgivable* error was omitting WAP from his appendix on user groups which support HyperCard.)

On the whole, Bond's book is worthwhile and is far more intelligible than the APDA kit which supplies the same material.

HYPERCARD SIG NEWS

by Robert C. Platt

The next meeting of the HyperCard SIG will be on August 27 at USUHS in conjunction with the GameSIG extravanza.

The topic of the July 23 meeting will be Artificial Intelligence on HyperCard presented by Bob Shaffer.

The June meeting was held in conjunction with the WAP garage sale. Discussion focused upon the differences between HyperCard versions 1.1, 1.2 and 1.2.1. At present, the WAP disk library has only version 1.2, but will get 1.2.1 shortly. If you purchase HyperCard at an Apple Dealer be sure to check the disk label for a version number. Both 1.2 and 1.2.1 are sold in boxes marked "1.2." The primarly difference between 1.2 and 1.2.1 is that the latter fixes three bugs, including one which affects use with the LaserWriter IISC and one which affects *very* large stacks.

HyperTalk SubSIG. Several stack authors and developers have expressed interest in a subSIG geared toward HyperTalk scripting. Accordingly, we will start holding meetings at 7:30 p.m. on the third Wednesday of each month, beginning with August 17 at the Fairlington Community Center, 3300 S. Stafford Sreet, Arlington, VA, just off the Quaker Lane exit of I-395.

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TELECOMMUNICATIONS AT WARP SPEED

A Group Buy Good Buy!

by Eric Rall

Well, Rich Wasserstrom has another good one for our members! The Anchor 2400E modem is a great deal. This modem package is being sold through the WAP group purchase for the ridiculously low price of $169 plus tax. The package comes with an Anchor 2400E modem, a telephone cord, a Macintosh telecommunications program (QUICK LINK) and a short (1 foot) cable that plugs into a Mac II, Mac SE, Mac Plus or Apple II GS. If you buy this for a Mac II, SE or Plus, you will be up and running in a matter of moments.

QUICK LINK is a very simple telecommunications program. The manual is all of 14 pages long. While I strongly recommend getting something with a little more power than QUICK LINK, this will get you going. You can automate your dialing and logon. It allows for ASCII (text) and XModem (with or without MacBinary) file transfers. That simply means that you can send and receive text files and programs to and from a BBS or another computer. I have seen this program being sold mail order for $15 (with the purchase of a modem as a condition for the $15). The program is OK, but it is nothing special.

The Anchor 2400E is something special! I have been using a 2400E for over a month now. The modem has performed flawlessly with both a Mac SE and a Mac II. I have had no noise problems calling either the WAP TCS or the Twilight Clone BBS. File transfers have gone without a hitch. I used this modem to upload all of the Apple version 6.0 system software to the TCS. At no time did an error force a resend of a block or a file. That is very impressive considering the size of the version 6.0 software.

The modem is very light. I took it apart and was amazed at how few chips it takes to build an intelligent modem. There are a two open spaces on the printed circuit board. Maybe Anchor has plans for the future. Or maybe not, but it is fun to speculate.

The modem has the fairly standard transformer/power supply that is supplied with most external modems. I like the power supplies of this type, because if they ever go, you can get a replacement from any electronics store for about $5.

The modem is 100 percent Hayes compatible. The manual is 44 pages long and can be pretty much ignored by most users. None of the software settings for Microphone II (my standard telecommunications package) had to be altered to use the Anchor 2400E. Most users will never need to utilize the more powerful capabilities of this modem.

As I have said, this modem is 100 percent Hayes compatible. Now that means it is 100 percent compatible with the Hayes 2400 baud modem. That is a significant difference from being compatible with a Hayes 1200 baud modem. The 2400E and the Hayes 2400 have non-volatile memories! This is a powerful feature. Instead of using DIP switches, you can configure this modem with software. So you won't need to get out a pencil or a pen to slide those little tiny switches into patterns of up and down. You can do it with software. You can even store a telephone number along with any dialing modifiers, such as T(one) or P(ulse), into the memory and recall it with a simple DS (dial stored). Then you can power it down and next time you turn it on, it will remember your settings. Not bad for $169! For almost everyone, there is no need to program anything. The factory settings will handle most everyone's needs.

Hidden away behind the name plate is some DIP switches. You will normally never need to change these, but they are there. You can set the **DTR** (Data Terminal Ready), **CD** (Carrier Detect), **DSR** (Data Set Ready) and whether the modem is "smart" or "dumb" on or off with the DIP switches.

Diagnostic tests are built into the modem. Five tests are provided. They are as follows:

Loopback - Any outgoing data is looped back as if it were coming from a remote.

Local - Uses only the local modem. It doesn't involve the telephone or another modem.

Remote - Requires a remote modem to echo characters back to you.

Digital - Digital signals from your computer are converted to and from tones. This can be used in either Local or Remote modes.

Analog - The opposite of Digital. What did you expect?

CCITT V.54 - A special protocol for loopback testing. This is required by some complex systems. If nothing else, you can impress your friends.

The set registers are **S0 - S10, S12, S14, S16, S18, S21-S23, S25** and **S27**. The modem accepts the dial characters **0-9, A-D, *** and **#**. You can even alter pulse timing to conform to United Kingdom specifications!

Included in your package is a CompuServe offer with free access time and the urgings to "Sign on Immediately!" You also get a 5 year limited warranty and the satisfaction of running at 2400 baud. Now you can download all those long shareware programs before the updates get posted.

So if you have been putting off buying a 2400 baud modem, now's the time to call group purchase and get up to speed!

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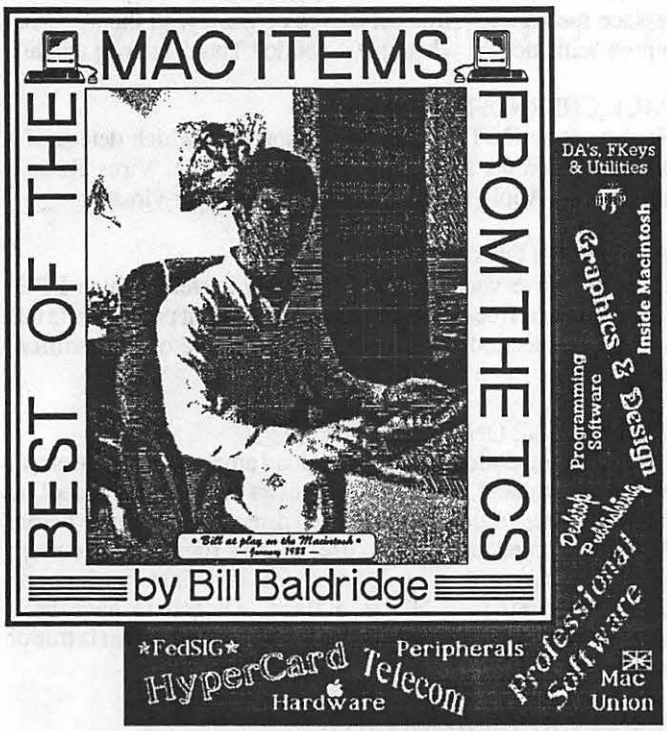

HyperCard

BILL BALDRIDGE ON 06/27

The latest issue of "Wheels for the Mind" has some really good tips on XCMDs, and recommends (as a start) the HC developer's package from APDA, which includes the "magic hooks" needed to interface the two. Wheels is a publication of the Apple University Consortium (and thus funded by Apple, Inc), and is available by subscription - $12/yr. (800) 354-8400.

DAVID HARRIS ON 07/01

After spending 48 minutes downloading the new developer stack from the TCS (at 1200 baud), I was glad to see that the stack includes (among other goodies) Steve Maller's latest version 4.0b19 of ResCopy. This is the one that's supposed to be made for HyperCard 1.2. If any of you got the previous ResCopy XCMD stack (version 4.0b17), it had a cute little mouse cursor resource. The function "the size of this stack" apparently returns the size of the stack *minus* its resources.

Telecommunications

BILL BALDRIDGE ON 05/30

There's a great comparison article on high speed modems in the June BYTE. Seems like the overall winner is the Telcor Accelerator 2496MA, which uses the Rockwell chip set, and V.22 duplexing with compression—all this for $895 retail. It had the best overall performance under adverse conditions, closely followed by the Concord 296 Trellis, even though it did have a rather high standard deviation. The "smarts" built into the new generation of modems are just incredible. I just reread an article in the May '78 issue of Kilobaud magazine, in which Don Lancaster describes building your very own modem—nowadays, you'd need an EE with a graduate in solid state theory and relativity (not to mention the Grand Unification Theory). The amount of information that can be squeezed through a voice grade channel would make a can of sardines seem like the Astrodome. Now...where's my $99, 19.6Kb TurboAstroSpeed Auto-Everything SuperUltraSpeaksAnyProtocol Solar–powered modem?

WILLIAM NORDLING ON 06/03

I would appreciate any info regarding PC Pursuit (pros & cons). If you know their 1-800 number, please post it.

RICHARD FORD ON 06/03

I use it regularly and have found it to meet my needs. The information numer is 1-800-TELENET. Sometimes it is difficult to get a line into a busy city, especially the 415, 408 and 212 area codes, but I don't call those areas often. I have found it a lot less expensive than dialing directly. It also makes it so I don't feel the meter is clicking if I am reading messages on a board far away.

ALLAN LEVY ON 06/04

The busy signals are real annoying trying to get a line to a lot of cities. However, if you use it a lot, you can save money. The other problem is the throughput—at 1200 it is more like 700 baud.

JAMES EVANS ON 06/19

In order to transfer an IBM file onto my Mac and later reformat it to FileMaker Plus, I have been trying to pull it off of my friend's IBM. I have successfully called up his modem @ 2400 Baud and gotten a connect signal. At that point, the whole process stalls. No communication. I am also interested in doing IBM to Mac transfers using a null-modem. This is an oft referred to process, but one I know little about. Appreciate any help I can get.

HOLGER SOMMER ON 06/20

You have to run a communications program on the IBM which has a host feature. ProComm is one but you only can send ASCII text files. If you want to send binary files you have to use a file transfer protocol. In any case there are several IBM-Mac file transfer programs available (MacLink +, LapLink, MacChuck).

Programming Languages

RICK ROBINSON ON 06/05

I'm looking for a FORTRAN compiler for my Mac SE. I bought the MS (2.2) compiler, but it had some SE compatibility problems (although MS seems oblivious to this). I'd really like to get the ABSoft Fortran, but the SE version costs $295—a little much for me. If I could find it mail order, I'd get it. Does anyone know if MS has released version 2.3 yet? Any advice on which FORTRAN to consider buying?

LOUIS M. PECORA ON 06/07

Forget Absoft—it'll drive you nuts. It's buggy. Even the new (expensive $495) vrsion 2.3 has problems. There are two alternatives: One is MacTran Plus a new version of Mactran77, which was plain vanilla, but solid (no bugs). The new version has some VAX extensions. Price about $400. The other is Language Systems Fortran (still under beta testing now) due for release soon. It has almost all VAX extensions (including structures and records) and works with the MPW shell environment (a definite plus, this beats any other compiler or integrated system I've seen, maybe even LSC). Lang. Sys. Fortran is being developed by Rich Norling et al, and you can reach him on this board. Price about $300 (which includes the MPW shell!). The latter is the cheapest, but from what I've seen, it may just be the best Fortran on any PC, provided they get all the beta kinks out. Check them out. It might be worthwhile to wait a month for Lang Sys. Fortran.

LARRY STEDMAN ON 06/22

Should I buy Turbo Pascal or Lightspeed Pascal? I know BASIC, some Fortran, and want to learn Pascal in order to create some desk accessories or small household/recipe type programs. From

contd.

what I have read, Lightspeed is more interactive, has better toolbox access, better Mac interface and generates more compact code. Turbo is supposed to be faster at compiling and execution speed and has better documentation. So here's the trade-off: high interactivity and more MAC like interface vs. good documentation, examples, library of procedures, and Turbo Pascal Tutor (if I buy that add-on training program). Which is more important for the Pascal beginner? Do they run on a 512K enhanced comfortably? Anyone tried both?

JENNIFER HOERST ON 06/22
I have used both Turbo and LS Pascal. I like LS Pascal better for the reasons you already pointed out. There are also some nice functions, such as treating a string like a text so that you can read integers from it and creating a MacPaint picture of the current window. Also, to be picky, debugging is easier in LSP for me—you can stop the program at any place and observe the values of variables. The editor is nicer—it boldfaces reserved words, formats the program automatically, and checks for syntax errors as soon as you enter a colon at the end of the line. Mostly because of the debugging, I think it is better for a beginner. Also, you don't have to worry about compiler options.

CHARLES VASS ON 06/24
For good books for beginners using LSP these are my top two: Pascal on the Macintosh, A graphical approach by Niguidula and van Dam, Addison Wesley Press, Programming with Macintosh Pascal by Tom Swan, John Wiley & Sons, Inc. The first one is great because it shows all the Pascal basics and uses LSP as its demo language. It was written as a text book and is very understandable. For the beginner, a must have. The second one, though the title is Programming with Macintosh Turbo Pascal, is written so close to the ANSI standard that I have had to do little or no modifications to the code. And those modifications you may have to make are very easy to figure out. The great thing about Swans' book is the programming tools he provides you. Having played with other compilers I come running back to LSP. They also are planning to come out with version 2 this summer. Early rumors are that it will be well worth the wait.

Professional Software

JAMES FAHS ON 06/07
Where is Heizer Software? I am looking for templates for vector, matrix, and complex number manipulation. I need statistics that go beyond "average" and "standard deviation." I would like multi-variate analysis. I would like Bessel functions, Gaussian quadrature, and other of that good stuff you find in Abromowitz and Stegun. Can you give me the address?

JERRY WALZ ON 06/07
Heizer is at PO Box 232019, Pleasant Hill, CA 94523. Phone is 1-800-888 -7667.

RICK STICKLE ON 06/14
The EXCEL 1.5 upgrade infromation is in. Mine arrived yesterday. the price is $25 and there is no rush on this one—the offer expires Feb. 1989.

DAs/FKeys/Utilities

RON MANN ON 06/10
I'm not sure where this subject belongs but any and all help will be appreciated. Can someone please explain the difference between "Vaccine" now available on this BBS and Virus Rx being distributed by Apple? Also, do either of these programs replace the various virus detectives or work with them? What will vaccine do and what will it not do? Thanks to one and all.

PAUL CHERNOFF ON 06/10
Vaccine is an INIT created by CE software which detects if a program attempts to modify your system file. Virus Rx is a program by Apple which checks your disks for viruses.

RON MANN ON 06/15
Thanks. I have vaccine installed in my system, which I BELIEVE is virus free—at least I have no apparent problems. Is this enough "protection" or should I also use one of the "sniffer" programs?

JERRY WALZ ON 06/15
The recommendations are to never load anything that you aren't sure of beforehand. We, GRAMA, even ran a detective tool on the new System 6.0 that we received directly from Apple before they were copied and put into use. I read a rumor in the current issue of MacWeek that Apple has a virus in their shop which can wipe out an 80 meg HD in a flash. Alleged to have been introduced by a disgruntled ex-employee. Whether that is true or not , I don't know.

FERNANDO SALAZAR ON 06/16
Anyone have suggestions on a utility to password protect a hard disk? In general, I would like to stop those without the password from booting from the hard disk. Thanks in advance!

HOLGER SOMMER ON 06/16
NightWatch and Watch Dog are the two I am using—double security.

Word Processors/DPub

RON MANN ON 06/10
By now several of you must have had a chance to play with FullWrite. What is the general reaction? I would especially be interested in observations on its abilities as a word procesor. Can it beat Word 3.02 and/or XPress in any areas or is it going to be a program that will position itself between the two? I look forward to hearing the initial reports.

PAUL CHERNOFF ON 06/10
FullWrite is a very good program which is not for everyone. I use both FullWrite and Word in my work depending upon what I am doing. Here are a few observations. 1) FullWrite needs a hard disk and should have over 1 meg of RAM to operate. Word works without a hard disk (though I wouldn't want to try it) and on normal Mac+'s (FWP will work on 1 meg, but I have heard many complaints). 2) FWP can do some things which Word cannot do, such has keep track of the outside of the page (depending upon if it is odd or even) and appropriately place floating sidebars. (Example: see page 20 of the Mac Plus manual, in FWP the title "6. Closing a Window" could automatically appear on the right or left side of a page depending upon if the page was odd or even).FWP has all sorts of layout features which are good for books. Also includes ability to have the equivalent of "post-it" notes. 3) Word style sheets are more powerful than FWP style sheets and Word has a higher degree of typographical control (paragraph leading, telling program automatically what paragraphs to keep on the same page...). 4) Word makes paragraph formatting commands part of the paragraph. FWP inserts rulers. This is an important difference. 5) FWP is noticeably slower than Word in doing almost everything, including selecting text. I like

contd.

FWP very much, but points 4 and 5 will keep me using Word for certain projects.

LARRY STEDMAN ON 06/14
I am an experienced Word Perfect user on the IBM type systems and recently got a chance to try out the Mac version. Well, it's been a year since I have used Word Perfect which I once thought (and it once was) the best word processor on the market. After a year with Mac word processors, however, I have been spoiled. Even Word shines next to WP. It's fundamental design flaw is its embedded codes. The ruler concept is much more intuitive and easier to deal with. I find it painful to use, agonizing to work with. WP's ruler on the Mac didn't even have centering originally. There is no indent marker on the ruler. I think IBM offices using Word Perfect should switch to Word or XyWrite—and certainly not let WP usage dictate their Mac word processing. The file conversion programs are heating up and so it will be relatively easy to transfer back and forth along a network. In any case, this is a long winded response to say I agree 100% with your judgment of Word Perfect's miserable quality!

SUSAN TULLINGTON ON 06/16
Why is it that the 12 point font does not actually give 6 lines per inch like it is supposed to. 72 point to an inch divided by 6 lines give 12 etc. I have tried several word processors and different fonts. I wouldn't really care except that the Admiral's secretary takes a typing ruler to our letters and checks the line spacing. (I know, you would think she has better things to do). The line spacing is real close but by the end of the page it has subtracted a line. We use the Laserwriter Plus to print out these letters. What ends up happening is that I take the document into WriteNow and vary the points between lines or we end up retyping it on the typewriter. HELP!!

FERNANDO SALAZAR ON 06/16
My understanding is that "12 point font" means text will have a height of 12 points—that is height of highest characters plus the length of the descenders equals 12. What type also has is leading—space between lines. 12 point text is commonly printed with 2 or 3 points of leading. Typographers commonly say things like "12 on 14 pt Times-Roman"—meaning the letters are 12 points in size, with a spacing of 14 points from baseline to baseline between lines.

BILL BALDRIDGE ON 06/18
I don't see why Apple just doesn't allow the user to set at least ONE page size (or TWO if they're really generous) in the Page Setup dialog. I guess they're afraid some klutz would mess up & sue them. Either that, or they want to support the third-party software producers of things like Widgets.

JAMES HAROLD ON 06/21
Letraset is no longer allowing upgrades from 2.1 to 3.0, but they are willing to upgrade from 2.1 to 4.0 for $155. Call Letraset for more info at (800) 634-3463.

NANCY SEFERIAN ON 06/30
We have been using Hammermill Laser Plus paper (featuring wax holdout, whatever that is) where I work. Is there a higher quality of paper that you can recommend?

RON MANN ON 07/01
Try White Frostbrite Matte. Works very well with a LaserWriter, can be waxed and used for direct paste up and seems to hold detail of my work better than anything I have used before. Warning: It is not cheap—about $10 a ream—through WAP DTP SIG group purchase. Use it for your final pasteup of camera ready copy for the printer and it's worth it. I forget who makes it but Tom Piwowar (223-6813) should be able to fill in the last detail.

Entertainment & Education

KEVIN HARRIS ON 06/06
Coming Soon! From Spectrum Holobyte. . . HAUNTED HOUSE! Coming in September. If anyone has any more information about Haunted House, we would LOVE to hear about it.

BILL BALDRIDGE ON 07/01
Chatted with Silicon Beach about an hour ago. Seems the new sofware release from Apple is incompatible with ALL the latest releases from Silicon Beach. Seems Apple finally made good on its threat to do away with the alternate screen location, which SB uses for such notables as Dark (and Beyond) Castle, and Apache Strike. If you want to play, stick with Finder 6.0, System 4.2, or your boomerang won't come back...

Macintosh Union

Being Wizop of the Macintosh Conference has its advantages. To wit:

Mr. and Mrs. Harold Nonken are pleased to
announce the engagement of their daughter,
M e l i s s a R a c h e l
to
M r. D a v i d M e y e r G u r s k y
The couple are planning a June '89
wedding in Washington, DC.

Graphics & Design Software

AL COOPER ON 06/15
My MacPaint software came bundled with my Mac when I purchased it in 1985. I understand Claris offers an upgrade. How does one get an upgrade from Claris?

BAILEY WALKER ON 06/16
I got MacWrite/MacPaint with my skinny Mac back in April, 1984. Get the Claris upgrade kit (it includes a mailing envelope and order form) by calling their customer support number (1-800-544-8554). I upgraded to both the new MacWrite and MacPaint by sending in just the one diskette which had both of them. I originally had MacWrite 1.0 and MacPaint 1.0! Enjoy.

BOB SCHMITT ON 06/29
Has anyone converted MacPaint formatted graphics to DOS .PCX formats? Has anyone heard of any translators or conversion programs that might do the trick? We use both PCs and Macs to generate graphics: the PICT and EPS to EPSF conversions are no sweat, but so far I have not had any luck with bit mapped stuff. Help!

MATTHEW RUSSOTTO ON 06/30
Try converting to GIF with GIFConverter, and then convert to .PCX with an IBM program. On the other hand, won't READ-MAC on the IBM do it?

Peripherals

GEORGE M. LEWIS ON 06/04
I've heard about (but not been able to locate) an LCD flat screen monitor that can be placed on an overhead projector/viewgraph machine that displays in color vs. monochrome. It was suppos-

contd.

edly demo'd at COMDEX. Does anyone have any info on this device—manufacturer, model no., dealer, pricing, etc.?

JERRY WALZ ON 06/05
There are several that are out, but I recommend the one from Kodak. They just started shipping last week. List is about $1500 as I recall but the contrast and ability to track screen movements are superior in my opinion. The GRAMA users group in Reston has decided to buy the Kodak for our meeting, demos, etc. It was demoed at the Mac Business forum with Dark Castle running and the movement in that game were displayed quite well.

GENE GLEISSNER ON 06/23
One mail order vendor told me that the CMS drives are incompatible with Finder 6.0 because of a problem with their ROMs. Another vendor hadn't heard anything about this. I don't have 6.0, but don't see any point in buying something that may be problem down the road. Anybody know anything about this?

PAUL CHERNOFF ON 06/24
I have a CMS HD 60 (MacStack) and have had no problems with system 6.0.

The Rumor Manager

LAWRENCE WOLFARTH ON 06/14
I read in this morning's USA Today that Steve Job's NEXT computer will be delayed yet again. A friend from outside the DC area reports that Jobs is beating the college campuses looking for more allies in his war against IBM and Apple. Any of you aware of his approaching any school in this area? [My friend, a bit of a pragmatist, liked what he saw, but he has a family to support and Jobs— in my friend's view— is selling ideas.]

FLORENCE MIDDLEBROOK ON 06/19
According to last week's MacWeek paper, the new computers from Apple will include a "Mac 1 1/2" which will have the 68020 and 3 nuBus slots. It will have all the capabilities of the II and 2 Megs of RAM (the new standard). You can hook up any monitor as you could do with a Mac II and the price will be about $4K for the CPU box. You have to buy the Keyboard, video interface and monitor extra. The Color SE is also in the works, but the SE sized footprint is the limiting factor. Sony is working to squeeze the neck of the CRT to make it work. The high end of the line will be the "Tower" a floor mounted box with optical storage built in and the capability to hook up 16 terminals. We should start hearing about these computers in the Oct-Jan timeframe.

Inside Macintosh

JOHN MARKEY ON 06/01
Can anyone help with opening an uncooperative disk? PROBLEM: 20 pages of MacWrite on a disk which now declares that is no longer "a Macintosh disk" "Do you want to initialize ?"— Aaargh ! Of course we don't! We just want the 20 pages of data for the soon-due proposal. Do we try to recreate all that deathless prose, or can we recover the data from the disk? POSSIBLE CONTRIBUTING FACTORS: The author took the disk home and worked with another disk drive(and Mac). All seemed OK. Next morning, the dreaded 'Mac doesn't love you any more' message. In the process, author swallowed the Do- you-want-to-make-MINOR-repairs-to-this-disk trick. AAAArgh # 2 ! We have Copy II Mac and some other bit and/or sector copy stuff, ResEdit (very old version) and Fedit 1.2, and some other peekaboo stuff available. Disk directory scramble? Bad media? (Worse than Medium-Bad!) Full moon? Evil Spirits? What'll we do? Stay tuned for further developments.

ERIC RALL ON 06/01
To recover data/files from a disk that has, for no apparent reason, become no longer a "Macintosh disk", you need to do the following. 1) Very important step: LOCK the disk! (That prevents you from inadvertently doing something totally stupid and really trashing the disk.) 2) Use Copy II Mac to make a bit copy of the disk. 3) Use Mactools to Mount the copy of the disk. NOT your locked original. Keep that in case you need to go back to step 2 above. 4) Now undelete the files in question. 5) You may need to use MacTools to enter the file type and creator to truly recover the files. 6) Copy the files to another disk. That should do it.

Macintosh System

RICHARD OGATA ON 06/13
Is anyone having a problem with Suitcase and System 6.0? I'm using the old version one, and it cannot open Font/DA files from the Apple menu (the choices are dimmed). It will still open any Font/DA files in their respective folders at startup though. Do later versions of Suitcase fix this problem? Is it isolated to my machine only?

JERRY WALZ ON 06/13
There are some patches that update Suitcase to version 1.2.4. Let me know if they are not here and I'll upload them if I can still find them. Beecher said that Fifth Generation who is now marketing Suitcase is supposed to send out notices this month for a free upgrade to version 1.3 which fixes certain problems and adds some new features.

ADAM COYLE ON 06/23
Ok—trivia question. What's the highest level system I can use on a 512K? Also, can you use an 800K external drive with it?
BILL BALDRIDGE ON 06/25
First, unless you get a 512Ke (the 'enhanced' Mac with 800K internal drive and 128K ROM) you won't be able to use SOME of the latest software (like MacWrite 5.0 or MacPaint II), but don't let that deter you. You CAN use a third party 800K external drive with no problems on a 'Fat Mac' (or plain 512K), and you'll need MacWrite 4.6 or earlier. We sell an 800K external through the WAP group purchase for $179—new. Lastly, Apple recommends 512K users should use Finder 5.5/System 4.1 or earlier— Baldy recommends Finder 5. 3/System 3.2 (probably one of the most solid System/Finder combinations Apple ever produced). Enjoy!

DAN HUGHES ON 06/28
Back a couple of months ago when the discussion of the scores virus infection was raging, I seem to recall that a definite symptom of the virus was having a Mac icon named Finder Startup in the system folder. I noticed such an icon on the hard disk on an SE at work. Is this machine infected and what can I do about it, presuming I want to do something about it?

BILL BALDRIDGE ON 06/29
No. Finder Startup is a document created when you use Set Startup from the Special menu in the Finder.

Federal Gov't SIG

JERRY WALZ ON 06/25
A preliminary report on Shiva's X232 Serial Interface: We received two Shiva X232 Serial Interface devices and one Shiva Net 2400 Modem yesterday. Only one of the two Hayes 9600

contd.

VSeries modem arrived so a report on those modems will have to be postponed for another time. Only one of the X232's is planned for use with the 9600V Series anyway. Anyway, it looks as if I'll never have to go to the office anymore. With the X232, and a Hayes 2400 modem, as a node on one of our two networks, connected with an InterBridge, I am able to call in from home and sign on to the network. My home Mac Plus has AppleShare installed along with a beta version of a soon to be released Mail package. The AppleShare Server icon appears on my desktop as another volume and can be opened and manipulated as if I was sitting in my office at my Mac II. At 2400 baud the speed is not too bad, although not great, but should be acceptable when the 9600's are up and running at an equivalent 19.2 K. As an example, it took 1 minute, 10 seconds to open 123K Filemaker Plus file that is sitting on the AppleShare Server. (The server is a stock Plus with a Rodime Plus 20 Meg external drive.) Closing the same file took a little longer, about 1 minute, 15 seconds and this probably included some of Filemaker's automatic save time. The Shiva is accessible via the control panel from the remote Mac and enables you to store the different numbers of networks that you might call. There is a provision for password protection so only those friendly to your network can gain access. Of course you also have whatever other password protection is available from AppleShare, TOPS, etc. A break in the connection without a planned disconnect will cause an automatic redial on restart of the remote Mac. Rather nice to be sitting back here at home guzzling a Fosters and watch the Mac call the office, auto mount the AppleShare server, check my mail and return to the Finder and Desktop. Now if I had only left the LaserWriter on I could use that instead of my IW I. (I doubt that printing over the modem at 2400 baud would be advisable.) When I return from Calif in three weeks I'll give a little more info on how the 9600 V Series work with the Shiva.

Mac Hardware

NANCY SEFERIAN ON 06/10
My hard disk works very fast since I got everything back [from the shop]. When I first got it, it was very slow. The repairman said the outlets should have those three holed places. (Mine has two because it was built so long ago.) He also said carpets cause the electricity. So, should I call the electricians and get the whole house fixed so it has those three-hole outlets? Or get rid of the carpet? Or get one of those de-electrifying things at the stationary store?

BILL BALDRIDGE ON 06/14
I'd probably have an electrician come in and install a proper 3-pronged outlet for your computer. You could always buy one of those "cheater" plugs—the ones with the little wire—but you can't be 100% certain the outlet itself is properly grounded.

ARNOLD LERMAN ON 06/20
Help! My Imagewriter ribbon has jammed and refuses to advance. The knob on the spool that usually advances the ribbon will not turn when it is inserted in the machine, although the ribbon turns freely when it is out of the machine. Is there an obvious solution here, or am I doomed to a trip to the fix-it shop?

BILL BALDRIDGE ON 06/21
With the IW off, check for free movement of the ribbon carriage. Check for any foreign material (lint, paper, gum wrappers, the cat) jamming the carriage or any of the drive mechanism. Remove same, if any. If none is found, then it's off to the shop with 'er. Good luck!

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DISKETERIA DISPATCH
by Jim Little

We have several new DOS 3.3 disks for your edification and enjoyment.

Disk 508: Educational Games G

Resource management in overcoming obstacles on the moon and elsewhere. Graphics of the lunar surface. As commander of the module you must rescue yourself and crew from a lunar crash landing. Good luck and more for the self rescue.

Two other simulations are also on this disk—one, a cross country tour with limited cash. The other is a shuttle launch of materials for a solar power supply to free us from depending on fossil fuels. This calls for both management and piloting skills.

Disk 509: Educational Games H

Monopoly as never before. Two to eight players, one or more who can be the computer. An expert system guide to the strategy, and with hints for the hazards of Park Place with hotels etc. Ask for help—the computer does for most moves—but of course you don't see what the decision is till the move is completed. This is not a graphics games, and the game board would be necessary for almost all fans. Several kinks include large bonus for landing on free parking. I'm not sure what is the source of the money. It's too much for fines that were collected. Maybe it's printing press money without gold backing.

Disk 510: Education/Math Advanced.

Explore the Calculus—treat yourself to some nifty digits. A well-thought-out and tested set of small programs to illustrate math concepts. Dave Swick of WAP contributed these for your edification, education and enjoyment. These programs are good, and in many cases graphically illustrate the subject matter, and a lot faster than hand plots.

Disk 511: Apple System Master 3.3

It has been released for WAP distribution, but the copyright is retained by Apple Computer Inc. A tutorial is on the next disk (512), so that the new user may find out how this system works. DOS 3.3 manuals will usually be found at swap meets, WAP garage sales, etc.

In general it is a system for running disks on any 5.25" disk drives. It needs patches to run on 3.5" or hard drives, though many hard drives have the ability to use the 3.3 system. The utilities included will verify files, move some or all the contents of a disk, lock or unlock (write protect) files, find free space on a disk and a lot of other neat things. It also provides the Integer Basic language.

This is the last of the series that launched the Apple][+ systems into the big leagues, five or more years ahead of another computer company.

Disk 512: DOS 3.3 Tutorial

A brief guide to the DOS 3.3 operating system. A series of screens are presented on operation and commands used by 3.3. A bit of study will give the general flavor of what goes on, and with a bit of practice you will be on your way. One of the first things that the ProDOS user will notice is that all commands to the system are typed to the prompt and not from a menu. This means that you need a short list of the available commands and the acitons resulting from them. Nearly all of them are benign, but watch out for INIT. This formats a new disk, and unless it is a new disk out of the box, this is not what you want to do.

/// SIG DISK 1000
by David Ottalini

The newest addition to the /// SIG PD library is Disk 1000, a complete catalog of all our PD offerings. As mentioned in my Trail article, SIG member John Ruffatto did all the hard work of compiling the material on each disk and putting it into a usable format. He used AppleWorks/3 EZ Pieces to do this. But for our SIG PD library, all that information had to be converted to ASCII so that it could be read using Menu.Maker. It also made it possible to be printed by the user from Basic.

As with most of our disks, this one is self-booting. The format is fairly straightforward and easy to use. Following is an example of the format:

/THREE.SIG.1030: INK WELL PROGRAM - BOOT SIDE A

DESCRIPTIONS:

Ink Well is the first of three programs placed into the Public Domain by Foxware, Inc. of Salt Lake City, UT. Ink Well is a Business Basic word processing program that is sophisticated and provides the user with a "What You See is What You Get" interface.

Disk 1030 contains the actual Ink Well program. As with all SIG disks, be sure to make a back-up!

We've also included a 3EZPs data base file on the disk to make it easy for sorting purposes, etc. John promises to continue updating Disk 1000 as we add new offerings or update old ones. Your suggestions for improvements are welcome!

ANSWERS TO LAST MONTH'S WAP ACROSTIC

The virus transmits itself (...) by invading a standard executable (...) file (...). When this contaminated application is copied to a "sterile" Mac and executed, the virus attacks the new system by making changes to the contents of the System Folder.

Author: Scott Mace
Work: On New Macintosh Virus
Source: InfoWorld 4/11/88

Words

A. Status	H. Caskets	O. Mendicity	V. Skeet
B. Casino	I. Endemic	P. Archbishop	W. Hitting
C. Oats	J. Overheats	Q. Cuffs	X. Vexing
D. Tattled	K. Nonentity	R. Ithaca	Y. Icebox
E. Tuning	L. Needler	S. Nameplate	Z. Retell
F. Mastery	M. Empathy	T. Thefts	a. Univac
G. Ambassador	N. Widths	U. Owned	b. Stifled

MAC DISKETERIA NEWS

by David Weikert and Martin Milrod

Word Processing Utilities Series Available

Last month we issued the Word Processing Utilities series, thanks to Charles Redmond III who tested and annotated them. Charles deserves a heartfelt thanks from the membership for the effort he expended in testing the series under MultiFinder. All of the Word Processing Utilities scattered throughout the current library and many new acquisitions have been grouped into one series of three 800K disks, labeled as Disks 17.01 - 17.03. Programs are arranged alphabetically within the series. The Word Processing Utilities series of 3 disks is available as a package for $10.50—that's $3.50 per disk. The set will be accompanied by a mini-catalog which includes program notes and catalog listing.

Adobe Screen Fonts Series Available

Last month we also issued the Adobe Screen Fonts series; screen fonts for all of the faces that Adobe provides. These fonts are necessary for proper presentation on the Mac screen (at 72 dots per inch) for PostScript font styles such as bold, bold italic, etc. The Adobe screen fonts are available as single disks or as either a LW package or full package. The LW package is a four disk set (Disks 18.01 – 18.04) that include all of the LaserWriter Plus and LaserWriter NT/NTX faces (as well as some other faces) for $14. The full package is a nine disk set that includes all of the Adobe faces for $31.50. These disks are all 800K format.

Version 6.0, Apple System Software Available

We issued Version 6.0 System Software last month; it is available on four disks for $5 per disk. (You can combine this order to take advantage of the $4 price per disk for five or more disks.) One disk includes an updated System, Finder, MultiFinder and associated System folder files. The next disk is dedicated to printer drivers. The remaining two disks contain the Apple utilities including two new ones, a macro recording and playback capability and an expanded screen image for the visually impaired. Please note that the System Software package that we distribute does not include any documentation. If you need documentation, the System Software upgrade package is available from your local Apple dealer at a list price of $49—ask about a discount for WAP members. **Apple has announced a minor update to this release but we have not received it yet.** We will update the disks as soon as we receive the changes from Apple.

Repeat of Mac II Disk 20.07 Recall Notice

Kevin A. Mitchell, author of GIF Converter, notified us that the version we have on Mac II Disk # 20.07 is an early restricted version that should not have been distributed. *That version has a bug that may result in the random deletion of files from your floppy or hard disk by destruction of the directory.* Kevin has sent us a replacement demo version. We will replace your Disk 20.07 with an updated version; send it to us with your name and return address or bring it to the membership meeting and exchange it at the disk sales table. If you do not use GIF Converter, you do not need to exchange the disk but please, please delete GIF Converter from your disk.

The New Disks

We have five new 800K disks this month; three sounds disks and two additions to the System Utilities series, 16.11 and 16.12. This month's submissions are brought to you by Marty Milrod, William Jones 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 154: Sounds IX
Startup, Shutdown and more (800K)

In the "Dr. Strangelove" Blahst f: **Blahst**: as discussed in **Strangelove Notes.txt**

In the Narrator f: **Narrator™**: Place this cdev in the system folder along with the text file StartUpSpeech and MacInTalk (available on Disks #2.09 and #15.03) and access it from the Control Panel to have your Mac talk to you at startup. This is a demo version that expires on 15 May 1988 so set your clock back so you may try it. ***Shareware—$7.50 and a disk in a SASE for functional version.***

In the ShutDownSound INIT 1.01 f: **ShutDownSound INIT 1.01**: This INIT plays a sound file at system shut down. Place the sound file (created by SoundCap or SoundWave) that has been renamed "ShutDownSound" (no quotes and no spaces) in your system folder with the INIT. **SDS Docs 1.01** explains the technical aspects of the program. **SoundCap TMPL** is a support file for use with ResEdit as described in the documentation.

In the Sound Leech f: **Sound Leech**: Searches through a program or file for sound (snd) resources and converts them to SoundCap files. **Sound Leech Docs - MacWrite** and **Sound Leech Docs - Word 3** document the program. ***Free, but—"... if you use this program, send me a letter telling me so."; $10 for source code.***

In the Sound Mover Package f: **IBeep2**: This cdev permits Mac Plus and SE users to pick different beep sounds (System Software version 6.0 now provides a similar function).

Sound Mover 1.2a: In a manner similar to the Font/DA Mover, this application allows you to move sound resources into and out of system and other types of files. **Sound Mover User Guide 1.2** is the documentation for this and the other files in the Sound Mover Package; the **Sounds** file is provided as a sample.

Sound->snd 1.2: This application converts non-compressed MacNifty sound files into 'snd' files for either the Mac II or HyperCard stacks.

StartupSndInit1.2: This INIT looks for all sound files of "snd" type in the system folder and plays all of them at startup (if the Control Panel volume level is set to any value other than zero). ***Shareware—$10 cash for any or all of the programs in the package.***

SoundMaster: This super cdev, when placed in the system folder, allows you to select a sound for each of the following system events; Startup, beep, disk insert, disk eject, bad disk, restart, shutdown and key click. You individually select the folder and file, sample rate and volume for each event. ***Shareware—$10.***

In the Sounds4SndMaster1 f: **Bad disk, Beep sound, Disk**

contd.

eject, Disk insert, Key click, Shutdown sound and **Startup sound**: These are tailored sounds for SoundMaster as described in **Read this or you die.**

In the Sounds4SndMaster2 *f*: **Bad disk, Eject disk, Failure, Falling tree, Insert disk, Oops, Red Alert/11, Shutdown, ShutDownSound** and **Taps** are more SoundMaster system event candidates.

In the Sounds4SndMaster3 *f*: **Ah.Sound, Bark.Sound, Be back.Sound, Fart2.Sound, Game over.Sound, Oops.Sound, PWscream.Sound, Trying to think.Sound, TypeKey.Sound, TypeReturn.Sound** and **TypeSpace.Sound** comprise another SoundMaster collection described in **About these sounds...**

Mac Disk 155: Sounds X
Movie and TV Sounds (800K)

In the "Bogart" *f*: **SAM WHAT TIME IN NY?, GAMBLING GOING ON HERE, HERE'S LOOKING AT YOU KID, MY LEAST VULNURABLE (sic) SPOT** and **PLAY IT SAM** from a variety of old Bogie flicks.

In the "Dr. Who" Sounds *f*: **Exterminate, Human Brain, Superior Beings** and **TARDIS** from that PBS favorite from across the briny blue.

Death by AT & T from the TV ad.

Mac Disk 156: Sounds XI
Miscellaneous Sounds (800K)

In the Beatle Beep Snds *f*: **BeepBeepmBeepBeep** and **Beep BeepmBeepBeep.snd**: would be a lousy choice for a beep sound.

Blues Brothers from the movie *The Blues Brothers.*

Chariots Short the theme from the movie *Chariots of Fire.*

Cock (Sgt Pepper) from the Beatles *Sargent Pepper* album.

Dog could have been named bark or woof.

Dogs includes more of the previous.

G'Morn Vietnam: Robin Williams from the movie *Good Morning Vietnam.*

Harp provides some soothing strings.

Help! beatles is a good candidate for a bad disk event for SoundMaster.

In the Hitchcock *f*: **Alfred1** and **Appleboy** may not be Alfred Hitchcock at his best but they're pretty close.

Quack is my personal favorite for the bad disk sound for SoundMaster.

Mac Disk 16.11: SU 11, System Utilities (800K)

In the ApFont *f*: **Apfont:** A cdev to change the default font used by applications. The "default font" is the one used by most applications in "Untitled" windows. **ApFont Dox.txt** is the documentation. ***Shareware—$5.00.***

In the Backdrop *f*: **Backdrop**: A small piece of entertainment software that puts one out of a collection of pictures in the background of the Macintosh screen, behind all the windows, in place of the normal grey pattern. It is meant for hard disk users, since the pictures require a lot of disk space. In order to use Backdrop, you must have a Mac Plus, Mac 512K Enhanced, Mac SE, or Mac II.

In the Closer *f*: **Closer:** A very simple utility that closes all open access paths to a given file. Useful when a program which is editing a file exits unexpectedly, leaving a file with an open access path. It is supplied here in two formats, an application and an FKEY 8 (the ID can be changed with ResEdit). Both function identically: a standard file dialog box is brought up to select the file to be closed (using the 'Open' button, of course!). Also included in **FKEYs** is a software programmer switch, FKEY 9. This requires that a debugger be installed at boot time. **Closer.doc** is the documentation.

In the CompareForks™ *f*: **Compare Forks™**: A utility to analyze Macintosh™ files. In the compare mode, two files are compared. In the analyze mode, the details of the file is output to an output file. **CompareForks Docs** is the documentation.

In the Curious Cat V1.1 *f*: **Curious Cat.** This is a "Curious" cataloger, curious to know which Fonts/DAs are contained in each system file and Font/DA Mover holding files. **Curious Docs** is the documentation.

DeskImation: An update of the program on Mac Disk 16.01, which once installed shows clicked-on folders as open. ***Shareware—$5.***

Dir-Acta-ry: Creates disk catalogs and file catalogs in Acta™ outliner format.

In the Disk Dup+ *f*: **Disk Dup+**: A disk duplication program written to automate as much as possible the sector-by-sector duplication of a floppy onto one or more duplicates. Performs sector duplication of either 400K to 800K floppies. Formats copies as single or double sided as necessary. **DiskDup+ Doc.** is the documentation. ***Shareware—$10.***

In the DoppleMaker v2.0 *f*: **DoppleMaker v2.0:** Makes Dopple-Ganger copies (a front or decoy) with the same name as actual applications used on a network so that the actual application may be hidden on the server, preventing its misappropriation. **Dopple Docs** explains how.

In the Electric Dvorak *f*: **Electric Dvorak:** Lets you use the Dvorak keyboard. **Dvorak Installer** removes or installs the Electric Dvorak and the "switching by Keyboard" option. **Dvorak Startup** and **QWERTY Startup** are INIT files for the Systems Folder. **Read Me about Dvorak** contains the instructions. **Electric Dvorak QuickRef** is a keyboard layout document. An optional **Membership Application** is included for the International Dvorak Organization. ***Shareware—but you pay for it if you don't use it or pass it along.***

Font Documentor™: Prepares and prints out a listing of the fonts in a system file in their proper styles and sizes. It works well, but quirkily, on my PostScript printer. Chicago came out as Geneva, and 24 pt Times overlapped the ones above it.

Font Lib/HFS: A substitute for the Font Mover which allows fonts to be moved between files, systems, and applications.

In the Font Squeezer(Unsqueezer) *f*: **UnSqueezer:** A repackaging of an earlier release (Font Unsqueezer) on Mac Disk 16.02. The earlier version uses an Installer utility to put an INIT into the system file. This works fine unless you happen to also be using Suitcase™. The Font Unsqueezer INIT must be executed after Suitcase™ which does not happen when it is the in the System file. This INIT can be placed into your System folder (instead of using the Installer). The name is "UnSqueezer," chosen to follow Suitcase in alphabetic order. This ensures that it is executed after Suitcase. If the INIT is installed in your System file, use the Installer to remove it before putting this INIT into the System folder. **UnSqueezeer Notes** tells all about it.

In the Font Display™ Ltd. *f*: **FontDisplay™ Ltd.:** A program to display the entire character set of any Macintosh™ font. Multi-bit/color fonts are supported on the Mac II. A window is available to display any text you wish in the selected font in any style. The demo does not include printing capabilities nor

contd.

are any changes you make to any settings saved. **FontDisplay™ 5.4 Doc (IW)** and **Read Me First** are the documentation. ***Demoware—$20 for a fully functional, personalized, copy of FontDisplay.***

FullConvert: Converts MacPaint format documents to FullPaint format documents so that they may be opened in FullPaint by double clicking on them. Also fixes screen dumps (command-Shift-3) to produce Fullpaint, not Macpaint files (Except on the Mac SE). ***Shareware—$8.***

M/F Rating: Runs under Multifinder, rating whether other applications running in the foreground or background are MultiFinder Frendly or not.

In the MFMenu 1.2 *f*: **MFMenu:** Attaches a copy of the MultiFinder Application Switching menu to the MultiFinder icon in the menu bar and provides other features when using Multifinder. **MFMenu 1.2 Doc.wrt** is the documentation.

On Cue™ Announcement is an announcement of a related MultiFinder product, of which a demo verision is on System Utilities Disk #16.12.

MultiLaunch: Permits you to launch programs without the finder which uses much more memory than MultiLaunch. ***Shareware—$10.***

Mac Disk 16.12: SU 12, System Utilities (800K)

In the MultiSet *f*: **MultiSet 1.0:** A utility allowing you to configure and open 'work sets' under MultiFinder. With one double-click from the desktop, you can open a series of applications and documents as described in the **Multiset Documentation.** ***Shareware—$15.***

In the New Moose Phrazer *f*: **New Moose Phrazer 1.01:** New Moose Phrazer was written to allow easy modification of **Moose Phrases**, the files used by Talking Moose (Mac Disk # 2.09). **NMP Documentation** tells all about it.

In the On Cue™ Demo *f*: **On Cue™ Demo:** This is a sophisticated application and document launching utility for the Apple Macintosh. From the moment you start your Mac, the On Cue menu is always available ...automatically. A single mouse click from within almost any application, including the Finder, will quickly switch you to any other application, and the document of your choice will be open and ready. Under Multifinder #dwhere in addition to the launch capability, On Cue adds the ability to instantly switch to any open application, including the DA Handler layer. On Cue was designed to be an enhancement to, rather than a replacement for, other "shells" such as the Finder, HyperCard or PowerStation. **On Cue™ Demo Notes** is the documentation.

In the Password *f*: **Password** v1.0: This utility is intended to stop other people booting up your Mac from its Hard Disk (or any System Disk you put this on); it will not stop people from inserting another system disk into your Mac and using that to boot it. **Password Docs** tells all about it. ***Shareware—£10 or equivalent.***

In the PopIt!1.72 *f*: **PopIt!1.72:** A popup menu that makes a copy of the menu bar for use anywhere on the screen. **PopIt! v1.72 dox.macwrite** is the documentation. ***Shareware — $10.93.***

In the PopupMenu Demo *f*: **PopupDemo:** A simple demonstration of a popup menu with lots of annotated code files. **Popup Coordinates** is the menu coordinate system as explained by John A. Love, III a member of Washington Apple Pi.

In the PowerStation™/E (v2.3) *f*: **PowerStation™ E:** A Macintosh "software control center" that lets you organize your frequently-used applications, documents, and desk accessories in a way that is suited to your working habits, independently of the the way they are organized under the file system. And, PowerStation lets you move among applications quickly—much more quickly than is possible with the Finder. **Open PowerStation™** is the small file to be kept on the desktop to facilitate opening PowerStation if you don't use PowerStation as your startup application. This evaluation copy of PowerStation is limited in it's capability; the full version is available commercially. **PowerStation™ Orientation** is the documentation.

In the Preview *f*(v.1.5): **Preview:** A replacement printer driver which allows printed output to be viewed on the screen in miniature.To use it, simply place it in your system folder. If you wish to use the **Preview FKEY-6** provided, use the Resource Editor to install it into your system file. **Preview 1.5 Docs** is the documentation.

In the RamDisk+ 2.05 *f*: **RamDisk+ 2.05:** Written to automate as much as possible the start up of the Macintosh when an internal RAM disk is desired. All controls of the program are remembered, so that once set, the program will run quickly with no user interaction required. **RamDisk+ Doc.** is the documentation. ***Shareware—$20.***

ScreenDump][: Creates FKEYs which allow screen dumps on Macs of all screen sizes, even works with color images; dumps either to disk or to a printer. ***Shareware—$12.***

Scribe: Changes the default font which an application uses upon first opening; also convenient for displaying font alternatives. ***Shareware—$8.***

Set Clock 1.8: An update to the Mac's simplest communications program. Dials your modem to a master clock (a toll call to Chesapeake, VA, 13¢ or so) and sets the Mac's clock accordingly.

In the SSSwitcher© (v2.0) *f*: **SSSwitcher©:** (Screens & Sounds Switcher) is a "Startup" application that will randomly switch StartupScreens, BackDropScreens, StartupSounds, BeepSounds, DiskInsertSounds, DiskEjectSounds, BadDiskSounds, RestartSounds, ShutDownSounds, and KeyClickSounds in any combination you desire. It has been reconfigured to work in conjunction with Bruce Tomlin's "SoundMaster1.0" INIT. **SSSwitcher©.docs** is the documentation.

In the SuperConvert *f*: **SuperConvert:** A utility application that converts SuperPaint files containing LaserBits™ objects to and from the following high-resolution bit-mapped file formats: ThunderScan®, Tagged Image File Format (TIFF), and Encapsulated PostScript® (EPS). Its main function is to convert scanned images from ThunderScan and TIFF to LaserBits format for editing and to convert LaserBits images to TIFF or EPS formats for importing into other programs, such as page layout applications. **SC User Manual** is the documentation.

SwapParamRAM: Saves a copy of the pRAM resource in its file and swaps it with that maintained in PRAM.

In the TimeKeeper *f*: **TimeKeeper:** A simple clock program written with MacApp™ to run under MultiFinder™. **TimeKeeper Doc** is the documentation and **TimeKeeper Preferences** is the file that "remembers" the format selected.

Togcursor: Installs an FKey (FKey 8) to toggle the current cursor to one double its size.

Version Reader (v1.1): Gets version information (if available) from an application's signature resource.

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)S 3.3 Volumes

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( ) 42 One Key DOS
( ) 43 IAC 29 Utilities H
( ) 44 Utilities I
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( ) 46 French Vocab. Tutorial
( ) 47 Tic-Tac-Toe in French
( ) 48 Boot for I'Hote
( ) 49 I'Hote Story
( ) 50 I'Hote Quiz
( ) 51 French Poetry Tutorial
( ) 52 Apollinaire Biography
( ) 53 Albert Camus Interview
( ) 54 Tic-Tac-Toe in Spanish
( ) 55 Rafel-Boot
( ) 56 Rafel
( ) 57 Rafel Quiz
( ) 58 Matute
( ) 59 Lo Fatal
( ) 70 Business/Math/Statistics
( ) 71 Music
( ) 72 Keyboard Games
( ) 73 Text Adventure Games
( ) 74 Paddle Games
( ) 75 Color Graphics for Fun
( ) 76 Education
( ) 77 Utilities
( ) 90 Spreadsheet C Genl. Bus.
( ) 91 Spreadsheet D Investment
( ) 92 Spreadsheet E Bus. Recd.
( ) 93 VisiPlot & VisiTrend
( ) 95 Spreadsheet F-Coin Coll.
( ) 100 Utilities A
( ) 101 Utilities B
( ) 102 Games A
( ) 104 Business A
( ) 106 Science Engineering
( ) 107 Games B
( ) 108 IAC 10 (Graphics)
( ) 109 IAC 11 (Applesoft Tutrl.)
( ) 110 Personal/Education
( ) 111 Games C
( ) 112 Utilities C
( ) 113 Business B
( ) 115 IAC 12/13 Misc.
( ) 117 Picture Packer
( ) 118 Utilities D
( ) 119 IAC 15 Misc.
( ) 120 IAC 16 Misc.
( ) 122 IAC 17 Misc.
( ) 123 French Vocabulary
( ) 124 Utilities E
( ) 125 IAC 18 Misc.
( ) 126 Sights and Sounds
( ) 127 Math/Science
( ) 128 Games D
( ) 130 Diversi-DOS (rev.)
( ) 131 Personal/Educ. 2
( ) 132 IAC 19 - Utilities F
( ) 133 IAC 20 - Pascal & DOS3.3
( ) 137 IAC 21 Spreadsheet A
( ) 138 IAC 23 Utilities G
( ) 139 IAC 24 Education 3
( ) 140 Education 4
( ) 141 Special Data Bases
( ) 142 IAC 28 Pinball Games
( ) 143 Sports
( ) 144 IAC 27 Applesoft Prog.
( ) 145-147(3 disks)Ap.Logo Util.
( ) 150 EDSIG1 (Elem. Math)
( ) 152 IAC 31 Miscellaneous
( ) 153 Investments A

DOS 3.3 contd.

( ) 154 Investments B
( ) 155 IAC 33 Miscellaneous
( ) 156 IAC 35 Applesoft-AW//e
( ) 157 IAC 36 Arcade Games
( ) 158 Apple Logo Programs
( ) 159 Recipe Files
( ) 160 Utilities & Games
( ) 161 Wizard Worker
( ) 162 Games E
( ) 163 Graphs and Displays
( ) 164 Games F
( ) 165 Happy Holidays
( ) 166 Charts and Graphs
( ) 167 IAC 40 - Pilot Lang.
( ) 168 IAC 41&47 - AW Util.
( ) 169 Hayes Term. Prog.
( ) 170 Love's Follies (Utilities)
( ) 171 Cat-Graphix
( ) 172 Print Shop Graphics
( ) 173 Riley's Pers. Instrum.
( ) 174 Imageworks
( ) 175 No Name Yet
( ) 500 Master Catalog Listing
( ) 501 Util.-Beginner's Choice
( ) 502 Util.-Intermediate User
( ) 503 DComm
( ) 504 Database - LOGIC
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( ) 510 Education - Math
( ) 511 DOS 3.3 System Master
( ) 512 DOS 3.3 Tutorial

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( ) * 187 Devil's Tomb
( ) * 188 Caves of Treas.Isl.
( ) * 189 Furioso
( ) * 190 The Magic Kingdom
( ) * 191 The Tomb of Molinar
( ) * 192 Lost Isl. of Apple
( ) * 193 Abductor's Quarters
( ) * 194 Quest for Trezore

Note: Eamon disks 195-229 are also available. See description in Member Reference Book.

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( ) 814 TAWUG-2
( ) 815 TAWUG-3
( ) 816 TAWUG-4
( ) 817 Telecom
( ) 818 1987 AW Tax Template, (Shareware)

Pascal Volumes (See also 133)

( ) 300 :ATTCH 1.1/BIOS
( ) 301 ( ) 302 ( ) 303
( ) 304 ( ) 305 ( ) 306
( ) 307 ( ) 308 ( ) 309
( ) 310 ( ) 311 ( ) 312
( ) 313 ( ) 314

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( ) 402 Utilities 1
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( ) 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

( ) 1000 /// SIG PD Catalog
( ) 1001 Games Volumes I & 2
( ) 1002 Basic Utility Vol.1&2
( ) 1003 Footnote ///
( ) 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
( ) 1018 Pohlman Disk 2
( ) 1022 Basic XT and Utilities
( ) 1023 The Retriever
( ) 1024 Power Print ///
( ) 1025 Disk Window
( ) 1026 Data Window/Source
( ) 1027 Power Cat/Basic XRF
( ) 1028 ASCIDIF(Bloom)
( ) 1029 Ink Well Manual
( ) 1030 Ink Well

Apple IIGS Volumes @ $5

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( ) 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

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( ) 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
( ) 91 Fun & Games XIX
( ) 92 Education II
( ) 93A & ( ) 93B Fonts VI
( ) 94 Paintings IV
( ) 95 Fun & Games XX
( ) 96 Fun & Games XXI
( ) 97 Fonts VII
( ) 99 Inits I
( ) 100 Fonts VIII
( ) 101 Fonts IX
( ) 102 Sounds I
( ) 104 Fun & Games XXII
( ) 105 Fun & Games XXIII
( ) 106 Fun & Games XXIV
( ) 108 Fun & Games XXV
( ) 109 Sounds II
( ) 110 Fonts XI
( ) 111 Sounds III
( ) 113 Fonts XII
( ) 115 Telecom IV
( ) 116 DAs XII
( ) 118 Paintings V
( ) 120 Inits II
( ) 123 Graphics II
( ) 124 Paintings VI
( ) 125 Sounds IV
( ) 127 Paintings VII
( ) 128 Fun & Games XXVI
( ) 129 Telecom V
( ) 131 Sounds V PeeWee+.
( ) 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

'ol. 181 required with these disks. Date: _____

)te: Allow 2-3 weeks for mailing. Total Order = ____ Disks; Postage $_____; Total Amount Enclosed $_____.

Note: Mac Disks are contd. on next page.

AME: _____

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Bethesda, MD 20814

Telephone _____

WAP Membership No. _____

Macintosh Disks contd.
( ) 154 Sounds IX
( ) 155 Sounds X
( ) 156 Sounds XI

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

* Series disks are regular Mac price when purchased individually.

Misc. Util. Series(7-disk set $24.50)*
( ) 15.01 ( ) 15.02 ( ) 15.03
( ) 15.04 ( ) 15.05 ( ) 15.06
( ) 15.07

Util. Series (12-disk set $42) *
( ) 16.01 ( ) 16.02 ( ) 16.03
( ) 16.04 ( ) 16.05 ( ) 16.06
( ) 16.07 ( ) 16.08 ( ) 16.09
( ) 16.10 ( ) 16.11 ( ) 16.12

Word Proc. Series (3-disk set $10.50)*
( ) 17.01 ( ) 17.02 ( ) 17.03

Adobe Fonts Series (9-disk set $31.50) *
( ) 18.01 ( ) 18.02 ( ) 18.03
( ) 18.04 ( ) 18.05 ( ) 18.06
( ) 18.07 ( ) 18.08 ( ) 18.09

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 6.0 Software
( ) Set of 4 disks

HyperCard Upgrade 1.2 **
( ) ** Requires proof of purchase

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

See page 87 for disk ordering information.

WAP TUTORIAL REGISTRATION

Apple II: The following three WAP tutorials are being offered to **Apple II** owners on the first three Tuesday evenings of the month from 7:30 to 9:00 PM, at the office, 8227 Woodmont Ave., Bethesda, MD. We are currently alternating months between the IIgs and other Apple IIs. (The tutorials start promptly at 7:30; if you bring your computer please arrive 15 minutes early to set up.) You may sign up for any or all of the series. They are designed for the "beginner" and will be repeated monthly. The fee for each session is $10. You are urged to bring an Apple, monitor and disk drive. (Monitors are available for the 1st 5 registrants - call office.) Please note that WAP **does not** have equipment for you to use; if you do not bring your own, you will have to look over someone's shoulder.

( ) August 2 (IIgs specific) - **WELCOME TO THE WORLD OF APPLE** ( ) September 6 (][+, //e, //c)
( ) August 9 (IIgs specific) - **HOW TO USE YOUR APPLE SOFTWARE** ( ) September 13 (][+, //e, //c)
( ) August 16 (IIgs specific) - **POPULAR APPLICATIONS** ( ) September 20 (][+, //e, //c)

••••••••••••••••••••••••••

Macintosh: Tutorials for the beginners are regularly given on the 2nd, 3rd and 4th Monday evenings of the month at the office, from 7:15 - 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, August 8 or ( ) Sept. 12 - Introduction to Macintosh. Prerequisite: Guided Tour to Macintosh.
( ) Monday, August 15 or ( ) Sept. 19 - Intermediate Mac Skills. Prerequisite: Familiarity with Desktop, disk copying, etc.
( ) Monday, August 22 or ( ) Sept. 26 - Personalizing Your Mac for Productivity. Prerequisite: First two sessions or equivalent.

••••••••••••••••••••••••••

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 Excel - Dennis Kirschbaum - Saturday July 30, 9-12am, Office.** Fee $15 ($20). Geared to the complete beginner and will cover entering formulas, copying cells and other essential skills. Bring Mac, Excel and blank disks.

( ) **MacDraw from an artist's viewpoint - Ann La Rose, Tuesday, August 30, 7:30-9:30 pm.** Fee $15 ($20). Learn to create illustrations and graphics on the Mac regardless of past artistic experience.

Please check the desired tutorials and return this form with fee(s) made payable to Washington Apple Pi, Ltd. to:
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Attn. Tutorials
8227 Woodmont Avenue, Suite 201
Bethesda, MD 20814

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INDEX TO ADVERTISERS

AppleFest San Francisco 5
Capital Microcomputer Users Forum 30
Clinton Computer 1
Computer Age 36, 37
Computer Desktop Publishing Ctr. 73
Computer Ware Unlimited 7
Desktop Perfect 68
FC Business Systems ..... Inside Front
Highlighted Data, Inc 51
Justin Associates 43
Landmark Computer Laboratories 15
MacCorner ..... Inside Back, Back Cover
MacInOffice 55
MacSource 67
MacTemps 59
MacTography 49
Mac Underground 57
Monogram 39
Multisoft Resources 61
Nexo Distribution 11
Nova Consulting Group 66
Operant Systems 27
PC Resources 51
PLS Inc 11
Practice Management Systems Inc 45
Printers Plus 29
Printing Team, The 51
Publishers Service Bureau 61
Satellite Scientific 13
Software Ventures 31
Stonebridge Group ltd 53
Summit Research Corp 57
Technical Sales & Service 21
Tempest Products Inc 2
VF Associates 19
Write Service, The 63

INDEX TO AUTHORS

Arndt, William R 60
Baird, Ann 25
Baldridge, Bill 69
Bedrick, Barry 22
Begleiter, Ralph J 32
Cave, Katherine M 18
Dewey, Mike 56
Feldman, Larry 54
Field, Bruce F 10
Knight, Kenneth 64
Little, Jim 74
Milrod, Martin 44, 75
Morganstein, David 52
Nelson, John 35
Oringel, Bob 13
Ottalini, David 20, 74
Platt, Robert C 4, 10, 67
Porter, David L 23
Rall, Eric 38, 68
Schwartz, Dana J 28
Scott, W.R. 6
Seelig, Fred 4
Seferian, Nancy 4
Settle, Ray 1
Shapiro, Phil 1
Tarantino, Paul 1
Trusal, Lynn R 4
Van Zee, Linda .....
Walker, Bonnie .....
Ward, Chuck .....
Weikert, Dave .....
Wolov, Robb .....
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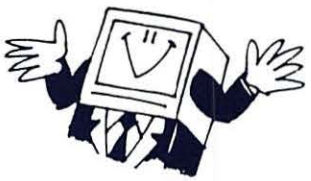

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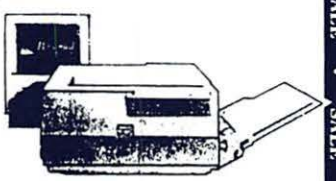

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