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Washington Apple Pi

Volume 11 February 1989 Number 2

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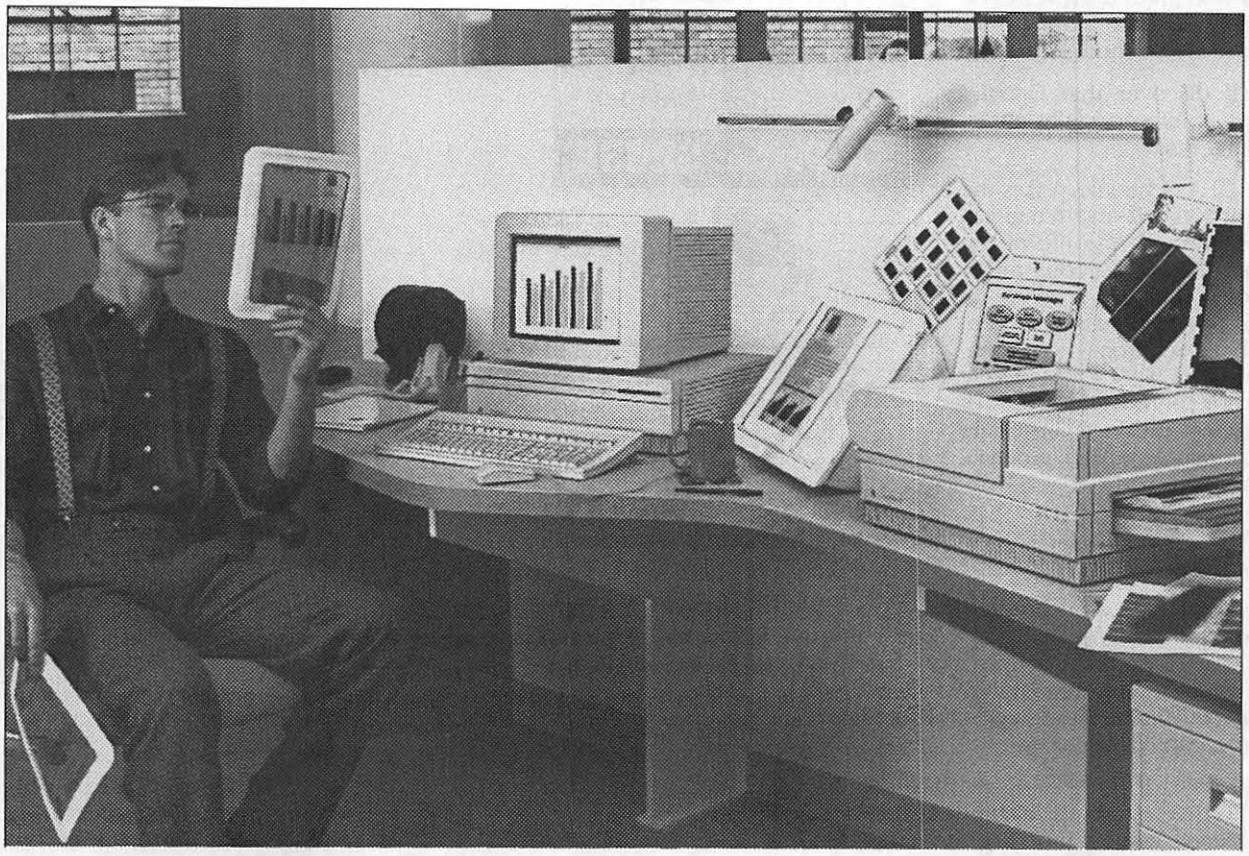

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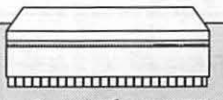

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by Robert C. Platt

The New Office

WAP has been at 8227 Woodmont for five years, and we have lost our lease. Last August, I appointed a committee to consider our space requirements. Its report appeared in last month's Journal.

WAP has rented new offices just down the street from its old offices. The new office will be at 7910 Woodmont Ave. We are scheduled to move in on February 26. All events prior to that date will be held in our old Office. The Office represents a big improvement over our present space. We are building it in line with the committee's recommendations, and it is significantly bigger with a more workable division of space. It also includes a cleaning service and quality decoration. I am sure that you will find our new ambiance much more in keeping with the Pi's stature as the largest non-profit Apple users group in the nation.

We are planning a reception at our new Office in April for area dealers to explore areas for mutual cooperation and to show them our facilities and programs.

We need volunteers to help us pack, move and unpack. Please call the Office if you can spare some time.

Apple Teas

I was visiting my family in Long Beach California over Christmas and took the opportunity to host WAP's first West Coast Apple Tea. An apple tea is an informal gathering at a member's home to discuss computers and to meet other nearby members. It was an enjoyable evening, and I would encourage you to consider hosting a tea. Call *Amy Billingsley*, 301-622-2203, to make the arrangements.

Charlie Jackson

One of the side-benefits of holding our Tenth Anniversary Celebration was contacted a number of industry figures who were unable to attend our December meeting. They have given us a rain check and will speak at our meetings throughout our Anniversary Year. The first speaker to be scheduled is Charlie Jackson, President of Silicon Beach Software who will be at our March 18 meeting.

New Office Manager

After an extensive search, WAP has hired *Nancy Pochepko* as our permanent Office Manager. Nancy has eight years of experience as an Office Manager and is an avid Mac user. Nancy replaces Gena Urban, who had resigned effective November 1.

Kym Knutson, who has been with us since November, has been appointed Assistant Office Manager. Kym is an experienced Apple IIgs user and was an active volunteer with her local Apple user group in Ohio before moving to Washington. One of her important responsibilities will be maintenance of our membership data base. Please stop by our Office to meet Nancy and Kym.

New Editor

The Board has accepted the recommendation of a search committee and has awarded Thomas Piwowar & Associates a one year contract to produce the WAP Journal. Tom Piwowar is very active in Washington's desktop publishing community and the chairman of WAP's desktop publishing SIG. We are fortunate to have a group with TP&A's abilities working for us, and I expect the Journal to prosper under Tom's leadership.

Trade Shows

WAP will have a major role in the Federal Office Systems Expo which will be held on March 7, 8, and 9 at the DC Convention Center. WAP will be sponsoring a special 3 hour seminar on "Mac Day" and will have a booth on the main floor. *John Nelson* is coordinating our FOSE participation. Please volunteer if you can work the booth or assist in the seminar.

WAP's plans for the DC MacWorld Expo are shaping up. It will be held on April 26, 27 and 28 at the DC Convention Center. WAP will have a 20 ft by 20 ft island booth. Many thanks to *Marty Milrod* for coordinating this event.

WAP will also have a booth at the Boston AppleFest in May. *Ted Meyer* has agreed to coordinate WAP's presence at that show.

In order to give WAP a more eye-catching presence at these shows, a committee chaired by *Cynthia Yockey* has been designing a professional show display. We hope to have it set up at our February membership meeting if it is completed in time.

Volunteer Bank

Until now WAP lacked a systematic way for members to learn where volunteers were needed. Accordingly, our Office will serve as a clearinghouse for volunteer opportunities. Please contact the office to access our data base. When you volunteer, the Office staff will follow up with the responsible club officer and will send you a confirming post card.

Library Amnesty

Walt Francis, our Librarian reports that several important books are missing from our collection. If you have any overdue books which you have borrowed from WAP (including any you may have forgotten to check out) please return them to the Office. (No questions asked.)

Other Improvements

Now that the new office and staff are in place, we will not rest on our laurels. As described in a separate article, our membership contest is in full swing and the Second Decade Committee is reviewing WAP's long term plans. Good progress has been made on filing our § 501(c)(3) tax exemption application, and to keep our legal-types busy, I have also appointed a committee to review WAP's Bylaws.

WAP continues to be a vibrant and growing organization due to our many dedicated volunteers. If you haven't participated in one of our volunteer activities lately, I suggest that you contact the WAP Office and join in the fun.

JOURNAL BUSINESS

Hello Again!

I am glad to tell you that your Search Committee and Board of Directors has finally decided who will manage and produce the Journal for the next year. I am also glad to tell you that the decision was to make it me.

Now that I know that I am actually in charge of something that will last, at least for a while, I want to work on changing more than just the Journal's typeface. To do this I will need your help: your thoughts, your ideas, your good will, and your time too. I am gratified by the number of people who have volunteered to help with the Journal. I am also grateful for the number of serious comments and suggestions I have received for improving the Journal. I hope that this good will continues because I do need your help and I do need your patience. Rome was not built in a day, nor was it built by one person. Let us work together to make a better Journal and a better Washington Apple Pi.

Welcoming New Faces

During these last few months of uncertainty I have been very fortunate to be working with three very able editors: Ray Hobbs, Marty Milrod, and Lee Raesley. Their hard work, knowledge, and good judgement made possible a nearly impossible transition schedule. I and you, dear readers, are in their debt. Now, to make their lives a little less crazy and to make the Journal better able to grow, I am expanding the Journal's Editorial Board with new volunteers. The side bar on the right introduces our expanded Editorial Board. I've added four new editors to keep track of several additional areas that the Journal must cover well. I hope to soon be adding more. Please call me to join.

We've also added two eagle-eyed proofreaders. I hope you will appreciate their work as you read this issue. We could use a few more. Call me to join the team.

Please Write for Us

Of course the most important input to the Journal is our writers. Last month we added a new column and this month another. Several new Pi members are writing for the first time. I want you to write for us too (that's right I mean you personally, not you collectively). Please think about what you can contribute. Check the list of editors on the right and call them directly. Or call me and we can figure out how to proceed. And don't tell me you can't write. All I want you to do is think. Our editors and proofreaders will help you to look correct.

I am also looking for people who would like to be reporters. There is a lot going on around the Pi that needs to be shared with a wider audience.

A Fat Future

My first goal for the journal is to make it grow to serve you better. This issue adds a signature (eight pages—printer's equivalent of a byte). I hope to keep on adding signatures so that each month the Journal will bring you more and more information.

Do Speak Out

I am adding a letters column. Please write to tell us something new, state an opinion, or even to correct us. Tell me what else should be added.

Hoping for Good Looks

I also hope to gradually change the look of the Journal to make it easier and more fun to read. I also want to highlight all of the services that the club provides to its members. Improving any one part of the journal is a big task. The thought of working on them all is daunting. Here again I need your help. Look the Journal over, think about it, send me your ideas. Even better, volunteer to work on a problem. If a few members would get together a few evenings to consider how we present the Hotline, Calendar, Disketeria, or cover and propose a better way, I would be more than glad to make sure it gets done.

The Journal Has Been a Loser

My final goal for the Journal is to make it stop being a burden for the Pi. Believe it or not this Journal loses money every issue. This discourages efforts to make the Journal better and limits what the Pi can do for its members in other areas. As the Journal grows it is going to need more advertisers to carry the freight. You can help by telling potential advertisers about the Journal and about how it is a special place to advertise. You can also help by letting advertisers know that you saw their ad in the Pi Journal.

Thanks for the Type

Finally a thank you to Bill Baldridge of MacInOffice for helping the Journal to get back its nameplate. The Journal has used that particular typeface for its nameplate for almost all of its history and we're glad to have it back. Bill scanned a year of back issues and gave me a clean set of files for each month's cover.

Send Your Journal Submissions to the:

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Choos[illegible]Smart Computer

by Bud Stolker

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

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

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

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

No wonder confusion reigns.

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

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

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

We'll be around after the sale, too, to make sure you stay up and running. We believe in our systems and we believe in our clients. Our success is due to people like you: intelligent, computer-literate, value-conscious.

We stay in touch with PC technology in order to serve you. Our goal is to give you the greatest payback from your investment in a PC. Whether you want the hottest new computer or a basic floppy disk-based PC, we take pains to make sure you get your money's worth.

So give us a call when you're ready to buy a personal computer or upgrade your existing system. Ask us for a free consultation. We may have a solution just right for you. (If not, we'll tell you.) Check with us and see if you agree that *a custom-tailored personal computer from Landmark Computer Labs is the best buy you can make.*

Landmark Computer Laboratories
Suite 1506
101 South Whiting Street
Alexandria, Virginia 22304

Telephone (703) 370-2242 ☎ SourceMail TCB076

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WAP HOTLINE

Have a computer problem? The following club members have volunteered to help other club members.

Guidelines for Hotline Use

- Hotline is for club members only.
- Remember that the people listed are volunteers: be courteous; ask for help, not for a job to be done for you.
- Respect all telephone restrictions where listed—no calls after 10:00 PM except where indicated.
- Calls regarding commercial software packages should be limited to those you have purchased. Do not call about software for which you have no documentation.
- All telephone numbers are home numbers unless otherwise specified.
- When requests are made to return calls, long distance calls will be collect.

Hotline Coordinator	
Larry Feldman	(202) 546-9556

Apple II

General
Dave Harvey (703) 578-4621
John Wiegley after 2:15 (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) 431-0853

APPLE SSC
Bernie Benson (301) 951-5294

AppleWorks
Ken DeVito (703) 960-0787
Bob Martz (301) 795-5689
Ray Settle (301) 647-9192
Harry Erwin (703) 391-0295
Michael Osborn (301) 505-1637

AppleWorks Data Base
Morgan Jopling (301) 261-3886

Communications Packages
ASCII Express
Dave Harvey (703) 578-4621
ProTerm
Allan Levy (703) 578-4621
Talk is Cheap/Pt.toPt.
Barry Fox (717) 652-2899

Data Bases
dBase II
John Staples (703) 255-6955
dBase II&III, Data Perfect
Leon Raesly (301) 431-0853
Profiler 3.0
Barry Fox (717) 652-2899

Dvorak Keyboard
Ginny Spevak (202) 362-3887

Hard Disk
CMC (not CMS)
Barry Fox (717) 652-2899
Corvus Omninet
Tom Vier (BBS) (301) 986-8085
Corvus
Leon Raesly (301) 431-0853
Sider
Jaxon Brown (301) 350-3283
Otis Greever (615) 638-1525

Hardware - //c
Michael Osborn (301) 505-1637

Languages
Applesoft
Louis Biggie (301) 967-3977
Peter Combes (301) 251-6369
Leon Raesly (301) 431-0853
John Wiegley after 2:15 (703) 437-1808
John Love (703) 569-2294
Integer Basic
John Wiegley after 2:15 (703) 437-1808
John Love (703) 569-2294
Machine
Ray Hobbs (BBS) (301) 490-7484
John Love (703) 569-2294
Pascal
Michael Hartman (301) 445-1583
C and TML Pascal
Harry Ewin (703) 391-0295

Operating Systems
Apple DOS
John Wiegley after 2:15 (703) 437-1808
CP/M
Art Wilson (301) 774-8043
ProDOS
John Love (703) 569-2294
John Wiegley after 2:15 (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

Spreadsheets
General
Walt Francis (202) 966-5742
MagicCalc*SuperCalc2.0
Leon Raesly (301) 431-0853
Terry Prudden (301) 933-3065

Telecommunications
Alan Levy (301) 340-7839

TimeOut Series
Morgan Jopling (301) 261-3886

Utilities:ProSel
Barry Fox (717) 652-2899

Word Processors
General
Walt Francis (202) 966-5742
Apple Writer II
Dianne Lorenz (301) 530-7881
Leon Raesly (301) 431-0853
Letter & Simply Perfect
Leon Raesly (301) 431-0853
Mouse Write
Barry Fox (717) 652-2899
ScreenWriter II
Peter Combes (301) 251-6269
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
Michael Osborne (301) 505-1637

Apple IIgs

General
Barry Fox (717) 652-2899

General/Monitor
Neil Walter (301) 946-4526

General/PaintWorks+
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

Telecommunications
Dale Smith (301) 762-5158
Alan Levy (301) 340-7839

TimeOut Series & Utilities: ProSel
Chuck Ward before 9pm (703) 830-3720
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 to midnight (301) 630-2036
Bob Wilbur (703) 379-2960
Donald Schmitt (717) 334-3265
David Gursky (703) 522-8345

Art & Video
Nancy Seferian (202) 333-5817

Borland Products
Doug Ferris day only (800) 826-4768

Data Bases
Fourth Dimension
Bob Pulgino (202) 474-0634
FileMaker+
Tom Parrish (301) 654-8784
Helix
Jim Barry to midnight (703) 662-0640
David Gursky (703) 522-8345
Harvey Levine (301) 288-9380
MS-File
John Love (703) 569-2294
John Spencer (301) 730-1084
Omnis 3 & 3+
Paul Tabler (703) 278-8657
Jeff Alpher to midnight (301) 630-2036
OverVue
J.T.Tom DeMay, Jr. (301) 461-1798
Tom Parrish (301) 654-8784

Desktop Publishing
General
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
General
Bill Baldridge (301) 779-8271
Jay Rohr (301) 655-0875
David Gursky (703) 522-8345
Adobe Illustrator
Ling Wong (703) 378-5102
Canvas
David Gursky (703) 522-8345
Bill Baldridge (301) 779-8271
Tom Parrish (301) 654-8784
MacDraft
Bob Wilbur (703) 379-2960
MacDraw
Tom Berilla (301) 434-3256
Tom Parrish (301) 654-8784
John Spencer (301) 730-1084

HyperCard
John Love (703) 569-2294
Holger Sommer (301) 474-3467
Rick Chapman (301) 989-9708

Inside Mac
Jon Hardis (301) 330-1422
John Love (703) 569-2294

Languages
Pascal
Michael Hartman (301) 445-1583
Machine
Ray Hobbs (301) 490-7484
MS BASIC
John Love (703) 569-2294

MacMoney
Chuck Sicard (301) 963-2879

MacProject
Jay Lucas (703) 751-3332

Spreadsheets & Graphics
General
David Morganstein (301) 972-4263
Bob Pulgino (202) 797-0879
Excel
David Morganstein (301) 972-4263
Mark Pankin (703) 524-0937
Jim Graham (703) 370-5737
Dick & Nancy Byrd (703) 978-3440
MultiPlan
John Boblitz (301) 356-9384
John Love (703) 569-2294

Sidekick
Ray Hobbs (301) 490-7484

Telecommunications
General
Allan Levy (301) 340-7839
David Gursky (703) 522-8345
MacTerminal
David Gursky (703) 522-8345
Versaterm
David Gursky (703) 522-8345

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
WordPerfect—Mac
Curt Harpold (202) 547-8272

General

Franklin & Laser 128
Bob Martz (301) 795-5689

Games-Apple II
Charles Don Hall (301) 864-2715
John Wiegley after 2:15 (703) 437-1808

IBM
Ray Hobbs (301) 490-7484
Leon Raesley (301) 431-0853

Math-OR Applns
Mark Pankin (703) 524-0937

Modems-General
Allan Levy (301) 340-7839
Hayes Smartmodem
Bernie Benson (301) 951-5294
Practical Peripherals
Alan Levy (301) 340-7839

Music Systems
Ray Hobbs (301) 490-7484

Printers-General
Walt Francis (202) 966-5742
Leon Raesley (301) 431-0853

MX-80
Jeff Dillon (301) 662-2070

Stat Packages
David Morganstein (301) 972-4263

Stock Market
Robert Wood (703) 893-9591

WAP HOTLINE

Pitch In!

As you read this Journal, get help from the Hotline, and attend the general and SIG meetings remember that soul of the Pi is its volunteers.

You too can be a volunteer!

Call the WAP Volunteer Bank

at the Pi Office...654-8060

CALENDAR AND SIG NEWS

February

1 Wednesday
7:30p ..... Mac Programmers ..... office
7:30p ..... Desktop Pub. SIG ..... PEPCO

2 Thursday
7:30p ..... Games SIG ..... office
7:00p ..... Columbia Slice ..... Howard Co. Board of Ed

5 Sunday
1:30p ..... DTP Seminar: System Management ... Unicorn Graphics

6 Monday
✒ Journal writers' deadline—March issue
☎ Ad space deadline—March issue
7:15p ..... Tutorial: Intro. to Mac ..... office

7 Tuesday
7:00p ..... Tutorial: Welcome to the World of Apple ..... office
7:30p ..... DTP Seminar: Pre-Press Print Prep ..... Colortone Press

8 Wednesday
6:30p ..... Board of Directors ..... office

9 Thursday
8:00p ..... Stock SIG ..... office
7:30p ..... 4th Dimension - Data Bases ..... Computer Factory

11 Saturday
9:00a ..... Tutorial: Mac Music Transcribing ..... office
9:30a ..... Annapolis Slice ..... Anne Arundel co.
10:00a .... Frederick Slice Frederick2:00p
Music SIG ..... McLean

13 Monday
✏ Journal editorial deadline—March issue
✉ Ad copy deadline—March issue
7:15p ..... Tutorial: Introduction to Mac ..... office

14 Tuesday
7:00p ..... Tutorial: How to Use Your Apple Software ..... office

15 Wednesday
7:30p ..... AVSIG ..... office
7:30p ..... Hypertalk Sub-SIG ..... Fairlington C. C., Arlington
7:30p ..... Excel SIG ..... office
7:30p ..... Fed SIG ..... Falcon Crystal City
7:30 ..... Visual Communication Fundamentals ..... Imprints

16 Thursday
8:00p ..... Pascal SIG ..... office
..... Annapolis Mac SIG ..... West St. Branch Library

20 Monday
Holiday, office closed
7:15p ..... Tutorial: Inter. Mac Skills ..... office
7:00p ..... Apple //gs SIG ..... McLean

21 Tuesday
7:00p ..... Tutorial: Popular Applications ..... office

22 Wednesday
7:30p ..... Apple /// SIG ..... office

25 Saturday
9:00a ..... WAP Meeting ..... USUHS
noon ..... HyperCard SIG ..... USUHS
noon ..... Telecom SIG ..... USUHS
1:30p ..... DTP Seminar: Statistical Art ..... Arlington

27 Monday
✒ Journal writers' deadline—April issue
☎ Ad space deadline—April issue
7:30p ..... NeXT ..... Computer Science Bldg., U of Md. 7:00p
7:15 ..... Tutorial: Mac Productivity ..... office

Calendar information is by no means assured to be correct. It is based on the best information available to us at press time. Before you change your plans or make a long trip: call to confirm.

WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at the Uniformed Services University for the Health Sciences, affectionately known as USHUS (pronounced You-Shoos). Come as early as 8:30 a.m. to join, buy public domain disks, pick up your monthly WAP Journal and occasionally (though not always!!) buy group purchase items such as diskettes. Attend the Q&A sessions to get your questions answered and hear the latest rumors. Listen to the main meeting topic at 9:30. Group purchase items can be bought at the office after the meeting, beginning at noon.

February 25

Demonstration of Apple II Tax Packages. Informix Software demonstrates WingZ, a spreadsheet emphasizing presentation graphics. Give aways of WingZ tote bags, demo disks, and a copy of WingZ! Ted Schlein, Director of Product Marketing for Symantec, demonstrates its powerful disk diagnosis and recovery program, Symantec Utilities for Macintosh (SUM).

March 18 at Georgetown U Medical School

Broderbund Software demonstration. Charlie Jackson, President of Silicon Beach Software, will be our 10th Anniversary Speaker. A TelecomSIG special. Microphone, Red Ryder, and Versaterm shown and given away plus give away of a 2400 baud modem.

April 22

MusicSIG annual concert. Rick Barron, President of Affinity Microsystems, demonstrates Tempo II.

Tutorial info. is on page 15, 92 and 95.

February

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28				

SIG Notices

Apple IIGS SIG the Monday after the regular WAP meeting.

Apple /// SIG 4thWednesday; in the office, 7:30 PM.

AV SIG (arts and video) 3rd Wednesday at Bethesda-Chevy Chase HS.

DisabledSIG - Call Jay Thal at 344-3649 for info.

dPub SIG (Desktop Publishing) 1st Wednesday; in the PEPCO Auditorium at 1900 Penn. Ave., NW., 7:30 PM

Excel SIG 3rd Wednesday; in the office, 7:00 PM .

EDSIG for information call Peter Combes.

Fed (Federal) SIG 3rd Wednesday; In February, Falcon Crystal City Training Center, 1745 Jeff Davis Hwy Suite 502.

4th Dimension SIG 2nd Tuesday 7:30 p.m.

GameSIG the 1st Thursday; in the office, 7:30 PM.

HyperCard SIG meets after the WAP monthly meeting.

HyperTalk SubSIG 3rd Wednesday; at Fairlington Community Center 3300 S. Stafford St. Arlington, 7:30 PM.

Mac Programmers 1st Wednesday; at the office, 7:30PM.

MusicSIG 2nd Saturday.

PIG, the Pascal Interest Group, 3rd Thursday; at the office, 8:00 PM.

PI-SIG (Program Interface) 1st Monday; office, 7:30 PM.

Stock SIG 2nd Thursday; at the office, 8 PM.

Telecom SIG meets the 4th Thursday of each mon; office, 7:30 PM.

Feeling Slighted?

If you are feeling slighted because your group or favorite topic is not on the calendar or incorrect we do want to hear about it. Call Peter Cook, Club News and Calendar Editor, at 585-7651 or the WAP Office.

DTP Seminar information is on page 87.

March

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

March

1 Wednesday
7:30p ..... Mac Programmers ..... office
7:30p ..... Desktop Pub. SIG ..... PEPCO

2 Thursday
7:30p ..... Games SIG ..... office
7:00p ..... Columbia Slice ..... Ellicot City

4 Saturday
9:00a ..... Special Tutorial - AppleWorks IIgs ..... office
9:30a ..... Visual Communication Fundamentals ..... Imprints

5 Sunday
1:30p ..... DTP Seminar: Fint Management ..... Unicorn Graphics

6 Monday
✏ Journal editorial deadline—April issue
✉ Ad copy deadline—April issue
7:15p ..... Tutorial: Intro. to Mac ..... office
7:30p ..... PI SIG ..... office

7 Tuesday
7:30p ..... Tutorial: How to Apple Software ..... office
7:30p ..... DTP Seminar: Pre-Press Print Prep ..... Colortone Press

8 Wednesday
7:30p ..... Board meeting ..... office

9 Thursday
7:30p ..... Tutorial: Intro. to Mac ..... Fairlington
8:00p ..... Stock SIG ..... office
7:30p ..... 4th Dimension-Data Bases ..... ComputerFactory

11 Saturday
9:30a ..... Annapolis Slice ..... Anne Arundel co.
10:00a .... Frederick Slice ..... Frederick
2:00p ..... Music SIG ..... Laurel
9-12noon Special Tutorial - AppleWorks IIgs ..... office

13 Monday
Ad copy deadline
7:15p ..... Tutorial: Intermediate Mac ..... office

14 Tuesday
7:30p ..... Tutorial: Popular Apple Applications ..... office

15 Wednesday
7:30p ..... Excel SIG ..... office
7:30p ..... AV SIG ..... BCC
7:30p ..... Hypertalk subSIG ..... Arlington
7:30p ..... Fed SIG ..... Reston

16 Thursday
7:30p ..... Tutorial: Intermediate Mac ..... Fairlington
8:00p ..... Pascal SIG ..... office

18 Saturday
9:00a ..... WAP Meeting ..... USUHS
noon ..... HyperCard SIG ..... USUHS

20 Monday
7:15p ..... Tutorial: Productivity on the Mac ..... office

21 Tuesday
8:00p ..... Mutual Fund SIG ..... office

22 Wednesday
7:30p ..... Apple /// SIG ..... office

23 Thursday
7:30p ..... Tutorial: Productivity on the Mac ..... Fairlington
7:30p ..... TelecomSIG ..... office

27 Monday
7:00p ..... Apple //gs SIG ..... Bethesda
7:15p ..... Tutorial: Advanced MacDraw ..... Office

29 Wednesday
7:30p ..... DTP Seminar: Statistical Art ..... Arlington

10th Anniversary Messages

WAP has received a number of congratulatory messages from the Apple community, which we are sure you will enjoy:
(more on page 20)

USER GROUP
CONNECTION

17 December, 1988

Dear members—new and old—of Washington Apple Pi:

CONGRATULATIONS on a fantastic ten years—milestone years of growth, impact, development, and just plain fun. Think of how you've grown in your first ten years—from a vision shared by your founding members to a vital, driving force joining thousands of diverse users. It's a phenomenal testimony to each of you that Washington Apple Pi has come so far. Your history parallels that of the entire personal computer industry, and of Apple Computer itself.

Without you, Apple might not have a User Group Connection. You helped influence the foundation of this relationship, and guided its direction in the early months and years. You've welcomed this interaction and have made the most of it—from your role in helping Apple roll out the Apple IIGS to the countless Macintosh visions you've helped us share. You've attracted Apple visionaries and helped them weave a dream of the future. You've built an extended Apple community that includes users of all types—community and government, local and distant—key developers, Apple resellers, and other members of this family. And you've been a friend and trusted advisor through your meetings, newsletters, on-line communications, and, overall, your willingness to share.

Thank you. As a group and as the fantastic individuals within it, you've made a tremendous impact in your first ten years. Our eyes open wide as we think of what you'll accomplish in the next. We look forward to sharing this vision with you.

Sincerely,

John Sculley
Chairman and CEO
Apple Computer Inc.

Ellen Leanse and Friends
The Apple User Group Connection

Tenth Anniversary Meeting Report

by Robert C. Platt

WAP's Tenth Anniversary Celebration was outstanding. On Friday, December 16, Andy Hertzfeld reminisced about his employment at Apple, particularly as a member of the Mac design team, his work at Radius and his current work on consumer electronics. At the banquet, WAP's key volunteers were recognized and Clinton Computer and Apple Computer presented the Pi with an engraved crystal commemorating the occassion.

On Saturday, Art Lundquist, President of Clinton Computer, recalled how his organization started ten years ago designing the first addin boards for the Apple II.

Larry Tesler, Vice President for Advanced Technology, presented the keynote address, "Imagining Tomarrow - The Coming Paradigm Shift." Essentially Tesler claims that a future generation of computers will be completely portable, have voice recognition, automatically link to satellites, etc. Computers will be able to relate to individual needs as well as interact with larger networks. Programming tools, operating systems and hardware designs must evolve in these new directions.

Walt Mossberg chaired a lively panel of editors of various computer magazines, this panel is summarized elsewhere in this issue.

Andy Hertzfeld and Steve ("Prof. Mac") Brecher responded to questions on Macintosh topics. The discussion varied from technical issues on how fonts are stored on the Mac to speculation on the future directions for the Mac line of computers.

Art Lundquist presents Bob Platt with a commerative crystal.

Don Williams, President of Productivity Software, spoke on "Lessons from the Apple ///." A key lesson was the need to line up third party software developers—a lesson which was well-applied in the launch of Apple's next product—the Macintosh.

Rich Williams, Apple Hardware Wizard, told several stories about his work at Apple. The most memorable one dealt with a group of Apple II engineers who stole the flag from the roof of the Macintosh team's office building. They replaced it with an flag bearing the IBM logo.

Ray Hakim chaired the Apple II question and answer session. It included Larry Tesler, Tom Weishaar (Editor of Open Apple), Don Williams and Rich Williams. One of the main topics was whether Apple Computer is fully responsive to Apple II user needs.

Steve Brecher demonstrated Suitecase II and his other products.

Kurt Schmucker, Project Leader of Apple's Scientific Computing Project presented his concept of a "Scientific Visualization Workstation of The Future."

Tom Woteki, one of the founders of the Pascal Interest Group presented a humorous look at WAP members early programming efforts.

The meeting concluded with a raffle. John Massey won a complete Mac SE with a hard disk and modem.

Andy Hertzfeld autographs his creation.

Annapolis Slice

December Meeting

by Katherine M. Cave

President Craig Contardi opened the December 10 meeting at the Anne Arundel Community College in the Lecture Hall of the Careers Building. The first order of business was the election of officers for 1989. A motion was made, seconded and passed that we accept the slate as presented and close any nominations. The new officers are: President, Charles Schindler; Vice-President, Ray Settle; Secretary, Kay Cave; Treasurer, Bill Arndt; and Programs, Craig Contardi. Craig thanked all the members and the officers for 1988 for assisting him and welcomed the new president, Charles Schindler, who will assume office in January. Charles thanked Craig on behalf of all the members for serving as president in 1989.

The program was given by Abel Merrill on "Computers In Business", citing his own experience in his own

This months SIG News

Annapolis Slice 13
Frederick Slice 14
Database SIG 15
FED SIG 16
GameSIG 16
HyperCardSIG 18
Pascal SIG 18
MusicSIG 19

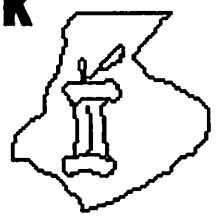
law office where he has saved 50% inpersonnel and gained at least 50% in income because of computers. He uses Appleworks, Word Perfect, Word Count, ACTA, More, Visicalc, Excel, and Filemaker. Even with the large outlay with hard and software, the payback is realized soon. He uses Compuserve for a BBS and Xpert System for cost analyzing and making wills. His Apples communicate with each other through Electronic Mail. It was easy to see that his business has changed considerably due to using computers. The program was well received by the audience, which had many questions for him. The meeting adjourned about 11:45 a.m.

The Apple II SIG met immediately after the meeting. The MAC SIG did not meet in December. However, Bob Peterson has assumed the Chairmanship of the MAC SIG and has many ideas for programming for 1989. Meetings are scheduled for the third Thursday of each month, 7-9 p.m. at the West St. branch of the Anne Arundel Co. library in Annapolis. The new Laptop SIG meets the second Friday of the month from 7 - 8:30 p.m. Call Seth Mize, Chairman, for info (766-1154).

Membership in the Annapolis Apple Slice has almost reached 100, reports our new Membership Chairman, Bill Derouin (647-0802). Membership is on a calendar year basis and applications can be received through the mail or at each meeting.

CRABBS (Chesapeake Region Apple Bulletin Board Service) (974-0221) is available for members and non-members (on a limited basis) and is becoming more popular than ever. Barry Conner, the Sysop, has started introducing Tabby, the interface program to Fido or Alternet (or both) and will soon have it operating.

Frederick Apple Core



by Oscar Fisher

It's December and another year is drawing to a close; Chanukah and Christmas are upon us with everyone wishing for //gs's and MAC II's under the tree. My term as President is at an end and I would like to extend my thanks to those that volunteered or were volunteered <GRIN> to give presentations, demos, etc. Your assistance was deeply appreciated.

The new officers who were voted in for 1989 are:

President: Scott Galbraith
Vice-President: Doug Tallman
Secretary/Treas.: Carl Myers
Librarian (Mac&//): Harold Polk
Publisher/Editor: Dick Grosbier and Oscar Fisher

Please let me remind you that if you haven't already sent in your request to remain on the FAC mailing list to do so as soon as possible. If you wish to keep your Newsletter intact, just provide the necessary information on a separate sheet of paper and mail to the address provided.

As promised, this was the first month of the Core's Disk of the Month (DOM) program. As a Christmas gift this month's disk was given away at no charge. Future DOM's will be available at a modest cost of $4.00 for 3.5" floppies and $2.00 for 5.25's. The purpose of this program is to provide our members with public domain and shareware programs which we truly believe to be very useful, as well as to increase the revenues within the club's treasury. Many of these programs will have been acquired from online Data Bases such as GEnie and Compuserve and are the most recent versions available. A valid concern to many computists is of virus infected programs. Rest assured that the programs provided have been tested by an Officer of the club and can be considered safe. The December disk for the Macintosh was provided by Stephen Hadley and consisted of the following programs: Stuffit v1.5.1, Resedit v1.2.b2, Consternation, Xmas Clip Art, Xpict - Hypercard, and SIMMS installation. For the Apple // series an easy to use text word processor called FrEDwriter was provided as well as the following utility programs: BLU v2.28 (binary packer/squeeze utility), ProPacker v6.0, PBHpack v3.3, MacDown, IIGIF graphic utility (NCC1701.GIF picture included), and poller. For //GS owners the Apple // series disk also included FUNKEYS0.4 (FKEYS for the GS) and UtilityWorks GS (developmental shareware - a desktop answer to Prosel).

The business meeting was followed with a presentation by WAP's Leon Raesley, Harvey Kaye and WAP TCS-Apple columnist Paul Schlosser concerning the Telecommunications System (TCS). The system currently consists of ten phone lines (with autorollover) connected to 10 Apple //e computers running a customized version of Universal Bulletin Board System software. Storage is by way of one 45-meg and two-20 meg Corvus harddrives. The system supports data transmission at 300/1200/2400 bps with a possibility of 9600 bps in the near future using a 8N1 data format. The requirement for access to the TCS is that one must be a registered member of the WAP who has paid the $6.00 additional access fee. Access is then obtained by calling the WAP office and making a request for a Password which will be mailed to your home in about three days. The current limitations on use of the system are three calls per day with a maximum of three downloads and thirty-five minutes per call. Calls can be made back-to-back without having to wait a specific amount of time prior to reconnection. The transfer protocols recognized are Standard Checksum, Ascii Express Checksum and ASCII, with ASCII being discontinued in the near future. The programmers are currently working on incorporating 1k X-modem but not Y-modem Batch. Although the system is a multiuser system, chatting between online users is not supported, nor under consideration.

As well as having a file transfer section the TCS has various conferences similar to GEnie which consist of many different message bases within each conference. These message bases cover not only computer related bulletin boards, but general interest bases such as a Boats & Boating Board, Auto/Motorcycle Board and Household Furnishings Board. It was pointed out that if one saw the need for a specific base not currently on the system and wished to maintain that base, it's possible that it could be added.

What Leon is proposing is that the FAC obtain two phone lines with call forwarding, the first being with a 662, 663, 694, or 695 exchange and the second consisting of an exchange which would be local to both the

A new Hotline has been formed by Louise Tanney and will be listed regularly in our CrabApple, newsletter, produced by Ray Settle and staff.

The next meeting will be on Saturday, Jan. 14, and features Ray Settle on Integrated Software. There will be a raffle for Apple Link, and the results of the WAP Journal article contest will be announced. The Feb 11 meeting will be on Preparation of Taxes; March 11: telecommunications. All meetings are at the Lecture Hall of the Careers Building, Anne Arundel Community College, Arnold, MD.

Special Tutorials

Macintosh - Advanced MacDraw - Ann LaRose, Monday, January 30, 1988, 7:15-10:00 PM, Office. Fee $20 ($25). This is not an introduction to MacDraw. It is for users who are already familiar with MacDraw and who wish to learn more advanced drawing techniques. Bring your computer, and MacDraw software if you have it.
Macintosh Music - Judy Moore, Saturday, February 11, 9-12 Noon, Office. Fee $20 ($25). Judy Moore is a practicing musician and teacher who will cover from "sounds to notes" using the Mac to notate readable music. The following software packages will be demonstrated: Performer/Composer, Concertware+/MIDI, and HB Music Engraver. Bring your Mac, MIDI interface and keyboard if available.
AppleWorks IIgs- March 4 and 11, 9-12 PM (Saturday), $20 for WAP members and $25 for nonmembers. Ted Meyer will teach this two part series on the new AppleWorks IIgs. This six hour block of instruction will include approximately 1 hr on each of the six parts of AppleWorks IIgs. These will include, database, spreadsheet, word processing, page layout, telecommunications and paint and drawing.

previously mentioned exchanges and the TCS. The cost for these two lines would be approximately $44.00 / month and the WAP would reimburse the club the expenses. If this could not be done, and an 831 exchange must be used (which would push the costs to the mid $50 range), then the FAC may have to subsidize part of the bill. The requirements however are as follows: 1) this service is to the slice, not directly to WAP members in the Frederick Area. In order for this to be approved the FAC would have to continue to be a slice of the WAP (ie. not sever ties) and 2) the Cracker Barrel BBS (CB) currently operated for the Frederick Area users would no longer be subsidized by the Washington Apple Pi. Our visitors did not think that the WAP Board would support accesses to both the CB and the TCS. This is an issue which will need to be addressed for the '89 fiscal year.

Remember to mark your calendars for the January 14th meeting. This will be when two Programmers/Designers for MicroProse software will be making a presentation and giving out door prizes, etc. This is one meeting you'll be sorry to have missed.

Special Meeting

On December 21st the new officers and several other interested parties held a meeting to formulate the direction in which they feel Frederick Apple Core should advance itself in the new year. The following proposals are to be voted on at the January meeting; I therefore urge you if you have feelings on these subjects that it is very important you be present at the meeting. The following suggestions will be put forth for decisions:

1. Remain affiliated with Washington Apple Pi.
2. Begin charging local dues of probably $10.00 year
3. Decline the connection to the TCS and continue supporting the Cracker Barrel B.B.S.
4. Commence a tutorial help program on a local level to more actively help new members.

In general it was discussed that we need to actively pursue a number of areas to increase and encourage more active new members.

In closing, Frederick Apple Core wishes you a Happy New Year.

DataBase SIG News
First Gatherings of the 4th Dimension
By Eric R. Gutsche

The 4th Dimension/DataBase SIG for the Macintosh blossomed into life this fall with its first two meetings. After an initial "organizational" get-together in early November — an occasion primarily for those present to introduce themselves and their interests to everyone else, round-robin style — the group held its second formative meeting at the excellent and well-equipped Computer Factory of Bethesda during the first part of December.

John Bjerke took the lead by showing off the current internals of his majestic work-in-progress, a database for those people making field identifications of world wildlife on a species by species or territorial basis. Bjerke expects to take this work commercial when it's finished.

Out of the blue, someone asked the perplexing question: "How in the world can you get 4th Dimension to print out 'compact' reports on those occasions when sometimes a field is one line deep and sometimes twenty lines deep, depending on the volume of information?"

At which, Bob Martin replied: "Oh, yes, that can be done and it isn't so difficult; we produced just that last spring" — and then proceeded in twenty minutes time to sketch out on a slip of paper and type in on a Macin-

Do Not Forget!

March 18th
General Meeting

Location Change

Pre-Clininal Sciences Building
Georgetown Medical School
3900 Reservoir Road NW
Washington DC

tosh keyboard precisely the steps necessary to accomplish the job, and solve the problem.

The next meeting of the 4th Dimension/DataBase SIG will be Tuesday, January 10, 1989 from 7:30 p.m. to 9:30 p.m., again at the Computer Factory, 5101 Wisconsin Avenue, Bethesda. Questions about any Macintosh file system or database will be considered.

FedSIG News

by John Nelson

Upcoming Meetings

Our next meeting is February 15 at 7:30PM; Informix will demonstrate WingZ, the next generation spreadsheet. This meeting will be at Falcon's Crystal City training center, 1745 Jefferson Davis Highway (Crystal Square 4), Suite 502. It is near the Crystal City Metro stop and "above the Underground." In March, we will be back at Apple's Reston office for a preview of 1989 products.

Special Events

FedSig and WAP will host a three-hour session at the Federal Office Systems Expo, March 9th, 9AM - noon, entitled "Macintosh and the Federal Workplace." Mark this on your calendar so you can come and see how WAP members use the Macintosh in the federal workplace; executive information systems, computer-based training, desktop publishing, decision support and desktop mapping are a few areas we will demonstrate. We'll also discuss how the Macintosh integrates with your agency's current installed base of microcomputers.

What About Standards

I recently met two information resources managers from another agency and another part of the country. We were comparing notes about using microcomputers and I asked them what they do when people ask for Macintoshes instead of "the standard." One replied, "We tell them no!" I was surprised by the finality of his answer, particularly since his agency didn't have a mandatory source of supply, just a policy that people should "buy MS DOS." I surprised him by describing some of the areas where FedSIG members use Macintoshes and how well they integrate with IBM mainframes and MS DOS microcomputers. Before I met him, this federal manager had a fairly militant view of the Macintosh: "its a threat to our policies, squash it out." As an information resource manager, I work at getting the best price / performance ratio in systems for my agency's users. Sometimes a Macintosh solution is best, and sometimes my agency's contract system is best. No single vendor or solution meets all our needs. In pushing MS DOS, OS/2, or another operating system as an arbitrary standard, we serve the interests of a segment of the computer industry over the interest of our agency. So, what is the proper role of standards? Standards should provide a basis for linking our installed base with the best new tools the computer industry has to offer. This means they should complement the success of actual products in the marketplace and allow for proprietary architectures. The Government Open Systems Interconnection Profile (GOSIP) becomes effective in February and implements an international standard for interconnecting computer systems. GOSIP meets my criteria for a standard because it provides a framework for interconnecting systems while encouraging innovative user interfaces and the newest network technologies. There has never been a federal standard for MS DOS; it doesn't meet the criteria. As federal information resource managers, let's do what we can to encourage a competitive marketplace. Create a system for managing a multi-vendor environment so we can give our people the best solutions the market can offer.

GameSIG News

By Steven Payne

This columnist arrived at the most recent GameSIG meeting on January 5th, proudly waving his review copy of **Zork Zero**, only to discover that everyone had already seen the game! He was not too late, however, to hear Chairman Charles Don Hall speculate that perhaps the secret military payload on the last launch of the space shuttle Atlantis was actually the seldom seen Vice-President, Dan Quayle.

Charles passed around an updated address and phone list of GameSIG members, which already needs some corrections. (For those of you who have tried to call Charles recently and instead reached a rather irate housewife who refuses to admit she knows the answer to the **Knight of Diamonds** riddle, please note that Charles's home number is 864-2715; in recent copies of the Journal the last two digits were reversed.) In addition, I asked for volunteers to help with consolidating the Mac games in the WAP disketeria; any input on the subject from WAP members is welcome.

In gaming news, Charles announced that **Paladin** (Omnitrend) is now out for the Macintosh, as is **Star Saga: One** (Masterplay) for the Apple II series. The intriguingly named **Corruption** (Magnetic Scrolls), in which you apparently play a stockbroker and get to dabble in insider trading, is also available for both the Mac and Apple II series; we presume it's not intended as educational software. Infocom's **Zork Zero** and **Quarterstaff** should be out for the Apple II series in the Spring.

The temporarily domesticated Ron Wartow, GameSIG's chairman emeritus, was also present, still polishing his "hyper-game" **Legerdemain** but feeling optimistic about the chances of selling it to a software company soon. He revealed that game-tester extraordinaire Dave Granite really is an M.D., and discussed a preview of **Might & Magic II** which he had seen; it includes automatic mapping (Yay!) and "awesome" graphics.

Charles passed out the following software for review:

Pirates! (Microprose, Mac 512Ke or better): adventure on the high seas;

Manhunter: New York (Sierra, Apple IIGS, 512K): futuristic adventure, helping the alien rulers or the human rebels in the Big Apple;

Impossible Mission II (Epyx, Apple II series with double hi res, 128K): "Elvin's back" in this strategy/arcade adventure;

The Games: Summer Edition (Epyx, Apple II series, double hi res, 128K): 1988 Olympic team in eight events (sprint, cycling, hurdles, etc.);

The Games: Winter Edition (Epyx, Apple II series, double hi res, 128K): 7 events (downhill skiing, slalom, luge, skating, ski jump, etc.)

Operant Systems

][-series Hardware

•DOT-MATRIX & LASER PRINTERS

Panasonic 1080i (144 cps, 9-pin, Epson-compatible) 185
1091i (192 cps, 9-pin) 219
1092i (240 cps, 9-pin) 359
1124 (192 cps, 24-pin) 369
Okidata 320/321 (300 cps, 9-pin, NLQ mode, std/wide carriage) 369/519
390/391 (270 cps, 24-pin, std/wide carriage) 509/689
NEC 2200 (170 cps, 24-pin quality at a bargain price) 369
5200/5300 (265 cps, 24-pin, std/wide carriage) 549/725
Toshiba 321SL (216 cps, 24-pin) 519
Olympia NP-30 (150 cps, Imagewriter-compatible) 285
HP LaserJet II (8 ppm, 512k) 1795
DeskJet (240 cps inkjet, 300 dpi, LaserJet-compatible) 739
Panasonic 4450 (11 ppm, 512k, dual input bins, LaserJet-compatible) 1749
Okidata Laserline 6 (6 ppm, 128k, HP compatible) 1595

•MODEMS

Applied Engineering DataLink 1200/2400 (1200/2400 card w/sft) 149/189
Anchor 1200E/2400E (1200/2400 external, Hayes-compatible) 125/169
Prometheus Promodem 1200A/2400A (1200/2400 card w/software) 129/159
Promodem 1200G/2400G (1200/2400 external) 119/179

•MEMORY EXPANSION & VIDEO BOARDS & CPU'S

Applied Engineering RamWorks III (256k, for][c) 199
RamFactor (256k, for][+ or][gs) 239
gsRam (256k, for][gs) 185
Viewmaster 80 (80-column card for][+) 139
Transwarp (3.6 mhz 6502c accellerator) 185
PC Transporter (IBM-on-a-card, 768k) 549
Z-Ram Ultra 1 (256k, for][c) 199
Laser 128/128EX ( ][c compatible computer) 399/459
AMR 80-column card (64k, for][e) 59
Orange Micro RamPak 4GS (512k, for][gs) 119

•HARD & FLOPPY DISKS

Sider II (20/40-meg for][+,][e,][gs or Mac) 515/675
CMS 60-meg (for][e or][gs) 859
Video Technology floppy drive (143k half-ht, for][+,][e,][c) 115
AMR floppy drive (143k, daisychain port, for][gs) 149
Floppy controller (for][+,][e) 49

•INTERFACES & BUFFERS & CLOCKS

ProGrappler (parallel printer interface w/graphics) 89
Grappler c/mac/gs (use most parallel printers from your serial port) 95
Practical Peripherals Graphicard (parallel interface w/graphics) 65
SerIAll (serial interface for modems or printers) 89
Quadram MicroFazer (8k--128k parallel buffer) 139
SMT No-Slot-Clock (for][+ or][e) 45

][-series Software

•WORD & PAGE PROCESSING

Word Perfect (for][e,][c,][gs) 95
pfs:Write (w/speller) 69
MouseWrite 95
Bank Street Writer (64k and 128k Plus versions) 49/55
Springboard Publisher 2.0 89
Newsroom 42
Publish It ! 2.0 89
Sensible Speller/Grammar 75/65

•SPREADSHEETS

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

•DATABASE

pfs:File w/Report 75

•HOME & BUSINESS ACCOUNTING

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

•COMMUNICATIONS

Ascii Express Professional (DOS & PRODOS versions) 79
MouseTalk 75
Hayes Smartcom I 79
Compuserve Starter Kit (password & $25 usage credit) 29

•MISCELLANEOUS SOFTWARE

Beagle Timeout SideSpread/FileMaster/DeskTools 32
UltraMacros 39
QuickSpell/SuperFonts 42
Graph 55
pfs:Workmates (includes Write, File, Report, Plan) 125
Print Shop/Print Shop Companion 35/29
Typing Tutor IV 29
Copy][+ 29
Avery List & Mail 39
816 Paint 45

Mac Hardware

•LASER PRINTERS

General Computer Personal LaserPrinter 1495
Personal LaserPrinter Plus 1595
WriteMove (QuickDraw-compatible inkjet printer) 519
NEC LC-890 (8 ppm, Postscript/HP emulation, 3-meg, dual-bins) 3295
QMS 810 (8 ppm, Postscript/HP emulation, 2-meg) 3995

•HARD & FLOPPY DRIVES

Peripheral Land PL 30VL (30 meg, 3:1 interleave SCSI for Plus, SE) 675
PL 50VL 849
PL 20 Turbo (20 meg, 1:1 interleave SCSI for Plus, SE) 599
PL 30 Turbo/50 Turbo 779/949
PL 30i VL (30 meg, 3:1 interleave, internal for SE only) 649
PL 50i VL 799
PL 30i Turbo (30 meg, 1:1 interleave, internal for SE only) 725
PL 50i Turbo/70i Turbo 899/999
PL 100i II Turbo (100 meg, 1:1 interleave, internal for Mac II only) 1149
Infinity (10 meg removable disk, reads IBM floppy disks) 949
CMS 20-meg SCSI 525
60-meg SCSI 789
30-meg internal (SE only) 459
45-meg internal (SE only) 695
Rodime 100-meg (internal, Mac II only) 1095
Video Technology 800k floppy 199
DaynaFile (360k floppy, reads and writes IBM disks) 529

•68020 / 030 ACCELLERATORS

Dove Marathon 68020 accelerator (for SE) 599
68030 accelerator (for Mac II) 1049
General Computer Hypercharger SE (0-K, 16-mhz 68020) 715
Hypercharger SE (0-K, w/68881 math chip) 999

•MISCELLANEOUS HARDWARE

Cornerstone 15" Single Page Display (for SE) 749
Sigma Pageview 15 (for SE) 765
DataDesk 101 keyboard 145
Dove MacSnap & SIMM memory upgrades ..... (call)
Kensington System Saver Mac (for 512, Plus) 75
System Saver SE 65

Mac Software

•WORD & PAGE PROCESSING

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FullWrite Professional 259
PageMaker 3.0 379
ReadySetGo 4.5 299
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MacCalc 95

•DATABASE

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dBASE Mac 309
Business Filevision 225
4th Dimension 459

•GRAPHICS

Adobe Illustrator 88 309
Cricket Draw 179
Graph 119
SuperPaint 2.0 139

•HOME & BUSINESS ACCOUNTING

Quicken 35
Managing Your Money 139
DAC-Easy Light 49
Peachtree Back-To-Basics Professional 169

•MISCELLANEOUS SOFTWARE

Microsoft Works 2.0 (word proc, calc, database, commun, speller) 199
TOPS 2.0 139
Symantec Utilities for Mac 75
Suitcase II 59

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We then went around the room mentioning the games different members have been playing, including **Might & Magic, Tetris, Arkanoid, Wizardry V, Dungeons and Dragons, Ultimas III and V, Pirates (GS), Times of Lore, Autoduel, King of Chicago (GS)** and **Zork Zero** (yours truly, and I recommend it for all Zork fans!). In general, however, folks lamented the dearth of good new Apple II and Mac games on the horizon. Things are so desperate that a few even dared to voice the unthinkable: that for gaming purposes a cheap IBM clone might be a worthwhile investment right now, given current software trends. (Someone needs to remind developers of all the loyal Apple gamers out there!)

We talked for a while about games available overseas (usually formatted for old tape drives!) and ended with our regular monthly bout of **Robot Tanks**. This time, Jamie Kowalski defeated all opponents (David Porter, Jeff Stetekluh, Richard Clark, and Davy Hakim). The next GameSIG meeting will take place on Ground Hog's Day (February 2nd) at 7:30 PM in the main WAP Office. (If you see your shadow, that means you'll have to spend six more weeks lost in the maze of whatever game you're currently playing.)

HyperCard SIG News

by Robert C. Platt

Next Meeting

The next meeting of the HyperCard SIG will be held on February 25 after the Macintosh program. The HyperTalk SubSIG will meet on Wednesday, February 15 at the Fairlington Community Center, 3300 S. Stafford Street, Arlington, VA at 7:30 p.m. This is a few blocks south of I-395 on Quaker Lane. New members are always welcome at both groups.

Version 1.2.2

The lastest upgrade to HyperCard offers the following new features:

- You can copy and paste both a field and its contents by holding down the shift key while selecting the Paste menu option.
- Currently, when you create a shape using the rectangle, oval or polygon tools, you must create the shape at its permanent location. In version 1.2.2, you can move the shape to any location on the screen by holding down the command key while dragging the shape to its new location. Once you release the mouse button, the shape is permanently set in that location. (Of course, you can always Undo.)
- Version 1.2.2 allows more than one user to browse simultaneously a stack which is stored on a file server.

Version 2.0

MacWeek's gossip columnist, "Mac the Knife" reports that version 2.0 is expected to be release as early as April's MacWorld Expo. Previously, the version was expected later in the year.

HyperClones

In keeping with industry predictions, a number of HyperCard like products have been announced. Silicon Beach will offer SuperCard, which is expected to cost less than $200. In addition to offering HyperCard compatible script and graphics editing facilities, SuperCard will generate stand-alone applications which can run in as little as 250K. SuperCard will also support color. SuperCard was written by Bill Appleton, the author of Course Builder and World Builder.

A German firm, Format Software, is announcing "Plus." This HyperCard clone offers multiple, resizable windows, color support, and the ability to integrate any code generated under MPW as a HyperTalk object.

Three MS-DOS developers are also announcing "HyperCard-like" applications for the PC world. Zoomracks from Quickview Systems has become shareware, expecting to increase the use of this card-metaphor database. Matrix Layout from Matrix Software Technology offers a card file mode which is similar to HyperCard. HyperPad from Brightbill-Roberts & Co. will support hypertext linking through buttons and an object-oriented scripting language.

The appearance of these products will put greater pressure on Apple to keep improving HyperCard and will make your HyperCard skills even more valuable.

Pascal News

by Robert C. Platt

The next meeting of the Pascal Interest Group will be on Thursday, February 16, 1988 at 8 p.m. in the old WAP Office.

PIG Roast

A highlight of WAP's Tenth Anniversary Celebration was the return of Dr. Wo, Tom Woteki, who gave a very entertaining talk entitled, "PIG Roast: Dr. Wo looks at early software development efforts by Pi members." Dr. Wo confesses that he now programs on a Mac II using MacApp. (I assume therefore that he uses Object Pascal running under MPW, but I overheard a few uncharitable references to c++.)

Out of self-defense, a number of long-time PIGs, including David Neumann and Dana Schwartz, were in the audience for this talk. It was a wonderful reunion.

Dr. Wo pointed out that the p-System was the first (and for a long time the only) professional development system on the Apple II. Despite the lack of documentation on p-System internals, early PIG members were able to write an impressive number of useful programs, including a home-made filer program, a spreadsheet, and programs to transfer text files from DOS 3.3 to Pascal and back.

USUS

USUS is the international p-System users group. Frank Lawyer, the Chairman of the Apple SIG of USUS, has contacted us about scheduling the USUS annual meeting in Washington in conjunction with a WAP meeting. Please let me know if you are interested in attending such a meeting. (USUS annual meetings were held in Baltimore in October 1985, and in Crystal City in 1983.) For information on USUS write, P.O. Box 1148, La Jolla, CA 92038

TML Modula-2

TML Systems published a Modula-2 compiler for the Mac which runs under MPW. At the start of 1989, it droped support of the compiler and allowing all rights to revert to the program's author, who will support it directly. However, if you are a registered owner, TML will sell you its

TML Pascal II compiler for a $79 upgrade fee. The new compiler supports object Pascal and can run MacApp.

There are several other Modula-2 implementations available on the Macintosh:

- Pecan Software Systems still sells a Modula-2 compiler which runs under the p-System for $99.95.
- MacMETH, ver 2.0, is sold by Modula Corp. for $99. It is based on Wirth's compiler.
- MacModula-2, ver 4.1, is sold by Modula Corp for $150. It includes complete toolbox support.

Music SIG News

by Raymond Hobbs

Music SIG is a group of music/computer aficionados that finds a place to meet on the second Saturday of every month to discuss computers and music, to listen to and play musical compositions, to share ideas and tips, and to play musical chairs.

I had the pleasure of hosting the January meeting (01/14/89) at my home in Laurel. The meeting stayed relatively calm during the discussion of installing and using large-sized music systems and the playing of Christmas carols, Debussy and Huey Lewis, but dignity could not survive Bill Bittle's demonstration of a MIDI voice input device, which converts pitches sung into a mike into digital MIDI data and reproduces it as trumpet, violin or other instruments. Everybody took a crack at it and we discovered that we are not great singers (but some of us may be great tubas).

To take part in the zaniness (or to merely observe and chuckle), contact Bill (301-236-9898) to locate our next meeting on the second Saturday in February.

Artists Wanted

We'de love to publish your works of art

(perhaps even on our cover)

Beagle Buddy Hot Line!

We have established a special Beagle Buddy Hot Line. It is for support of the TimeOut series of AppleWorks Add-ons from Beagle Brothers, Inc. Now you can receive after hours and weekend support & updates from fellow Pi members. For details on the updates speak to the Beagle Buddy. Updates on original disks only—no exceptions. The individuals and the areas they cover with their times are:

Far-Out Southern VA: Open
Close-In Southern VA: Ken De Vito 960-0786-H Hours: Weekdays: 4PM-10PM Sat: 9AM-10PM Sun: Noon-9PM
Northern VA: Lou Pastura 560-1477-H Hours: Weekdays: 7PM-9PM Sat. 1PM-7PM Sun. 1PM-7PM
DC & Close in Montgomery Cty: Harvey Kaye 493-6875-H Hours: Weekdays: 6PM-8PM Sat 9AM-4PM
Far Out Montgomery County: Open
Northern P.G. County: Gary Hayman 345-3230-H 821-3027-W Hours: 6PM-11PM Sat. 9AM-11PM Sun. 9AM-11PM
Sourthern P.G. County: Leon Raesly 431-0853-W Hours: Weekdays: 9AM-5PM No Sat. or Sun.
Annapolis Slice: Ray Settle 647-9192-H Hours: Weekdays: 5PM-10PM Sat. 9AM-10PM Sun. 9AM-10PM
Columbia Slice: Kevin Condon 652-0303-H Hours: Weekdays: 8PM-10PM Sat. 8AM-Noon Sun. None.

Please Observe All Specified Hours!

Be a Beagle Buddy

If you would like to help out with this program call the offoce 654-8060.

Letters to the Editor

Dear Tom,

As a Mac'er for only three years, I've got a lot to learn, and I found a lot to learn from the old journal. I got a great help in the Excel articles (particularly one on Macros), and there still are a lot of fine techniques which are not readily apparent to many of us. I consider Excel to be one of the few REALLY IMPORTANT programs for the MAC, along with PageMaker, SuperPaint, Hyper Card and MacWrite. Just because "everyone" has them, doesn't mean that there shouldn't be a continued flow of information on them.

Everyone seems to want to "review" a new piece of software or a new version. I also get MacWorld & MacUser and get too much of "in depth" reviews on a wide variety of software programs that are not as good as the older versions of the programs I listed above.

It would help if a reviewer would try to compare or tell what the new program does that those above do not. If not, I think WAP should leave the advertising new software to the hype artists of the slick magazines.

As a senior, (65), I don't have enough time left in life to read everything that everyone writes with the often mistaken view that "it" is important. As an example - I AM ONLY interested in the MAC. I find that I had to read a paragraph or two of most articles just to find out what they were about, and the 2C, GS,][(whatever that is) and other machines were completely intermixed with MAC articles instead of being in the back of the book. I think every article should be PRECEDED by an applicability code or statement so we can skip the chaff. This line should also tell if it is about programming or languages or other specialities which are also of interest to only some of the members. I'm not saying not to include them, but help us quickly skip them if they're of no interest.

I would also opt for fewer Bold Headlines and inserted quotations which some designers find chic, but which I find distracting. On the "best ...TCS", the new format is very space

➥ 42

10th Anniversary Messages

Dear Washington Apple Pi:

Apple Federal Systems Group conveys its heartiest congratualtions on Washington Apple Pi's 10th anniversary. We recognize the vital role that users groups have played in the success of the Apple II and Macintosh. User groups provide a dimension of education and support that has clearly added value. We are particularly proud of our relationship with Washington Apple Pi's Federal Special Interest Group. Their work in bringing the Washington Apple Pi quality education and support to Macintosh users in the Government has been invaluable.

Federal Systems Group looks forward to working with Washington Apple Pi over the next ten years. Our very best wishes for a successful future of continuous service to the Apple user community.

C. Lloyd Mahaffey
Director, Federal Systems Group

Dear Bob and Washington Apple Pi Members,

Thank you for your invitation to join in celebration of your 10th year of service to the Apple community.

Although I regret that previous family plans for the Christmas season prevent me from being with you, I did want to take this opportunity to say that I believe no other user's group has provided the degree of service, support and overall professional performance that the Washington Apple Pi has consistently delivered for the last 10 years.

I am proud to be a member of your group, and look forward to the arrival of the Pi Journal each month. The Washington Apple Pi continues to be an excellent example of what a user's group can and should be, and I wish you the best of success in your next 10 years of operation.

Roger Wagner, President
Roger Wagner Publishing, Inc.

Dear Mr. Platt:

I want to congratulate you and members of Washington Apple Pi on the occasion of your Tenth Anniversary. I am proud that the nation's largest non-profit Apple Computer users group is based in Montgomery County.

The people of Montgomery County as well as the entire metropolitan region have benefited from your achievements. We appreciate your many volunteer projects which have varied from: providing computer-based tax preparation assistance to the elderly, working with local schools, to supplying computers for the results of the Marine Corps Marathon.

Computer literacy is a skill of ever-increasing importance in our society and your efforts are a valued part of the life in Montogmery County. Best wishes on your future endeavors.

Sidney Kramer,
County Executive

Apple Price Rollercoaster

Once again Apple is adjusting its Macintosh prices. This time instead of up, the prices are going down. The price changes focus on the top end of the Macintosh line. Most of the affected products were introduced since the September price hike. Two products were involved in both the present decrease and the September increase. The Mac II with 4MB and 40MB hard disk went from $7269 to $8069 and is now $7369. The LaserWriter II NTX 4MB memory expansion kit went from $1799 to $2399 and is now $1999. So prices still remain higher than they were last summer. The new prices are effective January 17, 1989.

	was $	new $	change
Mac SE, 2MB, HD 40	$5069	$4369	-14%
Mac II, 4MB, HD 40	$8069	$7369	-9%
Mac IIx, 4MB, FDHD	$7769	$6969	-10%
Mac IIx, 4MB, HD80	$9369	$7869	-16%
Mac 2MB expansion kit	$1199	$999	-17%
Mac 4MB expansion kit	$2399	$1999	-17%
LaserWriter II NTX 4MB kit	$2399	$1999	-17%
HD20 internal	$999	$799	-20%
HD40 internal	$1599	$1199	-25%
HD80 internal	$2099	$1699	-19%
HD20 external	$1099	$899	-18%
HD40 external	$1699	$1299	-24%
HD40 external	$2199	$1799	-18%

Reflections on WAP

Whither Goest Thou, Pi?

by Lee Raesly, LCSW

A clever title, right? Got your attention, right? But that is not a question that can be answered, until you know what the Pi is! It is helpful to have some knowledge of it's history, but it is imperative to know what it is before you can say where it is going, or where you would like it to go. Peter Combes asked me at the Director's Retreat yesterday, to expound on this idea, so this is the first of several articles to attempt to address this subject. So now let's look at the question, "What are we"?

Author's Note: I first wrote this piece about two years ago on the encouragement of Peter Combes. But it kind of "Withered on the Vine" for the last two years. But with our Tenth Anniversary celebration perhaps it is time to breath a little new life in it.

The first thing that is evident (at least to me) is what we are **not**. We are not .... a user group! Blasphemy, you say! Of course we are! Well, we're not! But if it is more comfortable for you, would you agree that we are not a "True" user group? Or, how about, not an "original" user group? Or even, we are "something more" than a user group? Well, to me those statements mask what we are, and have historically caused all kinds of confusion in the governing of this organization, to the organization's detriment, and hence ultimately, to the members. To paraphrase Gertrude Stein (I mean everybody else does, why not me?): A "not a user group" is a "not a user group" is a "not a user group"!

It is a lot like the concept of being a "little pregnant!" Sorry, youse either is, or youse ain't! But let's look at some of the ways that we are "not a user group".

Governance

A user group is governed directly by the "members" of the group. Everyone there votes on an issue, and all participate in the decision. However, the PI has chosen a different form of governance for the organization. An *elected* "Board of Directors" governs the organization, with only certain financial matters needing direct membership approval (such as expenditures in excess of $1000, and other minor matters).

Indeed, the membership itself has recognized this several times in the past. About 36 months ago, the Board was presented with a need for a projector for use at the monthly meetings, and a small group of people insisted it had to be a $12,000 unit, rather than the $3000 unit. The Board struggled with it, and chose the lesser cost because of overall clubs needs. The small group wanted it taken to the membership (where they were confident the membership would support them.

So a very balanced and even presentation on the merits of both units was presented to the attending membership at the next meeting, including demonstrations of the quality, etc.

Several people spoke-up stating that they were confused, they didn't know the organizations financial condition, and many other factors. Then someone asked; "What is the recommendation of the Board?" Tom Warrick gave it with the reasons, and the individual called immediately for a vote, saying;" All those in favor of the Board recommendation say **aye**." At which time a tremendous **aye**! came from the attending members, and the program then moved on to presentation (which I think was Telecommunications, but am not sure).

But the membership was clearly stating, "You are the guys we voted to do that sort of decisions, so do it!". Other examples of items have been attempted to be brought before the membership, and the answer has always been the same.

Structure

User groups are always ad hoc, informal structures. We are not. The PI is a corporation, and clearly an entity in it's own right. Not a legal fiction, but a legal being, with rights and duties for the organization and the members of the Board.

We have our own office, and a membership facility. But the structure goes beyond that. A user group can (and many times have) disbanded themselves. Even if a majority of members at a business meeting voted to do that, we could not do it. Just one example, the Journal is a part of membership, and we would be required to full-fill the subscription time, or refund the money.

Oh, sure a way could be found to do it, but that is not the point. The first responsibility of an organization is to maintain it's existence. And the Pi would. Many would step forward when needed to sustain that. But this is not so for a user group. Many have disbanded, or simply passed out of existence. Not that this couldn't happen to the Pi. It could, if we stopped giving members sufficient reasons to join. But that is not likely.

I could go on with many other reasons why we are not a user group. But I won't. What is more important than what we are not, is what we are. And what we are there is no name for at this time. Oh, sure, a user group will be used to describe us, but it clearly doesn't fit, and leads to confusion.

Other organizations have grappled with this question, and come up with different answers than I hope we do. For example, A.P.P.L.E. (otherwise known by the name of their publication, *Call Apple*, really Apple Pugetsound Program Library Exchange) decided (for many reasons) to go to a Co-Op format, and this lead to their being involved in forming a lesser division called APDA (Apple Programers & Developers Association) and developing business ties with Apple Computer, Inc. Incidentally, APDA is being reformed into a division of Apple Computer, Inc. Such are the perils of commercialism!

But let's take a beginning look at some of the things we are and do. Some of them are:

1. We are a corporation, a legal entity in our own right.
2. Our roots are grounded in "user group" concepts, but we have grown way beyond that.
3. We are governed by a *Elected* volunteer Board. A representative form

of governance.

4. We have a limited paid staff, to provide clerical and other help to the members.
5. We have a professional Journal, not just a monthly newsletter.
6. Most of the work of many aspects of the services we offer members are done by volunteers.
7. We are a membership organization, which primarily (or exclusively) provides services to members. If you want to be on the TCS, you must join the organization. If you want the Journal, you must be a member.
8. What we do is provide a range of services to our members. Hotline (members only), Journal, tutorial (higher fee if not a member), Disketeria (same), TCS (for a minor additional fee), office, library, all for members. So, we are both a service organization, and a membership organization.

   As a service organization, we do many things, some with additional charge, some without. Actually everything we do is a service to our members. The availability of the office, library, information in the journal, are all offered services. And one service we offer to members that hardly anybody recognizes is the opportunity to volunteer for a variety of fun activities. The Disketeria staff, working on the TCS, being a volunteer director, participating in panel presentations (for those with a bit of ham in us!), talking with people on the Hot-line, and all of the myriad services that our volunteers perform. This opportunity to volunteer to do something is a service in itself. And if you want to see some service added, and are willing to volunteer yourself to do it, the answer is almost always a resounding "Yes"!

   Being a membership organization has consequences which many are not willing to face. We are not funded by any federal, state, county or community funds. All our funds are generated by fees for services to our members. So we have no responsibility to the greater social community around us. None to schools, churches, the handicapped, etc. We are responsible to our members, who support us. Oh, sure, if we can "do good" now and then to the greater community at a reasonable cost, great! But we have no obligation or duty to help anyone other than our members. That's what they pay for!
9. We are also a multi-machine organization. Although we euphemistically say that it is "Apple Computer Machines" (meaning users of Apple Computer, Inc. machines), in fact we are a multi-machine organization. The IBM PC and clones are closer to the Apple II family (after all, they copied their Disk Operating System from CP/M, which is readily available on an Apple II), than to the Mac. Which is really quite alien to the DOS approach.

   Not that this is wrong, we have gotten a lot of strength from this divergent machine's users. But in not recognizing ourselves for what we are (which so far can only be identified as "not-a-user-group") we have fumbled and wasted money several times over.
10. We are a business. Not just that we must operate in a business-like manner, we are actually a business. Ask the government, they will tell you we are. Oh, sure, a non-profit business (although many like to say "not-for-profit business", that actually acknowledges that we are a business, the "not-for-profit" just indicates that we have no stock holders to whom we pay profit, and that we are offering services to some identified community.)

    Being a business is often viewed (for some crazy reason - and I know crazy when I see it!) as ***baaad***! But it is not. Being a business can actually be a good thing! First, you can get rid of the guilt associated with a "user group" having to charge for services (such as tutorial, the TCS, Diskateria, etc.). A fact of life that many have overlooked is that the money has to come from somewhere. Offices, telephones and telephone lines, all take money. And if these are the services that the members want, they must be paid for somehow. Unfortunately (or maybe fortunately!), the PI has no Master Card or Visa to enable it to pretend that these items really cost nothing, just use that piece of plastic!

    As an example, 10 business rate (even C & P acknowledges that we are a business!) telephone lines cost $2500.. a year. How much better to charge the portion of the members who want this specialized service (about forty percent of the membership, but growing regularly) a modicum for it, than raise dues for all to cover the service. The TCS budget for next year for machines, telephone lines, maintenance, etc. is approximately $10,500. and will all be covered by the income from that minor $6. TCS users fee.

My organization is a business (Mental Health Associates, Inc.) and being a business does not denigrate the good we do for the community, and the Pi being a business should not denigrate the good we do the micro-computer using community. But unfortunately (in the minds of some) it does, and they are unwilling to face the issue.

In looking around the country for similar examples of organizations as ours, I come up with The Red Cross (although it is on a broader scale, with a clear mandate to help none members), the Boy/Girl Scouts, Second Mile House, even MHA. So we have precedents for our type of organization.

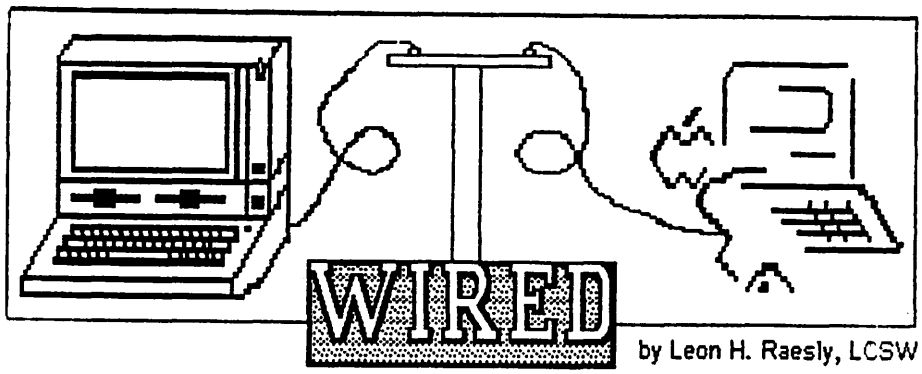
Looking at these 10 points, we can see that they are just many of the facets that go into what we are. We are a "Non-profit business service corporation managed by volunteers to serve a membership class of people (owners/users of Apple Computer's machines) with a paid and mostly volunteer staff serving paid members of the organization". Quite a mouthful!

Or you could shorten it and call us a user group. As long as you remember that we really aren't!

If only we could come-up with a name for what we are, we could then more effectively let the world know what we are! And what we aren't!

I will attempt to continue this discussion in next's month Journal. So drop me a line concerning this, and express your views, or, if you have a Modem, leave me a message on the PI's TCS on Conference 1, Board 1. PI Club News Only. This is certainly news about the club!

Take Care, Now!



by Leon H. Raesly, LCSW

Well, here it is! A new column about the TCS and Connectivity. How to connect any computer to another, or transfer files. After all, that is what the TCS is all about! It doesn't care what kind of computer you own, it will talk to you anyway!

New Feature

Jon Thomason (with much testing and kibitzing from the rest of the working Crew) brings a Christmas present to all TCS Users. It is called NewScan, and what it does is provide a way for you to tell what *new* files have been uploaded! You can use the date of your last call, or can change to date to any other you wish.

You also can choose which grouping you wish. i.e. Apple II areas, Apple gs areas, Mac areas, Other areas, or with the * command, it scans all areas. Users' comments have been very positive, and all seemed pleased with it.

For those that may be considering purchasing a Modem to access the TCS, let me tell you a bit about it. It has the following features:

1. An extensive message base.
   A. Four separate Conferences:
      1. A General (not machine specific) Conference
      2. An Apple II Conference.
      3. A Mac Conference.
      4. A Classified Conference.
2. 45 MEGs of DownLoads - programs you can capture for your use.
3. Nine Telephone lines so seldom is there any waiting to get on.

Each of the four Conferences has up to 32 separate Boards in it. Thus, when you call the one telephone number, it is as if you had 132 separate BBS's at your command!

You must be a Washington Apple PI member to use it, and there's a charge of $6. per year. For this you get 3 calls a day, with 35 minutes per call. You also get 3 downloads per call. Thus, you can have up to 1 hour and 45 minutes per day, with a total of 9 downloads per day. That is a potential 3285 programs you could download in a year. *Wow!*

Some typical Boards on the General Conference are:

- PI Club News
- The Investor
- The Gourmet
- Heard Any Good Jokes?
- Science & Technology

While on the Apple II Conference some representative ones are:

- Telecommunications
- AppleWorks
- Hardware
- Software
- Graphics
- Programing
- Apple II Desktop Publishing

The Mac Conference would find:

- Telecommunications
- Hardware
- Software
- Graphics
- Desktop Publishing
- The Mac Union

The Classified Conference is just like the Classified in the Post! 20 different subjects that you can list your personal items for sale. Or employment offered (or wanted), etc.

Visual Picture

One way to visualize the message area is like a four story building. You enter a Main Lobby (called Main Menu) and from there can go down the hall to the Bulletin Boards. You open the door with the B)BS command. Just enter a B. You are now in a long hall, opening on to 32 rooms. Just enter the room (Board) number, and there you are—a room with messages posted along the wall.

Or, once you enter the B command, you can get out your skate board, (the G)lobal command) and skate through all rooms reading all new messages since you were last on the system.

However, since it is a four story building, you can enter the elevator (C)hange Conferences) and go to the 2nd, 3rd or 4th floor (Conferences) Each floor (Conference) also has it's own Main Lobby (Menu).

Further, while you are visiting each room (Board) you can go to the L)ibary for each, and R)ead any of the many files there. Libraries are text files relating to the Topic of the Board. Thus, in the Gourmet Board Library you will find such files as:

- Best Restaurants in DC
- WAP Choice of Restaurants
- Gourmand Recipes

and many others. An excellent source of information.

Connectivity

The easiest way to transfer file from 1 machine to another is to transfer it as an ASCII (American Standard for Computer Interface) Text file. Any computer program should be able to read such a file. Most Word Processors have a built in way to print such a file to disk.

> ***"A new column about the TCS and Connectivity. How to connect any computer to another, or transfer files."***

Now to get it to the other machine, use one of the commercial services such as The Source, Geni, or CompuServe to send the file to whomever you wish, using E-Mail. They can call whenever they wish to receive it. They do not have to be online when you are.

Of course, if both machines have a Modem, and the software, you can just call them and upload it yourself!

That's All Folks!

Well, I'll be back next month with more new features and ideas for Connectivity. I will also explain the use and differences of some of the file and disk packing utilities. Remember, **Always Squeeze Before Bunnying!**

Take Care, Now! Lee...

Go Bananas.

Joe Orlando Photo

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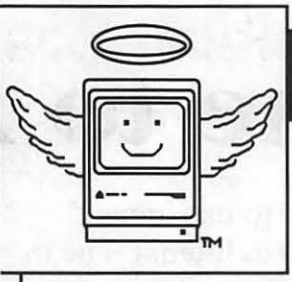

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MacWorld Exposition, Washington, D.C.

April 25 - 28, 1989

by Martin Milrod
MacWorld Coordinator

MacWorld is coming to Washington! It will be held at the Washington Convention Center on April 25 (Tuesday— Industry Day is by invitation only,) and on April 26 (Wednesday) through April 28 (Friday) 1989. This is the very first time that this prestigious exposition will be held in our home town and we hope that in the future it may come to supplant the Boston MacWorld Exposition as the major East Coast location.

The Pi is the host Macintosh User Group for this occasion; we plan to have an outstanding effort on the part of our members to both attend and participate in this stellar presentation of Mac and Mac-related hardware and software releases.

We will have a 20 x 20 foot setup at Booth 953 near the main entrance to the hall. We will be marketing Pi Memberships, our PD/Shareware disks, an outstanding Mac Disk Catalog, mousepads, and so on. In addition, we hope to encourage Federal agency employees, college students and all of our WAP members to attend. Elsewhere in this Journal issue, and in our April issue, you will find an ad providing information on what we have come to call "The MacWorld." In late February all WAP members will receive a publicity brochure prepared on behalf of Mitch Hall Associates, the firm that conducts the various MacWorld expositions. This mailing will be done using our membership labels, completed by our mailing services, because WAP does not release its membership lists or labels to any third party.

Plans are underway to make this a most successful "happening" but, as usual, we continue to rely upon our volunteer workers to be at the Booth. We need helpers to become trained in credit card and cash processing of sales, in "manning" the booth in four-hour increments, to help set up and close down the booth—and more and more. Any graphic artist willing to design a colorful Mac Disk Catalog cover, assorted brochures, membership forms, etc ?

The following are the schedule of times for which help will be needed. A short (1-2 hour) training session for volunteers will take place prior to the April 24, 1989, date at a place and time to be designated. Details on evening activities are not yet fully determined.

Here are the categories of helpers we expect to need.

- If you can help in setup and breakdown, please contact Jay Heller at (301) 948-2942 (Gaithersburg,) whos in charge of the "lifting, shlepping, carrying and neatifying" tasks probably beginning on April 24 and also shutting down on Friday, April 28.
- If you're willing to work at the booth, please contact our Volunteer Coordinator, Eric Rall at (301) 596-0004 (Columbia). We need many volunteers for this category, some 8 - 12 persons per shift. It would be ideal to have the PM-Shift also volunteer to work the following morning's AM-shift, so volunteer for the "double-tour of duty" if you can.
- David Weikert, our perennial Mac Disketeria guru, will coordinate disk duplication, assembling of "functional sets of disks" and putting together the substance of the Special Mac Catalog.
- We especially need an advertising manager to market a special series of advertisements for this Catalog, and to "paste up" camera-ready copy. If you are interested in volunteering for this important task, please contact me, Martin Milrod, at (301) 464-2154 (Bowie).

This is a great opportunity for WAP provide additional service to our area, to host many national figures in the Mac community, and to improve the reputation of WAP.

Your assistance is earnestly requested. Please use the form below to volunteer to help !

Washington Apple Pi MacWorld Exposition Volunteer/Activities Application

Please check times you are available to help:

	Monday April 24	Tuesday April 25	Wednesday April 26	Thursday April 27	Friday April 28
9:30 AM – 10:30 AM	☐	☐	☐	☐	☐
10:30 AM – 11:30 AM	☐	☐	☐	☐	☐
11:30 AM – 12:30 PM	☐	☐	☐	☐	☐
12:30 PM – 1:30 PM	☐	☐	☐	☐	☐
1:30 – 2:30 PM	☐	☐	☐	☐	☐
2:30 – 3:30 PM	☐	☐	☐	☐	☐
3:30 – 4:30 PM	☐	☐	☐	☐	☐
4:30 – 5:30 PM	☐	☐	☐	☐	☐
Evening Events	☐	☐	☐	☐	☐

Name: _____

Address: _____

City/Stat/Zip _____

Phone (day) _____ (eve.) _____

Send form to:
Washington Apple Pi, MacWorld Coordinator
8227 Woodmont Ave, Bethesda MD 20814 or call (301) 654-8060

Mixing Apples and IBMs

An Elementary School Information Service Goes Online

by Elaine Zeitoun

About one year ago it was my good fortune to become involved in a school telecommunications project with the goal of providing online databases to teachers, interested students, and their families. Although our service is being run on IBM-compatible machines, it is available to any computer with software capable of VT-100 emulation, and I felt that my story would be relevant to WAP members, particularly in light of the increasing interest in connectivity and data-sharing among computers. Also, as I had not had any telecommunications experience when I began this project, the first place I turned to was WAP, drawing on the experience and talents of Eric Rall, Lee Raesly, and others. This article is a small way to say thank you to them and to WAP for providing a starting point.

Background

In early 1988 the PTA of Darnestown Elementary School made a gift to the school's media center of an IBM-compatible computer, equipped with hard disk and CD-ROM drives, and software including several databases on compact disk. As luck would have it I wandered into the media center just about the time the media specialist, Nancy Zack, was looking for someone to help get the software up and running. As I had some experience on IBM's (prior to 1984, when I bought my Mac, of course) it sounded like fun and I quickly became a parent-volunteer.

As I puzzled over device drivers, ansi.sys files, the IBM manuals, and an incompatible "compatible", Nancy, a very dynamic individual, had found the money for another machine or two, some more software, and modems. She was ready to go online. As it appeared that I was in this for the long haul, I bought and read the Glossbrenner book (The Complete Handbook of Personal Computer Communications, which I highly recommend) and then bought a modem and joined the WAP TCS and Compuserve. I also pulled and read all the communications articles I could find in my back issues of Macazine, MacUser, and MacWorld, and borrowed my neighbor's PCWorld's to search. Nancy recruited two other parent-volunteers, Joe Ventura of Bechtel and John Lewald of Generation Five, and we formed an advisory committee. Joe was able to persuade a fellow employee at Bechtel, Mike Burleson, who had extensive telecommunications experience, to sit in on our committee meetings.

What We Did

Our first order of business was to choose the appropriate communications package. We needed software that would not limit accessibility and that would allow the caller to hook up to a database and use it as though he were sitting at the machine in the media center. Although there are a number of good remote packages available for the IBM PC, we chose PC-Anywhere III. This package (1) allowed non-IBM users access, (2) did not require a companion program for the caller other than a communications program capable of terminal emulation, and, (3) was inexpensive.

We also decided that since we would have two computers available by the opening of school in the fall, we would run two databases: the McGraw-Hill Science and Technical Reference Set, and the Grolier Electronic Encyclopedia. The students in the older grades would be instructed in their use during the day and the databases would be online at night. In checking with McGraw-Hill and Grolier we found that, because the databases would be used by only one person at a time, there would be no licensing fees.

Security was considered and the committee decided that, given the age level of our users, we would take some basic precautions and then monitor the daily log for any problems. Passwords have been assigned to all users. PC-Anywhere III allows 62 passwords, and we have got around the problem of more than 62 users by assigning two families to each password. Sensitive DOS files (such as those which would reformat the disk) have been removed from our hard disk, and a regular backup procedure has been established. A DOS batch file restricts the user to one program, and PC-Anywhere has been configured to prevent computer resets or exits from batch files.

Testing, or How I Spent My Summer Vacation

By the spring of 1988, with all the pieces and a direction to go, I was able to begin the task of setting up and testing the software. I spent the summer of 1988 experimenting with the databases using my Mac 512Ke, a Practical Peripherals 2400 bps modem, and Microphone. I must note here that there's nothing stranger than seeing the DOS C> prompt on the Mac screen. I also experimented on a borrowed Apple IIe with a Practical Peripherals SeriAll card and Apple Access II, and even my neighbor's IBM-PC. My children, besides being deprived of some of their computing time, had to suffer the many trips over to the school to check the machine each time I managed to crash the system. When I was not online, I wrote and printed a users' manual to help ease the initial difficulties of logging on.

Problems

Where to begin...there were so many. I'd have to say, however, that the major problems occurred because we were running on IBM-almost-compatible machines. We have used four machines to date, all compatibles with 640K of RAM, internal 20MB hard disk, an internal 360K 5.25" floppy drive, and Hitachi compact disk drive. The very first machine would not run one of the other databases we had been given. We traded that machine for another compatible, said to be identical to ours, and the package ran. I used the second machine to test during the summer, not knowing that it was a loaner and destined to be returned by early fall.

At the start of school in September, my second compatible was taken away, and we were provided with two more, these with internal Hitachi model CDR-

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3500 CD drives that were functionally equivalent to the external Hitachi 1503S drives supplied with the first two compatibles. To complicate matters, we received the latest version of PC-Anywhere, which had some features that we needed that were lacking in the earlier version. So I installed the McGraw-Hill database and the latest PC-Anywhere, and started testing. Things were going very well until, shortly before our public debut, I installed the Grolier database. Although it ran well as a standalone application, each time I called in from home and the database program was executed, the compact disk would be ejected. I spoke to one of Hitachi's technical support people in California, who felt that the problem was probably with the device driver, and informed me that Grolier had a new version of the Electronic Encyclopedia available with a rewritten driver. On to Grolier....

Nancy managed to secure a copy of the new Grolier package, which arrived on the day we were to debut the service. I installed it and it ran, however the software interface to the database had been completely rewritten, and now featured windows and pull-down menus in place of the function keys previously used.

The manual which I had written became immediately obsolete where Grolier's was described. We then decided to go online with only the McGraw-Hill database initally, and Grolier would follow when I had tested and updated the manual to reflect the new interface.

"Resolving the issues of connectivity and data-sharing among computers is an important next step"

Debut

On October 12, Back-to-School night, we debuted the service in the Darnestown Elementary School Media Center. On one phone line was one of the IBM-compatibles, running the McGraw-Hill package. On our second dedicated line was an Apple IIe equipped with the Apple Super Serial card, Apple Access II, an Imagewriter II, and my own Practical Peripherals modem. We had a terrific time describing and demonstrating the system to the parents that visited the Media Center, and I am happy to report that all comments were positive and enthusiastic.

Current Status and Comments

The Darnestown Elementary School Information Service has been operational since October 12, 1988. Some 70 users have requested and received passwords, and we have seen steady use of the databases since going online. We have had calls from interested parties as far away as Alaska, and as near as our own Quince Orchard High School. The kids have taken to the databases like ducks to water, and Nancy reports that those students not interested in conducting research with the traditional encyclopedia will eagerly do it on the computer, and from there move with greater interest to the paper media.

In 1984 I chose my Mac over an IBM PC because I felt the Mac represented a step forward in computing. Resolving the issues of connectivity and data-sharing among computers based on different processors is an important next step in making information accessible and involving more people in computing.

As I write this article, a line from a children's song keeps coming to mind — *the more we work together, the happier we'll be.* And I would add more knowledgeable and productive.

On HyperCard

Introduction to HyperCard:

Part I - The Carpool Stack

by Robert C. Platt

This four-part series covers the fundamentals of designing your own HyperCard stack. It presents two projects which I have used with WAP's introductory HyperCard tutorial. You may want to try these projects in conjunction with reading a good book on HyperCard, such as Carol Kaehler's *HyperCard Power: Techniques and Scripts* (1988: Addison Wesley, $17.95) or Danny Goodman's *The Complete HyperCard Handbook* (1987 Bantam Books, $29.95.)

HyperCard

To begin, be sure to obtain the latest copy of HyperCard. The current version is 1.2.1, and you can purchase an update from the WAP Office for $5 when you bring your original disk. (Also note that version 2.0 is expected in early 1989.) To operate HyperCard, you must have the HyperCard application (the icon with a hand) as well as the Home stack on a disk. If you have a hard disk, copy both to it. If you have two floppy disk drives, create a startup disk with just a copy of your system on it. Then create a second disk with just a copy of HyperCard and the Home Stack on it. (Although version 1.1 could fit on a startup disk with a copy of the system, version 1.2.1 has grown to the point that two disks are required.)

The Home Stack

Just as a word processor acts upon document files, HyperCard acts upon *stack* files. A stack is merely a collection of individual *cards*, where each card represents one screenfull of information.

The Home Stack is your home base. When you double click on HyperCard, or when you select **Home** from the **Go** menu, you are brought to the first card of the Home Stack automatically. This

card is called the *home card*. You can use the home card to collect buttons to take you quickly to your most frequently used stacks. Go to the home card now.

The Go menu has all of the commands necessary to navigate around various stacks. Test it out using the Home stack. Next will take you to the next card in the stack. (For example, it will take you from the eighth card to the ninth.) If you have a keyboard with cursor keys, the right arrow will perform the same function. Prev will take you to the previous card, having the opposite function from Next. **Back** will take you to the card which you had most recently viewed, regardless of where it is in the stack. For example, if you jumped from card 5 to 9, Prev would take you to card 8, but Back would return you to card 5.

The Recent menu item takes you to a miniature display of 42 different cards which you have last viewed. By clicking on any one of these images, you can jump back to that card. Note that Back will backtrack along the sequence that the cards were originally viewed, while Recent will permit an immediate jump to a prior location. Back and Recent play an important role. Because it is so easy to backtrack, users are encouraged to explore with HyperCard.

The Last item on the Go menu takes you to the last card in the stack. Choose that item now, and you will see the User Preference card. Please click on the button which says "Scripting." This will permit you full access to HyperCard's power including the ability to read and modify HyperTalk scripts.

The Carpool Stack

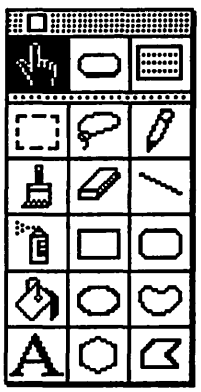
Our first project will cover all of HyperCard's features short of writing scripts. This stack will keep track of a five-person carpool. (This is a necessity for WAP members who rely upon HOV-lanes to drive to work.) This stack will keep track of which day each member must drive and also will provide quick access to vital information about each pool member.

Creating a New Stack

Although we are currently in Home Stack, we can create a new stack for our project. From the File menu, select **New Stack**... A check box at the bottom of the dialog box asks you whether the background should be copied from the current stack. Make sure that an x mark is in this box. Every new stack comes with at least one card and one background. If the background is not copied from the card being displayed at the time New Stack is selected, then both an empty background and card will be placed in the new stack. Type "Carpool" as the name of your new stack and click the New button.

The Tools Window

One of the nifty features of HyperCard is its tear-off menus. Ordinarly, a menu will rollup into the menubar when you release the mouse. However, to keep your tools (or painting patterns) within easy reach, you can have these menus displayed in a window which floats magically above your card. To create a tools window, just move the mouse to the word **Tools** on the menu bar and drag the mouse down. Instead of stopping on one of the menu item



squares, keep on dragging past the edge of the menu. A dotted rectangle will follow your mouse, and a window will appear at the point where you release the mouse button at the end of your dragging. The window will look like this.

You can hide this window at any time by clicking on the close box in the upper left corner.

Only one tool on this window can be highlighted at a time. The "browse" tool is highligthed now. This tool allows you to use the stack as a user. For example, clicking on a button with this tool will cause the button to act in its normal fashion. Modifying the button's action will require a different tool.

Painting

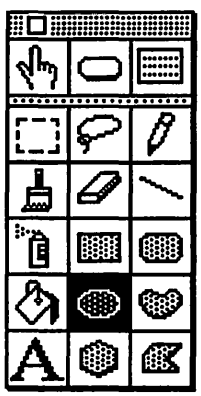
HyperCard has a built-in paint program which will help you draw diagrams for your cards. The paint tools are located below the first row of the tools window.

The first card in our stack will be a title card. To display our title in big type, first select the "text tool" by clicking on the big A in the lower left corner. Now select the **Text Style**... item from the **Edit** menu. Select 48 point Venice type. In the lower left corner of the dialog box, click on the **Center** button. You can also select underlined or outlined text if you want an outrageous effect—have fun and experiment.

When you have selected your type, click on the **OK** button to return to your title card. The cursor will now be in the shape of a long I-beam. Click in the middle of the card near the top edge. Type "My Carpool" which will be automatically centered.

Note that these letters have been painted as a part of the card's picture and are not part of the text which is retrievable through the Find command.

Next, we are going to draw a picture of Fred Flintstone's car. Let's start with the tires. First, select the "Oval

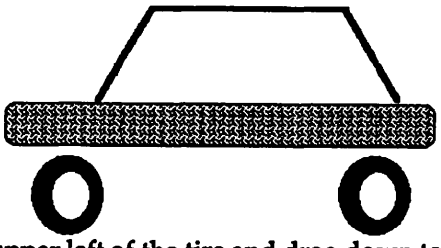


Tool" from the middle of the fifth row of the tools window. Now select **Draw Filled** from the **Options** menu. A check mark will appear, and the tools window will change to look like this.

Also, select **Draw Centered** from the **Options** menu. Go to the lower third of the screen to the point where you want your first tire. First, select the solid black pattern from the **Patterns** menu. Second, while holding down the *Shift* key, drag the mouse from the center of your tire to the outer edge. The more you drag, the larger the tire. This will produce a solid black circle. (The shift key forced it to be a circle; if you didn't use the shift key, the tire would probably be oval.) Next, select the white pattern from the **Patterns** menu. Repeat the process, holding down the shift key and dragging from the same center point of your tire to a point which still leaves some of the black circle showing. Fred couldn't buy a tire this good in Bedrock!

To make a second copy of the tire, click on the selection rectangle tool on the left of the second row of the tools window. Now, go to a point to the

My Carpool



upper left of the tire and drag down to the lower right of the tire. A shimmering box should surround the tire. Choose **Copy Picture** from the **Edit** menu. Next choose **Paste Picture** from the **Edit** menu. There are now two tires inside the rectangle. Position your mouse inside the rectangle and drag the tire until it is near the opposite side of the card, but at the same height. When the tire is in the proper location, clicking outside the rectangle will make the rectangle disappear. You can use this technique to duplicate any rectangle portion of a picture (as in MacPaint.)

To draw the car body, choose the "Rounded rectangle" tool from the right side of the fourth row of the tools window. First, select the **Draw Centered** item from the **Options** menu. Selecting it a second time turns it off. Second, pick a woody-looking pattern from the **Patterns** menu. Now, move the mouse above and to the left of the left tire. Drag the mouse to a point beyond the right of the right tire. If your body is too flat, choose **Undo** from the **Edit** menu and try again.

To draw the windshield, first, select **Line Size...** from the **Options** menu. Click on the second or third thickness. Next select the "line tool" from the right side of the third row of the tools window. Hold down the shift key to restrict your lines to 15 degree angles. Now drag from the car body to the top of your car. Release the mouse for a moment to make a corner, and then drag across to form the top of your car. Now drag down for the back windshield. If your corner joints don't match, select the pencil tool, and hold down the command key while clicking on the bad corner. This will take you into FatBits mode to clean up your design. Your finished car probably looks better than the one above!

The Blank Card

We now need to reserve the second card in the stack to keep track of the driver assignments for each day. Select **New Card** from the **Edit** menu to create this card. Note that New Card automatically copies the background from the current card.

The Second Background

The last five cards in our stack will hold data on our five drivers. Because they will have a number of elements in common, it makes sense to put the common features in a background instead of being duplicated on each card. To prevent these elements from also appearing on our first two cards, we must create a second background for these cards.

First, click on the "Browse" tool to get the **Objects** menu to reappear. Now select **New Background**. The screen will go blank and the outline pattern from the old background will disappear. You have just created both a second background and also the third card in the stack which will share this new background.

The same tools are used to edit the background layer of a card as edit the card layer. To switch between the two layers, type command-B or select **Background** from the **Edit** menu. When you are editing the background layer, short diagonal lines will appear on the menubar.

First, give this background a name, by selecting **Background Info...** from the **Objects** menu. Call the new menu "People." Notice that only one card (this one) currently shares this background and that it doesn't have any fields or buttons. We will soon change that!

Copying Background Buttons

Making sure that you are editing the background layer, we will first copy the two arrow buttons from the old background. To do this, first, select the "button tool" from the middle of the top row of the tools window. Second, press the left arrow key or type command-2, to go back one card. Third, click on the left arrow button at the bottom of the screen. When its rectangle outline shimmers, select **Copy Button** from the Edit menu (or type command-C.) Fourth, press the right arrow key or type command-3 to go forward to the new background. You will probably need to press command-B to restore the background editing stripes to the menubar. (If the stripes are not there, you may accidentally create a card button instead of a background button.) Now select **Paste Button** from the **Edit** menu (or type command-V.) You should repeat these steps to copy the other arrow button to the new background as well.

Labeling the Fields

A well-designed stack clearly indicates what each data element represents. Because the same data will be held for each of our drivers, we will want to position the text that describes the data in the background layer. First, make sure that you are editing the background by checking the menubar for the diagonal stripes. (Press command-B to make the stripes appear if necessary.) Also, check that you are working on the new background—you should be on our most recently created card, the one without a grey border. Second, select the "text tool" by clicking on the big A in the lower left corner of the tools window. Third, choose **Text Styles...** from the **Edit** menu. I suggest using Chicago font at 12 point height. Click on the **Left** alignment button in the lower left corner of the dialog box. When you have finished selecting a type, click the OK button.

Your cursor should be in the I-Beam shape. Click it in the upper left corner of the screen and type the following with two carriage returns between each line:

Name
Address
Home Phone
Work Phone
License Plate

This should fill up most of one side of the screen. Typing these words merely identifies for the user what data might be stored. It does not tell HyperCard anything about creating places to store information. For that, we must create some "fields."

Creating New Fields

A field is a place for HyperCard to store text. Unlike text which is drawn

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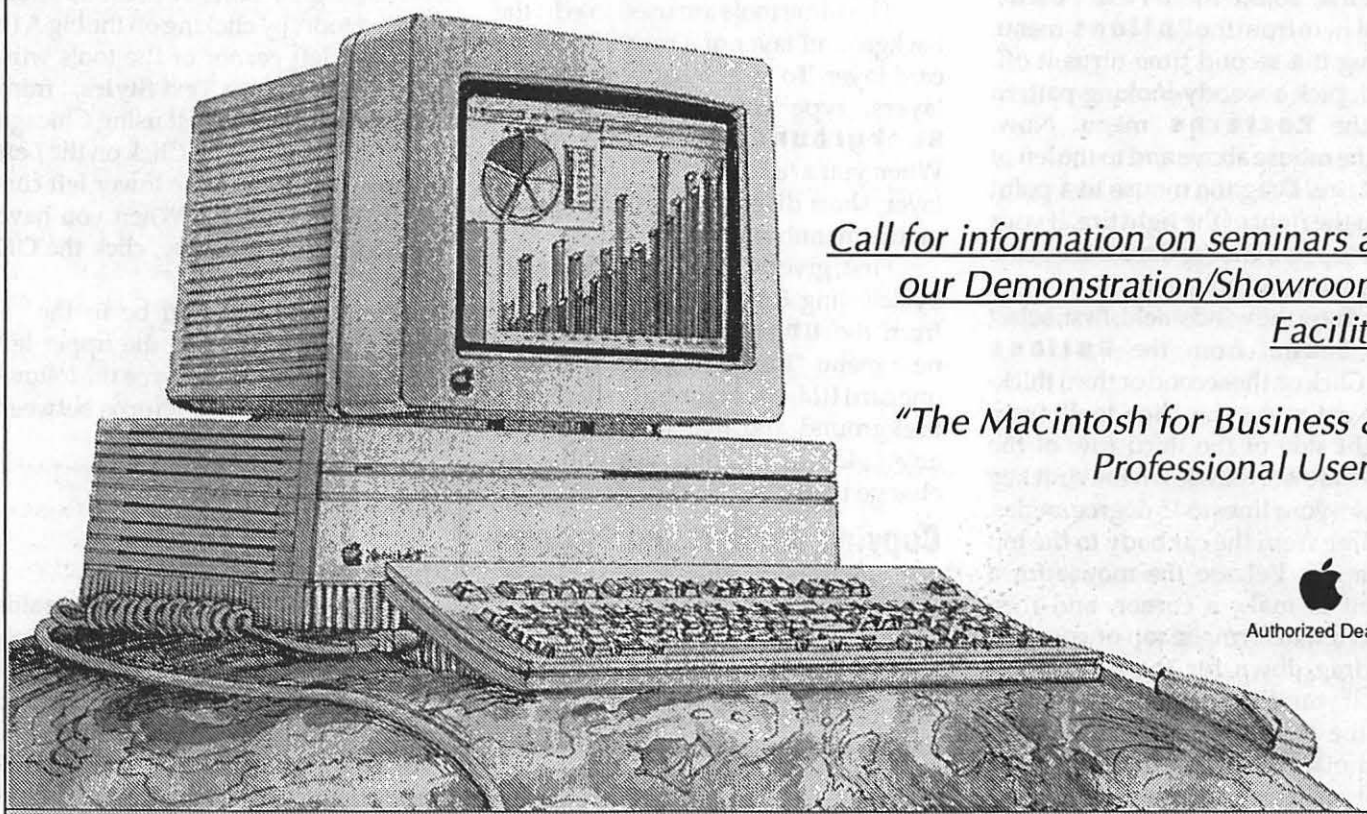

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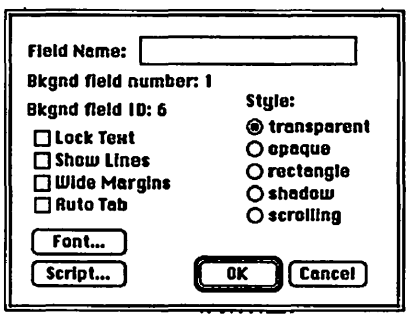
using the text tool, text typed in fields can be retrieved using the Find command. Fields can be located in either the card or background layers. However, only background fields can be specified in find commands.

To create your first field, select the "field tool" in the top right corner of the tools window. Now choose **New Field** from the **Objects** menu. Because you have yet to specify any information about this field, a generic, prototype field appears in the center of the screen.

Double clicking on the new field (or selecting **Field Info...** from the **Objects** menu) will show the following dialog box:



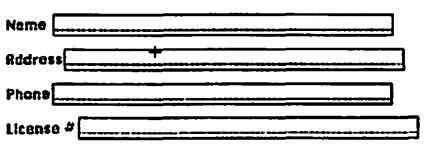
This dialog box allows you to specify certain important field properties. First, give this field a name by typing in the Field Name box. Type "Name" as its name. (Although the user can't see this name, it will appear if you ever print a report from the File menu.) Next, click on the Auto Tab box to leave an X. The default font is Geneva, but you could change it by clicking on the **Font...** button. To leave the dialog box, pressing return or clicking on the **OK** button.

We can now give the field a shape and location. Drag on the bottom right corner of the field upward until only one dotted line is showing. Also drag across until the width of the field is about half the screen. Once the field is the correct shape, move the cursor to the center of the field and drag the field until the left side is next to the word "Name" which you had typed earlier. The dotted line of the field should line up with the bottom of these letters.

Cloning Fields

Because your other fields will have similar properties, you can clone them from your first field. Select the field by clicking on it once. The outline of the field should shimmer. Now, choose **Copy Field** from the **Edit** menu (or press command-C.) Next, choose **Paste Field** from the **Edit** menu (or press command-V.) A second field will appear on top of the first. Move your cursor to the middle of this field. Drag it down to be even with the word "Address."

To get a third field, choose **Paste Field** again. (You don't need to Copy because the field is already in the clipboard.) Drag it down to the words "Home Phone" Repeat the Paste Field and drag steps for your other data items: Work Phone and License Plate. Now, go back to Address field and double click on it. Replace "Name" with "Address" by typing in the Field Name box. Click on the **OK** button to close the dialog box. Rename each of your other fields. Your final result should look like this:



Filling in the Fields

You are now ready to fill your fields with data. Click on the Browse tool in the upper left of the tools window. Your cursor will turn into a hand. But when you move the cursor over the name field, it will convert to an I-Beam. Click the I-Beam in the name field and a blinking insertion bar will appear to show where you will type. Type "Fred Flintstone" in the name field. You can now press TAB or Return to move the insertion bar to the address field. (If it hops to a different field, you have accidentally changed the order of the fields. On way to correct this is to choose the field tool and exchange the locations of the fields until they are numbered 1, 2 ... as you go down the screen. The "Background Field Numbers" will determine their tabbing order.) Give Fred an address, phone numbers and a custom license plate "FLAT FT".

Now create a second card with this background by choosing **New Card** from the **Edit** menu. You can type in information for Wilma Flintstone on this card. Note that because the fields, descriptive text and buttons were in the background layer, they automatically appear on this card. However, the contents of the background fields, i.e. "Fred Flintstone" are not shared.

Repeat the process by making a New Card for Barney Rubble, Betty Rubble and also one for you.

Next time, we will work on the second card of the stack. To save your work until then, just Quit **HyperCard** from the **File** menu. HyperCard has been saving your work to disk in a file named Carpool all along.

Mac Review

Style Is Everything

But Only If Done With Style

By Frank M. Potter, Jr.

Key Notes® Associated Press Stylebook has been produced for the benefit of people who need to have frequent access to a stylebook: how to punctuate, how to cite, how to write a business report. It may satisfy their needs. It didn't satisfy mine.

Its good points first: it seems reasonably adequate to handle basic grammar needs. Washington is a city that produces a whole lot of paper, and much of it appears to have been written by people who never quite mastered the art of writing a simple declarative sentence. If you are having this kind of problem (and surely none of us fit into this category), this program might be useful. My own belief is that you would be better off investing in a used copy of Strunk and White, and spending a few hours browsing through it, but what do I know, anyway? For those who may feel a little more comfortable with a program than a book, the Stylebook may be helpful.

What didn't I like about it? Here, the list gets longer. For openers, the program itself is a Desk Accessory that

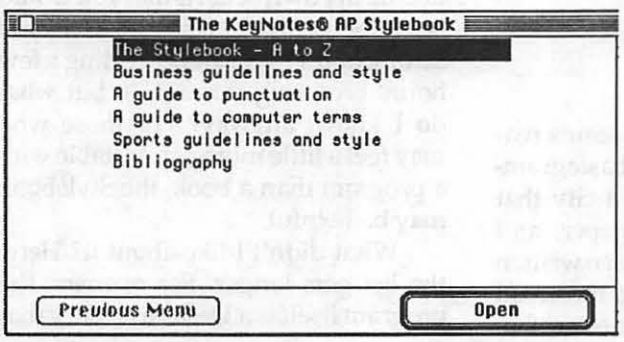
must be installed by using an Installer that comes with the disk. I am not crazy about turning control of my system over to someone else—particularly so when I am not that sure of their competence to deal with the arcane Macintosh environment. I suspect, but have no way of knowing, that this program did not start out on the Mac. Its interface certainly seems sufficiently ungainly to warrant such an assumption.

But you screw up your courage and do it. The next thing you must do is to take the AP Stylebook folder out of the KeyNotes folder and to put it into your root directory—the same one that the System Folder is found in. This directory is the only one that the Desk Accessory will search, and if it can't find it, it says something rude and stops looking. The documents will tell you to do this if you read them very carefully. If you don't like reading documents, and most Macintosh owners don't, then you may flounder for a bit.

Once all of this has been done, you are ready to begin your Stylebook adventure. Select the DA, and a small window comes up. A very small window. In Monaco type, it gives you a few options, shown in the scrrenshot above.

This is where it all starts: from here on in you manoeuvre up and down, selecting phrases that may or may not be what you are looking for. Some of these can be double-clicked or opened in turn, some cannot, and there is no way to tell which is which. No big deal, you say, and you are right. But it does seem a little random. Maybe it makes sense to the AP.

The grammar rules are correct, at least as correct as a short acquaintance with the program and a long distance from grammar school can prove. My own sense of written usage and styles has evolved into a "What feels right" mode, and the program usually agrees with me, so it has to be correct. The section on sports styles is likely to be of only passing interest, and so I passed it up. The section on computer terms seemed unexceptionable, if uninspired.



For the most part, the sections that are likely to be of greatest interest to the average Macintosh user are the Stylebook itself, where you may or may not find what you are looking for, and the section on punctuation. As I suggested above, I found the window small and inelegant. I would have been far happier with a resizable window, and there must be reasons for using Monaco but they escape me.

The Manual for the program is small and probably adequate. Most of the dumb things that one can do in trying to set this program up are identified and cures are clearly defined. The program itself is uncomplicated, and will apparently run on a plain vanilla Macintosh with only a 400K drive, although they do not recommend it. They will, however, replace the 800K disk with a couple of little fellows, if you ask nicely.

So—the moment that everyone has been waiting for: if you really need to have a stylebook handy and you have the time and patience to suffer through the rough spots, the Associated Press Stylebook may be what you are looking for. I would award it only a half mouse, and I get to pick which half it gets. At least they get credit for not copy-protecting it.

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Softviews by David Morganstein

Exstatix

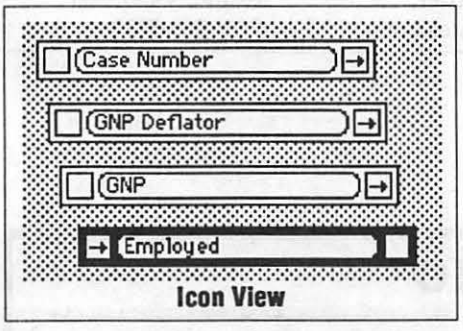
(Select Micro Systems, Inc.) Although Macintosh statistical software has been improved over the past year (Systat V3.2 and an '020' version for the][, Statview][and Data Desk Professional), only recently have any new entrants appeared to challenge the incumbents. Exstatix (EX) is a new challenger which despite its modest price tag is unique in several ways. It offers three different formats in which to work. Your variables appear either as icons, lists or in a spreadsheet. All of the other packages provide only one style of interface. EX is the first package to offer extensibility, that is, it can be extended through your own 'add-on' modules. To be candid, this process is not for the novice programmer. A fair degree of Mac programming sophistication is required but if you have the know-how, you can hand tailor EX. It also provides Time Series options, a feature found only in the higher priced Systat. Finally you can obtain 3-D color graphics including a rotating 3 variable scatterplot or a 2 variable histogram.

Other notable features are: text output directed to a window which easily can be copied and pasted to your word processing document, ease of data transformation and recoding, and hierarchical pop down menus. As anyone who has downloaded output from a statistical package on a mainframe can attest, the limiting factor is the need for a mono-spaced font. EX is no different. Rather than using tabs to set off columns, spaces are employed, thereby requiring you keep the output in a font like Courier or Monaco. Not pretty, just accurate. EX can be used for simulation as it provides a wide variety of random distributions. Besides Normal and Univariate, it sports Log normal, Exponential, Gamma and Cauchy distributions.

The Interface

Each of the 'big-three' stat packages offers a single interface. For Systat you work in a command environment where each action taken is directed by a syntactically correct expression appropriately laden with modifiers (although version 4.0, due out early next year, will appear in a user-friendly menu driven, mac-like format). Editing data does move you into a spreadsheet but not a friendly one with mouse adjustable column widths and scroll bars. Statview provides an easier to use spreadsheet interface with pull-down menus. Data Desk Professional, like the Helix database also from Odesta, is all icons. To edit a variable, you click on an icon which opens into a single columnar, scrollable window. In distinction from all of these, Exstatix allows you to address your data in three different ways.

First, you have the icon view, in which each variable looks like this:



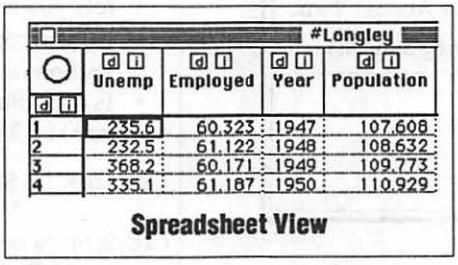
Icon View

In Exstatix, as in Statview and Data Desk, variables have 'flags' to indicate whether they are 1) a dependent variable in the current analysis, 2) an independent variable in the current analysis or 3) not used in the current analysis. You click on something or other to set these flags. In EX, there are two boxes, one which signifies a dependent variable and the other an independent variable. In the following list view, the boxes are labelled 'dv' and 'iv', making their meaning a bit clearer.

dv	Variable name	iv	Description
☐	Case Number	→	---
→	Unemp	☐	---
☐	Employed	☐	---
☐	Year	☐	---
☐	Population	☐	---
☐	Armed Forces	☐	---
☐	GNP	→	---
☐	GNP Deflator	→	---

List View

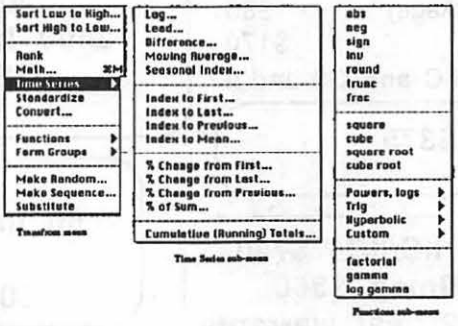
In the traditional spreadsheet view, two boxes head each variable's column. These boxes are used to make the independent/dependent variable choice. Some users may like this approach of selecting the variables before the analysis is to be performed. Personally, I prefer the method taken by the now defunct Statworks and by Mystat, a Systat freeware program which provides a preview of Systat version 4.0. When using these programs, you select an analysis, then select the variables for use and the program conducts the analysis. The EX method does have the advantage that several analyses/charts can be obtained without having to restate which variables are to be used.



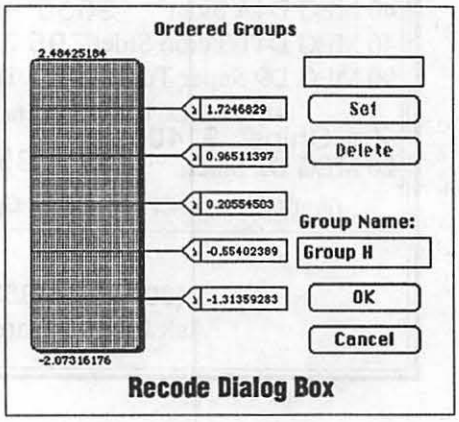
Spreadsheet View

Working with Data

A number of powerful transformation and recode options provide the EX-user with the flexibility needed for data analysis. The list of functional transformations is very complete; however, you can not create in one step a linear combination of more than two variables. Below you see the Transform menu and two sub-menus, one for Time Series and one for functions. These are straightforward to use.



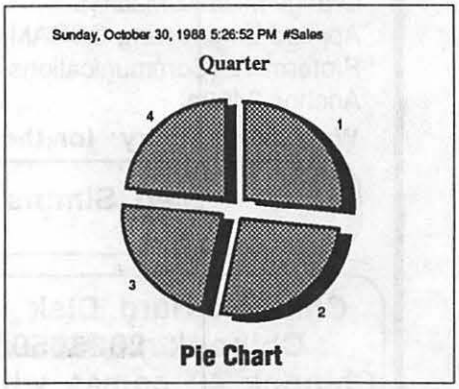
EX allows for easy recoding of quantitative data into categories called ordered groups. There are three options for deciding where the boundaries should be: making equal ranges for the cut points, making equal numbers of points in each range or creating your own cut points. You merely click on the dividing bar, and shift it or type in a value for the cut point. A useful aspect of this recode is that it is dynamic. The variable that is created remains a function of the originally recoded column. At anytime you can return to this screen and change the break points. When you do, the recoded column is updated to reflect the new break points. This feature is particularly important when constructing histograms, as we will discuss shortly.



Recode Dialog Box

Graphics

One common use for statistical packages is to obtain visual representations of the data which help to explain relationships among the variables. EX offers the usual set of graphical displays plus a few extras: bar charts (both 2D & 3D), box plot, pie charts, scatterplots (both 2D & 3D) and sequence plots.



Pie Chart

All of these plots can be obtained with just a few steps. The desired variable(s) are selected, and a choice made from the Graph menu bar. EX helps in the selection by limiting your choices to those graphs which are appropriate for the variable(s) selected.

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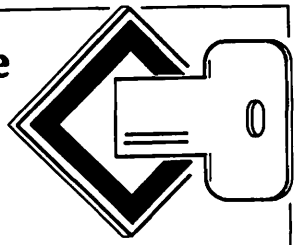

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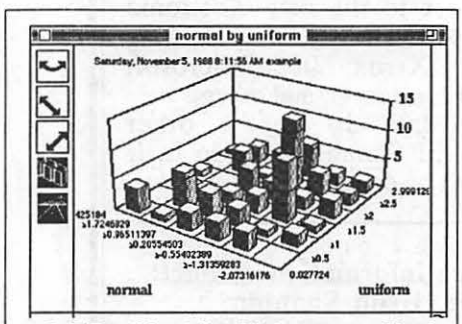
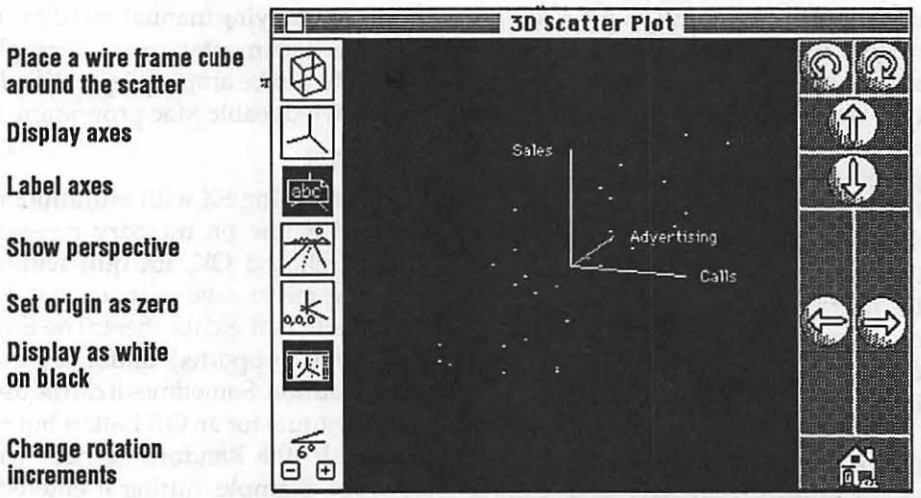
If you only select one variable, your choices of display are limited to those suitable to a single variable, (e.g. box plot, bar chart, pie chart.). The 3-D scatter plot is dimmed unless three variables have been chosen.

While there is a box plot, there is no 'histogram' display. If you want such a graph, you must create a Grouped variable (as described earlier) and then do a bar chart of that new variable, an awkward solution. While EX provides a very easy to use system for creating grouped variables, this is not an adequate method. Most stat packages provide a histogram option. Usually default break-points are provided which the user can modify to get a readable graph. To construct the following 3-D bar chart, I began by creating two random sequences, one uniform, the other normal. Each had to be recoded into categorical versions before creating the bar chart. As you can see, there is a discrepancy with the axes labelling. Even though the variables being charted were the recoded versions having only discrete values one through six, the axes labels and scales refer back to the original random sequences. In a sense, this is the display I wanted but without having to create the recoded variables, taking both time to create them and RAM to hold them. What is more, the default choice for the tic marks is a poor one. To change the tic mark locations, I had to return to the Group variable defining window (shown earlier) and drag the break-points to nice round numbers. EX redrew the chart with these rounded numbers as tic mark values.



3-D Bar Chart (no histogram option)

The 3D scatter plot is easy to use. It offers a number of handy options in addition to rotation and axes labelling; you can place a wire frame which contains all data points. You have your choice of displaying white on black or vice versa. The plot can use the center of the data as the origin or shift all the data to rotate around the zero point. Although the standard two variable scatter plot allows you to manually select a rectangle-full of unusual, perhaps outlying data points for quick exclusion, the 3D scatter does not.



3-D Rotating Scatter Plot

Analyses Included

EX provides both descriptive and inferential statistics. It offers quick summaries of variables which contain information on moments such as the mean and standard deviation *(see below)*

```
Basic statistics for Sales
Active cases: 30
Missing values: 0
Mean: 3300.8666
Sum: 99026.0000
Sum of squares:
357772840.0000
Variance: 1065559.2229
Std deviation: 1032.2592
Std error: 188.4638
Minimum: 1679.0000
Maximum: 5358.0000
Range: 3679.0000
```

EX performs most of the standard analyses such as correlation analysis, multiple regression (adding both forward and backward stepwise elimination), ANOVA and non-parametric tests. While most of these analyses were implemented as I expected, the ANOVA procedure was something of a disappointment. All of the other Mac statistical packages, as well as most found on mainframes, treat the rows of the data as separate observations and the columns as distinct variables. A one-way ANOVA would be conducted by designating one column as the 'dependent variable'. This would be the data whose averages are to be computed. A second column containing a distinct number of levels would be used to partition the rows into homogeneous sets, the 'independent variable'. A mean of the 'dependent variable' would be computed for each set of rows sharing a common value for the 'independent' or group variable. This approach is perfectly consistent with the relationship between ANOVA and regression where the independent variable is coded as a dummy variable. For some reason, EX has taken a different tack, one which re-interprets the meaning of rows and columns. To conduct a one-way ANOVA, your dependent data are entered into separate columns, each denoting a different group. Quite often in one-way ANOVAs there are differing numbers of observations in each cell. When using EX, this means that you will have columns of different lengths, not a neat rectangle of data. Not at all easy to cope with. It means you must arrange your observations in different ways according to the analysis you are performing. Needless to say, the two-way ANOVA works in a similarly confusing fashion wherein the two independent factors of the analysis constitue the rows and columns of the data set. Accordingly, EX can only handle a balanced design with one observation per cell in which all of the cells are filled.

Interestingly, EX does offer the stan-

dard approach via an N-WAY ANOVA option! Select Micro may want to consider dropping the distinct one and two way choices in favor of this later analysis which serves the same purpose without the possible confusion. For the moment, the N-WAY requires 'balanced data'. When an unbalanced two-way is attempted with this option, the user is informed of the disparity in cell sizes. However, if a one-way is chosen, the program completes and an incorrect computation results.

EX reports can be copied as a text file and pasted into your word processor. Unfortunately, EX uses spaces rather than tabs to align output so you must use mono-spaced fonts.

Extensibility

As mentioned earlier, EX is the first stat package to offer extensibility, that is, you can write and link your own routines into EX. This is a very powerful option, though not a terribly easy step to accomplish. Using this feature, a user could add new menus which perform any analyses of their choosing. I have not tried to do this; however, the accompanying manual and diskette provides documentation and examples which should be ample preparation for the knowledgeable Mac programmer.

Problems

When using EX with Multifinder, I received a low on memory message. When I clicked OK, EX quit without allowing me to save changes that had been made to the data sheet. The Enter key is not supported uniformly as a default button. Sometimes it can be used as a substitute for an OK button but not always. In the Random number window, for example, hitting it entered a box into a text field, rather than as an alternative to the OK button. The odd technique for creating histograms and the strange method of entering data for one and two way ANOVAs detract from an otherwise easy to learn package.

Support

The accomanying 319 page manual is well written and complete. The first half contains a tutorial leading you through all functions of the program. The last half contains a menu by menu description of all options. A final 40 page chapter discusses the technique or writing routines which can be added to EX. Appendices discuss topics such as command key equivalents, technical references and formulae.

Summary

EX, being the first new entry into the Mac Stat pack arena for some time, offers promises but at the same time needs some polish. Currently, it is the only package to offer extensibility, not for the average user, but certainly for those who need to add new analysis routines, not found on other packages. You may find it a lot easier to add such features to an existing program than create your own application from scratch. EX offers some nice 3D graphics not found in the competing packages and includes Time Series support found only in Systat. If you are looking for a good general purpose package, it should receive your serious attention, with the caveats expressed here.

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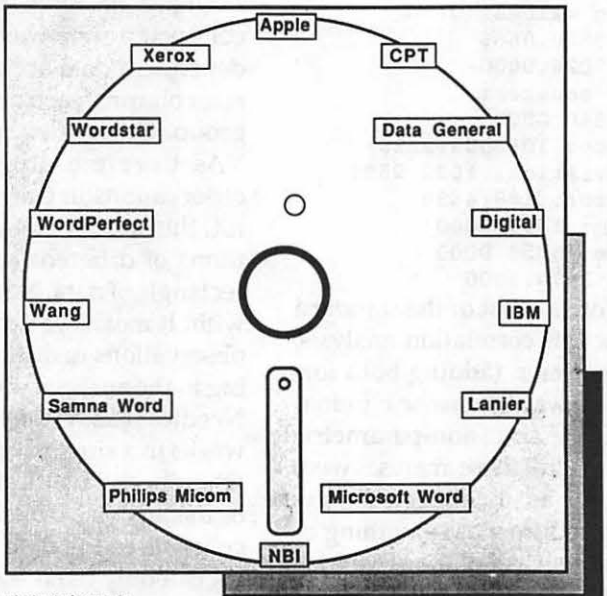

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Mac Review

Killing Those Viruses !

by Martin Milrod

Virex 1.2

The fear of virus infections on your Mac is one of the great psychological traumas you can have. The medical metaphor pertains throughout any discussion of viral infections, and having been hit myself I can attest to the anger "getting it" involves.

Let's get one thing straight right up front. There is no known perfect way to prevent getting virus infections. All of the software discussed in this article work well against known, existing viruses, but cannot quarantee prevention against all newly developed bad stuff. Some of the more sophisticated detector/fixer anti-viral programs permit a technologically competent programmer to detect and counter new viruses, but most of us are not able to do that.

There are some standard anti-viral programs and these are available on Mac Disks 16.08A and 16.09A available through WAP. (16.08A will be available in January, 1989, and 16.09A in February.) Disks are updated from time to time to accommodate more recent anti-viral versions or releases, so be sure to check that you are getting the latest iteration of the anti-viral disk(s). By the way, all WAP disketeria duplicators (the folks who do the work of reproducing fifty- or so copies of each released disk,) are all instructed by David Weikert, the Mac Disketeria Librarian, to run the anti-viral programs frequently. We hope that this reduces the chances of WAP transmitting one of these nasties.

Anti-viral stuff may be analyzed in two general categories, *preventers/detectors and fixers. Among the better know virus preventer*/detectors are Vaccine *(a Cdev which notifies you if anything tries to access the toolbox resources of your Mac ...unfortunately many standard programs address these resources normally,)* Shield *(an init which is part of SUM – Symantec Utilities for the Macintosh,)* Ferret, Sniffer, Blood *(which are utility programs,)* VirusDetective™ 2.0 *(recently revised DA by Jeff Shulman,)* and Virus RX™ from Apple *(a stand alone detector.)* Two of the newest in the family of anti- viral material are GateKeeper and Vaxene, both of which are as of yet untested.

A recent issue (10 January 1989) of *MacWeek* in speaking of the prior version (1.2) of VirusDetective, said:

"The additional VirusDetective search strings listed below may identify other, nonviral resources, too, so stay away from VirusDetective's Remove function. If a file displays multiple symptoms of a virus, we recommend repairing it by replacing it with a fresh copy from a safe locked master disk.

The Hpat search string for VirusDetective 1.2 are:

```
Hpat Any
INIT Size 416
CODE size 422
```

Search strings for the INIT29 virus are:

```
Init ID 29
INIT Size 712
CODE Size 712
```

Search words must be typed exactly as shown."

One of the newest announced "preventers-detectors" is a $79.95 trio of program by 1st Aid Software (42 Radnor Road, Boston, MA 02915 (617) 783-7118) the same people who produce the fabulous 1st Aid Kit for disk recovery. The new programs (which I have not yet seen) are VirusGuard (Cdev), Innoculator (which detects "infections") and Same/Diff which detects differences in a files code size, one of the indicators of viral infection.

The latest version of Apple's Virus RX is 1.4a1. Unfortunately this only detects problems, and one can only wonder why Apple hasn't done a better job to protect "its" computers. Steve Brecher, one of the guru geniuses of Mac programmers, has written a small utility application called Repair1.3 which is designed to "fix" what VirusRX detects, so use these two program in tandem.

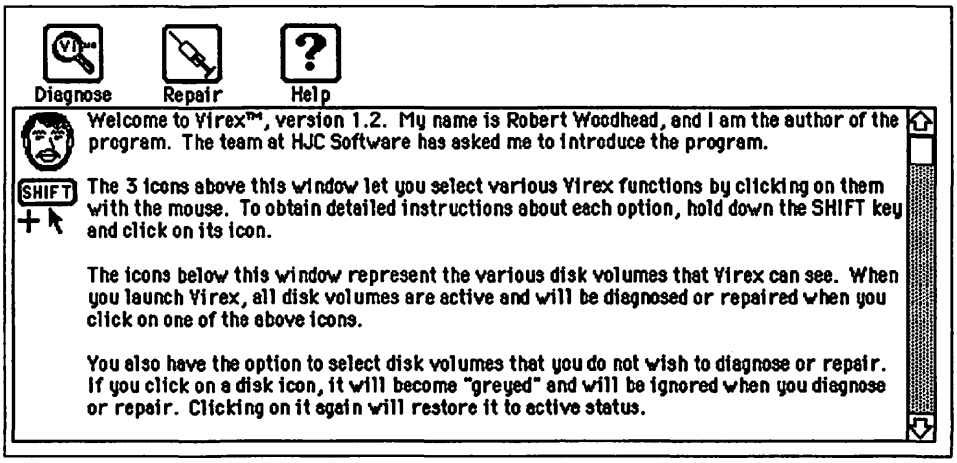
The latest commercial program in this area is Virex1.2, a significant upgrade of the Interferon anti-viral utility written by Robert Woodhead of gamester fame. Woodhead has licensed the updated, upgraded, Interferon to HJC Software (PO Box 51816, Durham, NC (919) 490-1277). It now sells for a fancier list price. The figure below displays its critical screenshot.

This program detects and fixes the INIT29 virus and nVIR viruses among others. It is the only stand-alone detector/fixer program of which I am aware, although Virus Detective also tries to do both within one DA program..

In fact, the only reasonable way to deal with the threat virus infections on your Mac is to remain *vigilant, paranoid and suspicious* about anything entering your machine. This is particularly difficult for those in network environments.

Get and use all of them – and by using them I recommend running them every time you use your Mac. Install Vaccine (CE Software's great contribution,) install VirusDetective, buy the 1stAid trio of programs and get Virex 1.2. For myself, I rely most on Virex1.2 although I use all of the other anti-viral things mentioned here. If you don't want to do this now, you will once you've been hit.

As I do most of the downloading of software for the Mac Disketeria, I'm on the front line of potential infection. Keep your disks locked if you use floppies and above all (all together now...) *backup, backup, backup!* The absolute rule is *if you can't afford to lose it, back it up!*



Apple Review

Appleworks Tax Template: 1988

by Paul Koskos

Greetings, fellow taxpayers. By now, you've all gotten the IRS' special Christmas present of a bundle of tax forms. In my case, I even received the Maryland bundle of joy in the same mail, two days after Christmas.

I had already updated the 1987 AppleWorks template to 1988, thanks to an August pre-release from the IRS, courtesy of WAP member George Sall. But I quickly discovered that the IRS had made numerous niggling changes in the final forms sent out in December, just as they did last year. These included line renumbering and terminology changes, forcing me to revise the templates one more time to avoid confusing the user.

This work is now complete. By the time you read this, the templates will have been turned over to the Disketeria, and will be available at the January meeting.

As in the past, the template will occupy both sides of a 5 1/4" floppy, and will require AppleWorks. The forms available are listed in the accompanying figure. It is also available on 3.5' disks.

Side 1 of the Distribution Disk contains all of the above forms in one inter-linked template, requiring data to be entered only once, after which it will automatically transfer to other forms where it is used. This template will require about 90K of Desk Top memory in AppleWorks, or at least 250 K of RAM. (The standard unexpanded 128K Apple //e will only provide 55K of DeskTop memory in AppleWorks.)

Side 2 of the Distribution Disk is for those who don't have an expanded memory computer, and have only a 55K AppleWorks DeskTop. Here, the template is split into two or more parts, none larger than 50K. This will require some manual (non-automatic) transfer of data and results between the parts.

There will also be a word processing file on the disk, with detailed instructions on use.

The template is registered as shareware. I'd like to take this opportunity to thank those who sent in their shareware fee last year. If you use the template and find it useful, I hope you'll do likewise this year.

Forms Available in the Appleworks Tax Template

Form 1040	Individual Income Tax Return
Schedule A	Itemized Deductions
Schedule B	Interest and Dividend Income
Schedule C	Profit or Loss from Sole Proprietorship Business (2)
Schedule D	Capital Gains and Losses
Schedule E	Supplemental Income
Schedule SE	Social Security Self Employment Tax (2)
Form 6251	Alternative Minimum Tax *(See note below)*
Schedule X	Tax Rate for Single Status
Schedule Y1	Tax Rate for Married-Joint Status
Schedule Y2	Tax Rate for Married-Separate Status
Schedule Z	Tax Rate for Head of Household Status
Table 1	Earned Income & Social Security Income
Table 1A	Other Income - Outgo
Table 2	Tax Free Income

Note: IRS has not released the 1988 version of Form 6251 - Alternative Minimum Tax - as of this writing. I have left the 1987 version of the Form in the template, for preliminary estimation purposes. If you are subject to the Alt Min Tax, you will have to manually complete it and eMnter the result on Form 1040.

➥ 19 **Letters**

consuming, so less gets printed. There doesn't seem to be any logic in using bold face to show the author's names and dates. The bold face should let us know what they're jawing about, so we can read selectively.

Subjects which I believe should be reviewed regularly and covered on the TCS and discussed in detail are Systems, updates, improvements and reported problems and cautions. These must be of interest to everyone who owns a particular computer and if we can't be at meetings or talking over a bulletin board, there's no one else to tell us about them. I find the local Apple dealers to be VERY UNINFORMED on the Mac. Who else can we turn to who does not have an axe to grind?

James R. McCullough
Wilderness VA 22508

Sorry that the December issue did not consistently label each article according to its subject matter and machine, we simply had too tight a deadline. Starting in January we are doing better.

Editors of WAP Journal:

I was very disappointed in your coverage of the NeXT computer in the December 1988 issue of WAP Journal!

First, let me deal with *What's Next Apple?* Although the article was fairly comprehensive, there were several areas in which the author obviously doesn't know what he's talking about. The worst by far is the statement that Display PostScript relieves the user from "working on an image destined for a 300 dpi printer on a 72 dpi screen." The problem with Quick Draw as opposed to Display PostScript is not screen resolution, but rather the fact that bit mapped fonts are used to represent fonts that are defined as outlines in a PostScript printer. Anyone who has tried to kern 72 point headline type will tell you that by the time a 24 point screen font is enlarged 3 times to 72 point, then enlarged again in 200% or 400% zoom, it bears no resemblance whatsoever to the type that will come out of your laser. You must print three or four test runs before you can get the kerning right, and the whole purpose of WYSIWYG goes down the drain.

➥ 56

GS Tutorial

Appleworks Spreadsheet Value Transfers

by Gary Hayman

One of the great tools of the AppleWorks spreadsheet is its ability to transfer information from one spreadsheet to the other. On the surface it appears to be a straight forward method to copy (OA-C) information to the clipboard and then copy from the clipboard to the other spreadsheet. But sometimes a problem does occur, perhaps you have run into it, when you attempt it.

I first experienced the situation when I wanted to transfer a row of numbers from one spreadsheet to another. The numbers were the addition of my monthly checks, divided into appropriate categories. The row containing the figures was composed of a group of formulas such as "@SUM(E7...E45)". My intentions were to copy the row to the clipboard and then paste from the clipboard to the appropriate place in my new spreadsheet so that the values could be used in the preparation of my new "Year to Date" expenses. I had expected that just the values could be transported over by this method - but the formulas were. These formulas caused all the calculations to be incorrect. AppleWorks did not give me the opportunity to choose "Values only".

Although the AppleWorks manual gives you the impression that when you are copying or moving from the clipboard, you could choose "Formulas and values" or "Values only" this is only true (not quite as have discovered) if you move "...All The Cells Referenced Within The Formulas Along With The Cells Containing The Formulas." In my case that would be a big block of rows - not the one row that I wanted.

Well I didn't want to do this so I have discovered several work-arounds that will accomplish what I desire.

Dif-ing Around

Old and not so old-timers will remember using the Data Interchange Format (DIF) for moving blocks of data from one spreadsheet to another. In the DIF format, no formulas or calculations are carried forward - only values. AppleWorks allows you to take advantage of this format. (NOTE: I am mentioning the technique, not recommending it for this particular problem.)

To take advantage of this system what you would do is to place your cursor at the start of the row or block of information that you desire to copy, press OA-P (Open-Apple-P), select your row or block, select from the menu "A DIF (TM) file on disk", specify the DIF order (row or column) and then give the file a (complete) pathname and let AppleWorks create the DIF file - it will be in a special format and there will be no formulas, only values. Next you must create a dummy spreadsheet by going to the Main Menu, selecting "Add files to the desktop", from the next menu select "Make a new file for the spreadsheet", select "From a DIF (TM) file", and then type the correct pathname where you stored the DIF file. You are not through yet.

Now place your cursor at the beginning of the information and copy to the clipboard what you want. OA-Q to the other spreadsheet and place the cursor below the OA-9 (bottom) position and copy from the clipboard. Now copy or move just that material you want copied, highlighting the source, and deposit it where you want. Now delete the material at the bottom which no longer serves a function. Have you caught your breath yet? While not impossible, there are a lot of steps involved. For additional information see Chapter 11 and particularly page 303 of the Claris "AppleWorks Reference".

The Manual Way

As I have previously mentioned, you might copy all the rows containing information which the row of interest refers to by looking at the formulas in that row. This may be a lot of rows. OA-Q to the next spreadsheet and copy from the clipboard at a point below the bottom. You will be asked now if you want "Formulas and values" or "Values only". Select the latter. Now you can row (or part row) copy, within worksheet, just the material you need and deposit it where you want it. It will now be values. You should delete the material that you brought into the spreadsheet which you had placed at the bottom. While this technique is recommended by the manual (see page 177 of the Claris AppleWorks Reference), you have to do a lot of checking to see just what rows you have to copy.

A Better Way

This is a technique that I developed which you may find of use. What you are going to do is to copy two adjacent rows to the clipboard - the row of interest and the following row. Before you copy the information, you will alter the second row in any cell by placing a simple formula referring to a cell above which contains a formula. For example: If you want to copy row 54 as values and cells F54 through R54 contain formulas, then somewhere on row 55 place a formula such as "+F54". Now when you copy the two rows (54 and 55) to the clipboard and then paste them from the clipboard to the bottom of the second spreadsheet, You Have Forced AppleWorks to present you with the "Formulas and values/Values only" choice. Just proceed and copy or move the cells to where you want them. They will be in the correct format. Please delete the unwanted two rows at the bottom of the spreadsheet.

Let's Take Some Timeout

While the above technique is quick you can even do it quicker if you have Timeout's Spreadtools installed. There are three techniques contained in Spreadtools that you can use. First there is a FORMULA/VALUE SWITCHER which will convert a block of cells from formula cells into value cells. Thus either before or after you do the copy (depending if you are planning to save BOTH spreadsheets) you can exercise this option and move the values as necessary.

As if this weren't enough, there is a feature called BLOCK COPY which lets you copy blocks of data (not just rows) within the spreadsheet or to and from the clipboard specifying if you want "Formulas and values" or "Values only". It also allows you to add or subtract the data if you have a need for that. This would be my technique of choice.

GS Review

AppleWorks GS

Part 3: The Word Processor Application

by A. E. Hoffman

This is the third part of my review of AppleWorks GS. Previous reviews have provided on overview of the six applications of AppleWorks GS *(December 1988 Journal)* and a review of the Spreadsheet application *(January 1989 Journal)*.

This review will focus on the word processor application. Owners of MultiScribe GS version 3.0 need read no further since that program was the basic building block of GS Works acquired by Claris and renamed AppleWorks GS.

"Despite going through several upgrades in its previous incarnation, the word processor still needs some improvements."

Features

For those of your still with me, the word processor is reasonably full-featured (as compared with MacWrite or Microsoft Word for the Macintosh for example) that provides WYSIWYG (What You See Is What You Get) operation (although not perfect in this respect as explained below) along with a spell-checker and thesaurus that makes excellent use of the graphic interface.

While it is hard for me to judge this independently since I have been using MultiScribe GS for 2 years, I feel that the word processor is very easy to learn—if you're not too concerned initially with tab stops, headers, footers, or long documents, you should be typing away within minutes of booting up. The basic features of the word processor include a spell-checker and thesaurus; the ability to mix fonts, different size text; and up to 16 different colors in the same document. The program (actually the system disk provided) comes with 11 fonts in a wide range of sizes; you can add others (from the *WAP disketeria* for example).

Some of the features that are particularly worthy of note are 4 different types of tab settings and 4 different page layouts. The paragraph indentation setting is useful if you don't want to tab at the beginning of paragraphs or if you want to start paragraphs to the left of the left margin. The other tab settings are left aligned (what most of us consider a tab setting), right aligned, and decimal point alignment for producing neat columnar tables of numbers.

The page layouts include the usual ragged right, centered, flush right, and ragged left. However, flush right doesn't always print that way and in fact if you look carefully at the vertical alignment of characters on the screen it often is a little off from what you get on the printer. In applications where flush right or vertical alignment is important to you I would recommend importing the text to the page layout application from the word processor.

All of the tab and layout settings are made on a ruler that appears above the relevant text. An improvement on earlier versions is that the ruler moves down with the text and a new ruler is created with each new paragraph, rather then only when created by the user. A disadvantage of this approach is that it is harder to change global tab settings and files take up more memory and disk space. Other features that I especially like are the sticky space (which forces a space even when not otherwise called for) and paragraph blocking, so that paragraphs are not split across pages.

Shortcomings

Despite going through several upgrades in its previous incarnation, the word processor still needs some improvements. If I had a budget of 10 improvements I would spend 9 of them to improve the printing. Printing is excruciatingly slow in all but the draft mode. The problem lies with the fact that the fonts (even the default Geneva font) are sent to the printer as a bit map just like a graphic rather than treated as text as is the case with AppleWorks.

While draft printing is done in text mode it is not an acceptable substitute since draft does not use the tab settings and takes control away from the ImageWriter for print quality, so you really don't get a good idea of what the final document will look like from the draft version. What is needed is: (1) a page preview function (so you don't need to print as many drafts), (2) accurate draft printing, and (3) much improved print drivers for the other printing modes. All of this won't bother you of course if you're printing on a laser printer, but I can't speak for the LaserWriter driver.

The other major printing problem is that when printing a multi-page document in draft, 10 lines of text are dropped between pages and the page breaks get messed up. The only way to print is page by page — again totally unacceptable. When I found this problem with the pre-release version of AppleWorks GS (version .40) Claris assured me that it was being fixed for the release version (version 1.0), but the problem remains. Until its really fixed I can't recommend buying AppleWorks GS for the word processor.

"Printing is excruciatingly slow in all but draft"

The spell checker could also use some improvement. When first invoked it asks for a disk "/" which is not any of the 3 disks provided, and as far as I can tell not providing it doesn't prevent it from working. When it finds a spelling error you can select any of the suggested alternatives, however if the error is obvious, like a missing space between words, you have to retype the correct entry, rather than editing the incorrect text.

Window control problems are evident in the Header and Footer win-

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dows. When you're done typing you Header for example and close the Header window you end up closing the document as well — usually not what you intended. Another minor bother along similar lines is that the insertion point does not move when you scroll through the document.

The Find and Replace option is much improved. It will Find or Find and Replace one time or for all occurrences and can be set to ignore uppercase/lowercase distinctions. The Replace All command should tell you when it's done and report on the number of occurrences found — I executed it twice without knowing it was done.

Evaluation

All in all the word processor has the potential to be the best AppleWorks GS application but until the printing is improved I cannot recommend it as a justification for buying the package. For now stick with whatever you're using if your needs are for a standalone word processor.

[Ed. Note: A Hard Drive is really essential if you wish to speed up the loading.]

Apple Hardware Review

Apple Crate Hard Disks

By Chris Bastian

Perhaps it was fate. There I was, walking through the aisles of a local computer fair, idly thinking about buying a hard disk for my Macintosh SE sometime in the next few months. Suddenly there it was! Amidst all the PC's, clones, monitors, and peripherals, the only bits of Mac hardware in the entire room were two Apple-Crate 40 hard disks, listing for $569. My joy at finding this prize at what seemed a shockingly low price (about what I had braced myself to pay for a 'name brand' 20 meg external or 30 meg internal drive), was tempered by my suspicions about just what I was getting for my money, and how well it would work. Several cautious minutes listening to the vendor display his knowledge of disk drive products to other buyers, and a lengthy cross examination as to what warranties came with it assuaged my fears, and 20 minutes later, I was about $600 lighter and 13 pounds heavier walking out the door.

Features

The true appeal of the Apple-Crate (also sold as Mac-Crate) system is that one really knows what one is getting on the inside. The "crate" is essentially an external casing with a power source, fan, and two SCSI ports, into which you (or the dealer) inserts a factory fresh Seagate hard disk, in your choice of 20, 30, 40 or 60 meg sizes. Seagate is probably the best known (and best-selling) brand of hard drives used in IBM PC and PC-compatible computers. It had not branched out into the Macintosh market until earlier this year. The drives are rugged and reliable (in 3 years of heavily using Seagates on about 10 PC systems, I've never had one fail), and the "crate" storage system contains built in shock absorbers on which the drive rests. Disk access time for the 40 meg model is 30 milliseconds, about half that of most 20 meg drives. Software included with the system lets you quickly set the drive's SCSI address and format the drive; a backup utility program is also included. The "crate" is sized to fit directly under your computer, and is colored an off-white which goes well with Macintosh Platinum.

Installation Quirks

The drawbacks? Well, those who blanch at the words 'some assembly required' should have their dealer or a knowledgable friend do the installation. (Most dealers sell the Apple-Crate already installed and formatted, for a tad more money.) The clearances inside the storage case are tight, and squeezing the drive into just the right position so that the screws can be inserted through the shock mounts can be a royal pain. Speaking of screws, the user is instructed to insert four 'long screws' through the holes in the case; in fact these are four very tiny screws which must be dropped exactly into the holes in the shock mounts to be screwed into the drive. If you don't have the sort of screwdriver which holds the screws in place, borrow one. Inserting the screws properly is somewhat akin to the old game of dropping a penny into a glass inside a fish tank: aim and dumb luck are everything.

One glaring problem involves the installation of one of the two data cables. The instruction manual says to connect a small cable to a three pin plug which controls the SCSI address settings. In fact this is a four pin plug with a jumper (controlling parity) on the first pin. As far as I can ascertain, the jumper must be removed, and the pin bent away slighty; otherwise the cable *will not fit!*

Last, and probably least among problems, is an annoying adjustment which must be made in setting the SCSI address of the drive. Your Mac, and the Seagate drive, both assume (barring the existence of any other installed equipment) that the hard disk will be set to address #1. The "crate" however, is pre-set to #6. Whichever way you decide to go, you'll need to re-adjust some jumpers somewhere; after all the work involved in getting the drive into the case, I don't recommend pulling it back out just to adjust it. The jumpers for the "crate," on the outside of the back, are far easier to work with.

Recommendation

The end result of these irritations? 40 meg of storage with (apparently) no bad sectors, and no difficulties in formatting or transfering files. The drive boots up fairly fast, loads and saves programs quickly, and hasn't crashed in the month I've owned it. For those looking for an affordable drive with good capacity, I heartily recommend the "Crate" as an investment worth the money.

Apple's Andy Hertzfeld on the Apple ///

by David Ottalini WAP /// SIG Co-Chairman

During the WAP 10 Year Anniversary Celebration, I had a chance to conduct a very quick interview with Andy Hertzfeld, a long-time Apple employee (a member of the original Mac team) who gave the Address at the Anniversary Dinner December 16th. Andy spoke very kindly about our // /, calling it an "Apple // with glands"! Below are some additional comments about SARA.

When did you first get started with the Apple ///?

A few weeks after I got started at Apple in August, 1979 I saw this prototype a technician named Dan Cocky was building on his workbench along with Wendell Sander, the designer of the machine. In those days, they would be changing the hardware every day, since the design of the machine was not frozen. And since I was interested in all these new features the hardware had, I would help test out the new features the day they got them going.

What about the "Running Horses" display?

I did that to test the downloadable character set feature in the Apple /// just a few days after they put it in. I was thinking what impressive thing could I get up on the screen that would be very hard to do without that. And I conceived that putting all these colored horses all running at once could be too much to plot on the hi res screen. But with a downloadable character set, I could make 16 horses run as quickly as just one by downloading characters.

So I got these nice bit maps that Charley Kelner had digitized...for a program on the Apple // called Animatrix. I just converted them into a character set format and read the appropriate software to download them. What people don't know is that while "Running Horses" is the most famous, there's another, a sort of spin-off of that program: a turkey vulture! There was also an animation of that, but it's not as commonly known.

Where did the Apple /// fit in Apple's product line?

In the time frame that it was designed, the Apple /// was the high end of Apple's line. It was the "big brother" of the Apple //, more suitable to business applications. The way things evolved, it got displaced by other products. Essentially, the IBM PC beat the pants off it and so it never really caught on, eventually fallling into obsolescence.

What are some of the things that were developed on the /// that found their way into other Apple machines?

The most obvious was ProDOS. The ProDOS file system lives on today as the mainstream that everyone uses on the Apple //. Many other techniques developed for the Apple /// worked very well. I did the Macintosh operating system, and I was very familiar with the Apple /// and especially in the I/O system of the Macintosh I was influenced by the Apple /// operating system.

Apple Hardware Review

EPYX 500XJ Joystick

Fasten Seat Belts Before Using

by Phil Barnes

"We would find ourselves turning in a swivel chair..."

The ads tell you that this is a great concept, a joystick built for all right-handed people that want to control the world in the palm of their hand. First, let's warn all southpaws that they need not read any further, since *this product is only for those of us that are right-handed.* EPYX makes this joystick for many different machines; the one for the Apple][series comes in a blue-banded box labeled "for Apple and IBM".

The cable is five feet long with a pigtail end for either a IIgs port or an internal connection for the other Apple][series computers. I was thankful that I was using a IIgs so that I didn't have to worry about straightening the several bent pins used for the internal connection. It would have been a nice touch if they had used a spacer to keep the pins straight. Also included was an adaptor to fit an IBM game board port.

The box claims that this is "the world's first high-performance joystick". It made me think that Henry Ford may have advertised that his model T was the first mass-produced high-performance automobile. Admittedly, it does have some nice concepts, but I don't think it is for all situations. Several games were used by my ten-year-old son and myself to test the product. Based on our experiences, I would say that it has both advantages and disadvantages compared to a traditional square-base joystick.

The shape of the base fit both my son's and my hand comfortably and encouraged one to sit back from the tabletop. This feeling of comfort sometimes worked to our disadvantage, since we would occasionally find ourselves turning in a swivel chair, thus changing the orientation of the joystick to the action on the screen. A second detraction arose with a game requiring constant use of the firing buttons. While the position of the buttons is comfortable and natural-feeling for quick response, the combination of holding the joystick and squeezing the triggers with two fingers quickly developed hand fatigue. Both my son and I resorted to keyboard control options.

The choice between self-centering and free-floating modes is controlled by a switch on top of the joystick. The electrical center is adjusted with another button on top of the unit. List price of $39.95 with two-year warranty.

If you're left-handed, your decision is clearly *no*. For those of us right-handers, the product is a worthy contender except for those rare instances that require extensive use of the fire button.

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GS Games

The King of Chicago

Santucci's No Patsy!

By David Wood

This game's got it all: gangsters, molls, gats, mugs, saps, Prohibition, tommy guns, one-liners, 30's stye scenery, intimidation, bloodshed, a fly with uncanny mind-controlling powers, and—dare we forget—macho-looking facial deformities!

This piece of American history that America would probably like to forget is brought to your Apple IIGS in living colors by Cinemaware Corporation in their lively production, **The King of Chicago**. It requires 768K, and it would really REALLY like a second disk drive. You play it completely with the mouse, so you need to clear some running space on your desk.

The idea behind the game is simple. You, playing Pinky Callahan, must take over Chicago from prominent South side boss, Tony Santucci. But first, you have to remove the prominent and not very competent South side boss, known simply as the Old Man. He can still give you trouble, so you may need to go to characters like Ben, Bull, Peepers, etc. When it comes to sources for potential betrayal, there's no end.

You "steer" Pinky around Headquarters by using your "fly" (yes, that's what the cursor is shaped like, and yes, the designers know it looks silly) at critical moments during the game. When Pinky starts thinking, you have a few seconds to move your fly onto the thought of your choice and click. If you can't "think on the fly," or worse yet "fly on the thought" (ARRGH!), horror of horrors . . . Pinky will make up his own mind and probably get you into trouble. He may even get into the ledger and royally screw something up (which the Old Man did well enough for you before he, ah, left). And yes, you have to see to paying the man, too. Being a gangster isn't easy (wait till your mother visits!).

The secret to this game is balance. If, say, you act tough and come down hard on Lola, you'll certainly increase your "Toughness," but Lola's "Happiness' will drop like Jimmy Hoffa, er, a rock. If you treat Lola the way she wants (which might as well include Fort Knox and rulership of a large third world country), the boys will think you're getting soft. They may even remove you from office. Permanently. How do you know when you're getting out of balance? Good question.

"Trouble" in this case could mean a firefight. Yes, you get to participate in those. Your fly becomes a set of crosshairs, and you have a second or three to click on the person you want to rub out. If you don't shoot in time, odds are you're dead. And sometimes even drawing your gun will get you in over your head.

"gangsters, molls, gats, mugs, saps, Prohibition, tommy guns, 30's stye scenery, intimidation, bloodshed, a fly with mind-control powers, and macho-looking facial deformities!"

The graphics are nice and fairly realistic-looking, and the sound track is very good. Sound itself is slightly lacking, consisting of little more than gunfire and screams, but it gets the job done. The mouse interface is, as usual, a natural way to conduct business, but that fly on the end of Pinky's nose looks ridiculous (try it and see). There is even some limited animation of the figures, consisting mostly of head turns and facial expressions (very important to see how you're doing).

The one main argument I have against it isn't really that bad. Some games exhaust you with unlimited keystrokes and mouse moves. If anything, **The King of Chicago** does just the opposite. You only have to make moves every half minute or so, and the time between is filled with dialogue between on-screen characters (which can be fairly interesting). You get to know individual snippets of dialogue after seeing them ten or twelve times (possible, for though you can't play through all the game combinations, you can see the individual elements repeatedly); you don't need to see them again. You can fast forward by holding down the mouse button, but even that becomes a little slow if it's a long while to your next choice.

In all, **The King of Chicago** is unlike any other games on the market. It combines strategy and action in a way that few games have considered. Sure, it may lack characteristics and maps and such that you'd find in an **Ultima** or **Wizardry**, but which would you rather do, pour your sweat all over books and hand-drawn maps, or watch a movie? If you said the latter, this movie's for you.

LOOK: 10/10 (The graphics are impressive, the soundtrack is great, the sound effects adequate for the job; keep up the good work, Cinemaware!)

FEEL: 10/10 (The mouse is a simple, effective way to get things done in most of these newer games, even if it *does* look like a fly.)

PLAY: 10/10 (The game is a simple one, and though it's slow at points, it's still a challenge.)

OVERALL: 10/10 (A must-see; clear room on both sides of the keyboard, one for the mouse, and one for the popcorn.)

UPCOMING REVIEWS:

The following have been received for review, and will grace the pages of the Journal in months to come. Stay tuned...

Macintosh:

- Unitize
- Drawing Table (Broderbund)
- DTP Advisor (Broderbund)
- VersaCAD v1.11 (VersaCAD)
- SQZ! (Symantec)
- The Nutrition Stack (Big Byte)
- The Election of 1912 (Eastgate)

Apple Games
NEUROMANCER
by Charles Don Hall

Neuromancer *(Interplay, Apple II series with 128K)* has one of the most unusual storylines I have seen in a long time. It is a role-playing game set in the world of William Gibson's award-winning cyberpunk novel of the same name. Your character is a 21st century hacker, or, in the vernacular of the game, a "cyberspace cowboy." The tools of your trade are the stolen passwords and illegal security-bypass software that you need to transfer the profits of multinational corporations into your own pockets. Those of you who read the GameSIG minutes in the last Journal will know that this is now one of my favorite games, because it has absolutely no redeeming social value!

As the game opens, you are waking up face down in a plate of synth-spaghetti in the Chatsubo Bar, Chiba City, Japan. You have exactly 6 credits in you pocket, and Ratz the bartender is waving a bill for 46 credits in your face and threatening to call the police. Your "deck" (laptop computer) is in the pawnshop, so you can't operate in your chosen profession. You don't even have a place to stay, because you've run up a thousand-credit bill in the Cheap Hotel, and they won't let you in anymore. Not only that, but your fellow cowboys have started vanishing mysteriously, and you're worried that you might be next. The first three problems are pretty easy, but the last one will take a little bit more work.

"one of the most unusual storylines I have seen in a long time"

As you play, you switch back and forth between three different modes: "Real World," "Base Access" and "Cyberspace." You start in Real World mode, which resembles **King's Quest** or **Maniac Mansion**. You wander around the streets and shops of Chiba City, collecting equipment and information. You interact with your environment by selecting icons at the bottom of the screen, which let you use a skill, manipulate an item in your inventory, or talk to another person. When you want to talk with someone, a thought balloon appears over your head. The program gives you three or four choices to cycle through. When you find one you like ("I'm ready for dessert now. Have you got any pudding I can sleep in?"), you select it, turning the thought balloon into a speech balloon and causing the other person to respond. Some situations give you fill-in-the-blank options ("Tell me about ____"); clues in the game will steer you toward appropriate topics.

Once you've gotten your bearings, you'll want to jack in with your deck and go into Base Access mode. Security is pretty lax; all you have to do is type in a computer's "link code," and then a valid password for that computer. Most bases have several access levels, and each access level has a different password. For example, the Cheap Hotel

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has a base with link code "CHEAPO." Entering this code will take you to the title screen, which will tell you that the lowest level password is "GUEST." If you log in with GUEST, you will be presented with a menu containing the computer's three most basic functions: you can review your bill and verify that you owe 1000 credits (and pay it, if you have the cash), or you can call room service and be told that you've been cut off until you pay your bill, or you can look at a text file describing local tourist attractions.

If you snoop around on some other bases, however, you might run across the second-level password for the Cheap Hotel. Logging in to the second level gives you a fourth option, "Edit Bill," which might prove useful at some point in the game. High-level passwords on other computers will let you read personal electronic mail, browse through classified documents and download pirated software.

Of course, you don't want to spend the rest of your life fooling around with these penny-ante types of mischief. You want access to the bases run by the military and the multi-national corporations. Eventually, you'll need to start going back into the real world and learning new link codes and passwords by means of bribery, begging and deceit. You'll soon notice that your deck won't reach some of the better bases. This is because you're running a communications package called "Comlink 1.0," which doesn't support the fancy protocols needed to reach certain installations. There are five other communications programs, and only the best ("Comlink 6.0") can access the highest-security bases. Unfortunately, Comlink software is not available in stores; my theory is that the company went bankrupt because software piracy cut too deeply into its profit margin. Anyway, since you can't buy the software, you need to find bulletin boards that will let you download pirated copies of it. As in real life, you should be careful about what you download: unscrupulous people have been known to write useful-seeming programs with deadly "Trojan Horse" codes in them, which can cause you no end of grief.

When you have Comlink 6.0 and a new (expensive) cyberspace-compatible deck, you can enter the third phase of the game: Cyberspace. Here's the idea: all of the computers are linked together into a big network, and information is constantly flowing between them. The relationships are too complicated to perceive directly, but your deck is capable of organizing them into an easy-to-understand graphic format. This is pumped directly into your optic nerve, so you seem to be actually moving around inside the image. You see a seemingly infinite grid, with geometric solids floating above many of the intersections. Each of these represents a single computer.

"Of course, you don't want to spend the rest of your life fooling around with these penny-ante types of mischief"

As you approach a computer, you see that it is surrounded by a pulsating fence. This fence is the graphic representation of the computer's security software, and is called ICE (Intrusion Countermeasure Electronics). If you had any business being here (which you don't) the ICE would let you pass through. The other way to get in is to use specialized ICEbreaker software. These programs enter the computer and attempt to interfere with the workings of the ICE, eventually causing it to crash (those of you that use ARPANet will know what I'm talking about). When you run these programs, you "see" missiles being fired at the ICE. Of course, the ICE shoots back; it sends electromagnetic impulses at you. At first, your deck's shielding will absorb them. Unless you break the ICE soon, however, the interference will start causing the programs in *your* deck to crash. Eventually, the pulses will start disrupting your brain waves. When your brain waves are fully disrupted, you are said to be "flatlined" or "dead." If you break the ICE, however, you have bypassed all security programs and thereby logged on to the base at the highest possible level, just as if you had dialed into it normally. This is the only way to access the highest security level of most bases.

Some bases are guarded by Artificial Intelligences: AI's are immune to ICEbreaker software, but if you can drag them into deep philosophical discussions, you can get them so confused or suicidally depressed that they won't bother you. Of course, your character isn't much of a philosopher, so you'll probably need a "Skill Chip." This is a ROM chip with detailed information about a single topic in it. To access the information, simply plug the chip into a socket which you've had installed on the side of your head. Other skill chips allow you to increase your bargaining ability, or to talk with a thick Irish brogue so that everyone will think you're a policeman.

Overall, the game is moderately difficult. Each section of the game has its own complexities. In the Real World, money is almost always in short supply, and there are multitudes of things you can buy. The trick is to figure out which items are needed right away, and which purchses can wait until later in the game. In Base Access mode, you have to separate the clues from the mountains of useless trivia, which isn't always easy. In Cyberspace mode, you need to figure out which ICEbreaker software to use. If you run the same program twice during a single assault, it does less damage on the second run. Moreover, some programs are stronger than others. For most of the game, there is no way to tell how much damage is done; you have to make educated guesses as to which programs are stronger, and whether you should run a weak program or re-run a strong one.

"a must-buy for experienced gamers"

BOTTOM LINE: I found **Neuromancer** to be a welcome change from the "map and fight" philosophy that the vast majority of role-playing games follow. **Neuromancer** is a must-buy for experienced gamers, particularly for fans of Gibson's books. It is probably too difficult for novices, however.

GS Games
UNINVITED
By Charles Don Hall

Uninvited is one of ICOM Simulations' Macintosh adventure games which has just been converted to run on the Apple IIGS. It requires 768K of memory. The premise: It is a dark and stormy night. You were driving along a deserted country road when your car went off the road and crashed into a tree, knocking you unconscious. As you wake up, you notice that your kid brother (who was in the car with you) is nowhere to be seen. You decide that he went into the nearby gothic mansion to get help, so you go in after him. The mansion turns out to be haunted, and you must rescue your brother, which requires you to destroy or otherwise get around various ghosts, demons and monsters.

The best part of this game is the interface. Like all of ICOM Simulations' games, it is almost completely mouse-run and makes extensive use of windowing. A picture of the room you're in appears in the largest window, and an "inventory" window is immediately to the left. To pick up an item, simply point at it with the mouse, push the button, and drag it from the "room" window to the "inventory" window. If you want to open a container, simply click on the word "OPEN" at the top of the screen and then on the object you want opened. A new window will appear, showing everything that the object contains; these items can be examined or dragged into a different window. If you want to light a candle, click on "USE," a lit match, and a candle. The keyboard is only used when you want to use the "SPEAK" command to say a magic word.

There is one problem with the interface: some items are too small to manipulate easily. It always takes me several attempts to click on one of the few pixels that will select an unlit match; this seems needlessly frustrating.

The biggest disappointment in the game: on the Macintosh version, when you select the "About Uninvited" option from the menu bar, you are treated to an animated sequence showing all of the authors popping out of graves, then going back down in time to the first few bars of Beethoven's Fifth Symphony. The GS version doesn't have this; the option just displays a list of the authors' names.

The next biggest disappointment, as far as I'm concerned, is the quality of the puzzles. Quite simply, the vast majority of them just don't make sense. For example, one demon in the game will only vanish if you operate a potted plant on him. Only the potted plant will do, not the bouquet of flowers. The cross doesn't work against him, and for this reason, you might assume that it wouldn't work against more powerful demons, either. This assumption turns out to be false. The game gives you no clues about any of this; the only way to get past either of the demons is to systematically operate every item in the game on him, and there are probably more than a hundred items. In another room, there is a secret compartment that can only be opened by turning on a lamp. The trouble is, there are lots of lamps in the house. After you've tried to turn on half-a-dozen, you're likely to assume that the lamps are just decorations, and you'll stop thinking about them before you find the important one.

"a "coffee-table" game— most useful to show guests the impressive things you can do with your computer"

BOTTOM LINE: The graphics and mouse-run interface of this game are attractive, but actually playing the game is an exercise in tedium. A few puzzles are solvable using logic or clues within the game, but most of them will require long periods of repetitive trial and error. This is really a "coffee-table" game: it proves to be the most useful when you have guests and you want to show them the impressive things you can do with your computer.

Mac Games
The Colony
By Richard Clark

You must have had a tough night because you were completely out of it when the warning klaxon went off. You're too late! Autopilot, seeing the danger, has wasted all your fuel trying to avoid the pull of a black hole. Now slungshot out of its pull you're rocketing to your destination, albeit a little faster than you want or actually can control . . . you're going in hard!

"This game is great!"

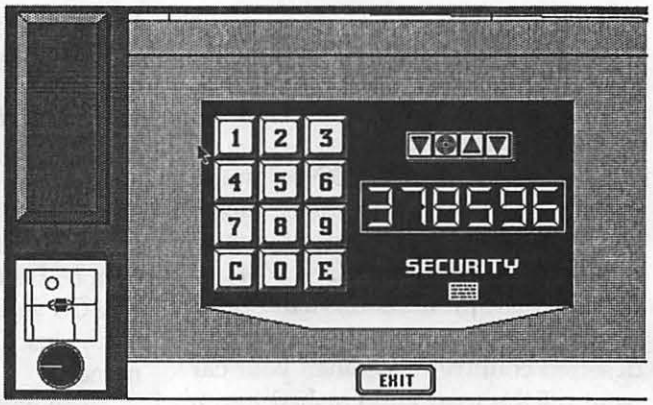
As you shake the cobwebs from you head you begin to realize you're alive. Thank goodness the DAS Armored Cruiser was built for a little tussle. But now what? You've got little if any power, you suspect bad news waiting outside and you're stuck on this settlement planet until you figure out what went wrong!

Thus begins *The Colony*, a futuristic shoot-em-up written by David Alan Smith and distributed by Mindscape for the Macintosh ($49.95 list). You become a galactic space marshal, sent to investigate what happened to the settlement colony on a planet affectionately referred to as 5-DELTA-5.

This game is great! I guarantee you are in for a treat. This game has action, a great interface, puzzles to ponder and an entire planet to explore. The object of the game is simple (grin): find the colony and save the children hidden within it. The underlying procedures could cause you a lot of additional problems, though. You have to find the (single) entrance to the underground facilities while dodging fire from all sides. Once inside, you have 5 levels of housing/working units (not to mention several lower levels accessible only by stairs) to explore along with a whole "nest" of nasties just waiting to zap your acquaintance. The children are hidden throughout the structure to protect them, and rifling every desk you see will help you piece together where they are. Simple, huh? But wait!

Suppose you find them. You have to get them back to your ship, get an alternate fuel source and make it home. This game is well thought out; it appeals to blaster/slasher folks, you map makers and you strategists out there!

The Colony comes on two copy unprotected disks; the documentation is more than adequate and installation on any hard disk is simple. The system requirements are Mac 512K and up, but the 800K disk is necessary. The copy protection consists of a "Slide-View" type number generator. You're given a sequence of 4 shapes that you align. You then read/enter a combination allowing you to do the finer things in life, like start out of the ship. The generator is used several times during a game. I didn't really have a problem with that; the only gripe I had was being forced to reenter a new combination whenever I restarted a saved game. I would rather see another code used to turn on the ship in the end or to enter/exit the complex. It gets repetitive entering the codes to open the airlock each time only to get killed outside the ship a few seconds later.



A lot of pluses, though. The graphics are great, and when I mentioned "all sides" I meant 3D! You can turn 360 degrees and watch the room/terrain scroll past or look over your shoulder if you suspect something sneaking up on you. I could go on ranting and raving about this game, it is truly that good. I give it a 9 on a 1 to 10 scale. If you want to see a truly impressive graphic-oriented game I suggest you get *The Colony*. You won't be disappointed.

GS Games
MONTE CARLO
By David Wood

What would *you* do with $5000? And this is hypothetical money, so you can't get a Mac II (okay, you could get a hypothetical one)... How about gambling it away? I hope so. Otherwise nobody's gonna read this review!

Monte Carlo (PBI, Apple //GS) is a one or two player game, played almost exclusively with the mouse. It requires 512K, uses a stereo card for interesting effects, and costs about $30-35. The idea is to play various games of chance against the house (and/or a friend) in order to accumulate as much money as possible. To this end, there are seven games:

Baccarat: This French game is the one you've always read about in Ian Fleming's *James Bond* books (or not). To win, you total two or three cards, drop the tens digit, and try to beat the dealer.

Blackjack: Tired of Europe? Come back to this American staple, complete with doubling, splitting and insurance.

Craps: You may be getting bored with quiet games with even-money betting. Don't worry, that's all over with. Craps is full of bets, side-bets, and the all-around oddest odds. Bets can be made between any rolls.

Video Poker: It's not against an opponent, and you can't play anything like midnight baseball or chicago. It's five card stud, plain and simple. This "no-armed bandit" deals cards, lets you discard, deals replacements, and pays according to your hand. However, if it pays off, it could pay off BIG.

Roulette: As you remember it. Evens/odds, high/low, thirds, columns, streets, corners, etc. Alas, it's the American wheel (0 and 00).

Slots: What would a casino be without slot machines? Listed payoffs go to 1000 to 1, but they don't call it the one-armed bandit for nothing!

Trent-et-Quarante: Another of those even-money namby-pamby French games. You put your money on Black, Red, Color or Invert. Cards totalling 32 or more are dealt to Black, then Red. The side with the higher total wins. The color of the first card dealt is important. If it is the same color as the winning side, Color wins. If not, Invert wins.

Betting is amusing. You have a line of chips on your side of the screen. By clicking on the chip of your choice, you can drag it into or out of the betting area. Or if you're on a machine (slots or poker), you drag the chips up to the coin slot and they'll KA-CHINK in. Want them back? Hit the coin return and they'll drop into the tray.

Chips come in $1 (grey), $5 (red), $25 (black), $100 (white) or $500 (blue), so bets like $499 or $348 really drag out play (no pun intended). But then again, how many video poker machines do *you* know that take $500 chips?

The sound is a trip. You'll hear cards snap, chips clunk, gears catch, or cubes clack in every game, and bells go off on the machines' bigger payoffs. Stereo adds a whole new dimension, as you hear the dice tumble and collide a-c-r-o-s-s the table, or cascading chips make crashing sounds all over your room. Some sounds, however, like the card or the roulette wheel, aren't that much more spectacular.

And those people who regularly read my reviews will be astounded when I say that I only found ONE thing I didn't like about it! (Ooh! Ahh!) Payoffs between games tend to be a little uneven. Those people that want high scores (and I know I do) automatically go to video poker because there's enough skill involved in it to affect payoff. Roulette can be the second biggest offender if you play your chips right, craps after that, and the rest are fairly similar until you get to the slot machine, which feels fairly tight.

LOOK: 8/10 (Graphics were flashy and sound made the game interesting.)

FEEL: 10/10 (Dragging chips is only natural, and much easier for lazy people like me.)

PLAY: 6/10 (Some games are stingy; some were overly generous. I got *all* of my high scores from video poker. In a word, lack of balance [Okay, several words].)

OVERALL: 8/10 (It's a nice, thoroughly amusing piece of fluff that's lots of fun for a while. Sequined gown not included.)

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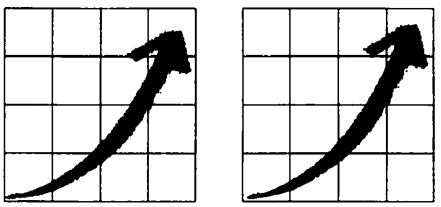

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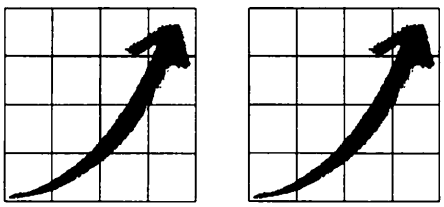

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Mac Games

Quarterstaff: The Tomb of Setmoth

by Chris Bastian

Once upon a time, there was a mighty adventurer named Quarterstaff. Legend had it that his powers and abilities were unlike those of any adventurer who had come before him, and that he could engage in activities undreamed of by mortal man. But Lo! Quarterstaff carried upon himself a mighty curse, hampering his every action, and driving away many of his loyal supporters. Seemingly doomed to join the long list of forgotten warriors, he came one day to a House of mighty Wizards. They laid their hands upon him, and like a phoenix he was reborn!

Quarterstaff: The Tomb of Setmoth (Infocom, Mac Plus or better with 800K drive) is a welcome rebirth of an adventure game which promised much excitement, but delivered much aggravation, in its first edition. Under the Infocom label, it has been re-released with a host of bugs eliminated, the story line spruced up a bit, and several helpful new features to make the game more enjoyable to both beginners and oldtimers. The storyline is standard (discover the secrets of an abandoned dungeon, fight to survive, collect wealth and experience) and is fortunately done without Infocom's traditional tongue in cheek humor. The style of play is fairly close to that of traditional Infocom adventures, with moves entered through a sophisticated text parser ("Take the blueberry cheesecake and throw it at the gelatinous cube"). Play begins with one character, but attempts can be made to form teams with the other characters (human or monster) you encounter along the way.

What makes **Quarterstaff** different are new (to adventure gaming) features, such as a windowing ability which allows you to control each character separately, and to create and dissolve teams of characters as desired. Added to this is a three-dimensional mapping system which tracks and records the location of each room or corridor visited (eliminating the need for pencils and graph paper), and fairly realistic sound effects. Most impressive, however, is built-in, on-line HELP! No shelling out $20 for a tip sheet; just click the help command and (most of the time) **Quarterstaff** will either nudge you in the right direction ("you might try to LOOK AROUND to see what's in the room") or give you an obvious hint about how to proceed. This innovative addition allows both beginners and professional game-players to compete on an even field, and would be a welcome addition to future Infocom titles.

Mind you, **Quarterstaff** is not quite perfect. During start-up, the program has a frequent inability to determine the location of its own files, requiring a good deal of tinkering with file selection boxes. There is also a tendency for the windows containing the storyline to scroll only partially, leaving the move prompt "submerged" beneath the screen. And the character information "sheets," while sophisticated, are somewhat hard to understand unless you have a degree in the Dungeons and Dragons theory of statistics. All things considered however, **Quarterstaff** has re-emerged as a sophisticated and entertaining fantasy adventure game, well worth purchasing.

Quarterstaff comes with three 800K disks (unprotected), a User's Manual, and a full-size poster of the cover art. Also included is a mystical icon in the form of a coin which has magic powers (this I know to be true, for it was a flip of said coin that won me the right to review this program...). In concert with a paper compass, the coin helps identify unusual potions, weapons and other discoveries. The program runs on any Mac system with a minimum of 1 MB memory. For the lucky ones with Mac II's, a color graphics driver is included.

While those of us who bought the original **Quarterstaff** will no doubt rejoice at this new edition, Infocom could promote better user relations by improving its upgrade offer. Registered users must pay $25. Considering that the new version lists for $50 and can be bought for about $35, a slightly cheaper upgrade might win Infocom some badly needed goodwill.

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Letters

With Display PostScript, the letters will remain true to their outline form at any size and magnification. No improvement of QuickDraw, color or otherwise, can eliminate this fatal flaw.

In the article FirST, LaST, or GliTZ? the author makes the statement that the NeXT computer is nothing but a fast MacII with a few enhancements. If you squint your eyes enough, any computer is only an enhancement of the last popular computer. "A Cray computer is really just a fast Commodore 64! After all, they both use electrical impulses and binary logic, right?" Wrong. All new computers learn from the mistakes of their predecessors, and they can make changes which the older machines can't make for fear of losing "downward compatibility". The fact of the matter is that the NeXT computer does this and more, by bringing truly innovative ideas to personal computers.

The extensive use of coprocessors and the sophisticated data flow management of the NeXT computer increase its speed over the Mac IIx by far more than the difference between their clock rates. The NeXT computer contains more than 12 coprocessing chips. Conceivably, add-in boards could be made for a Mac II with coprocessors on them, but that would be nowhere near the same thing. These 12 coprocessors were designed into the system from the start, and designed to work together. Added-on coprocessors could never work as smoothly. The digital processor chip provides CD-quality stereo sound.

No one can deny that the NeXT computer is the first computer to offer a read & write optical disk. This is the only removable storage, except for back-up tapes, of this size (that's 256 MEG, buddy) available for personal computers. I will grant your "reactionary" the point that NeXT should have a floppy drive to keep down the price of software distribution, but I can't really see this as a difficult or expensive addition.

As I explained above, Display PostScript is not even in the same league as QuickDraw, and nothing Apple can do will change that. Even if Apple came up with a Display PostScript board, it wouldn't be built into the

➥ 63

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LANs and Copyright Infringement

Are you breaking the law unknowingly?

by Joseph A. Hasson

What is LAN? LAN is an acronym for Local Area Network. As defined by the Institute of Electrical and Electronic Engineers, a LAN is a data communication system through which numerous independent data devices can communicate with each other. A LAN is distinguished from other kinds of data networks in that it is confined to a geographic area of moderate size - an office building, a campus, an airline system, a state network such as exists in New Jersey to consolidate state computing services, and the like. A LAN involves (1) independent data devices, (2) a geographic area of moderate size and (3) devices that are privately owned. It is not offered to the public for hire but is internal to the area that contains it. Devices, interconnected or linked, include computer processors, terminal display units, data storage facilities, printers, FAX units, monitors, and telephone equipment. Both data and voice equipment can be integrated. The devices are linked with copper wires, coaxial or fiber optic cables. The LAN services data processing, office, industrial and/or laboratory automation.

The main advantage of a LAN is that it permits resource sharing - e.g hardware, printers, application software, data bases, spread sheets, word processing. Hence, while there are capital costs and operating expenses involved in a LAN, it can be justified if a sufficient volume of traffic is handled through it. There are joint demands for the joint outputs it will generate and should, therefore, be justified on a benefit-cost basis. This justification, not immediately apparent, will require careful planning and projections of traffic volume. Economic analysis of a LAN can be carried still further. Consider each component - node - of a LAN as a profit center. It will have an input and an output.

Since there will be overall costs for operating a LAN, these can be allotted to each node, perhaps, in proportion to the share of traffic each bears. There will also be specific costs - both capital and operating - which can be directly assigned to each. With both sets of costs attributed to each device in the LAN, a benefit-cost can be determined for each link in the LAN and its presence in the network economically justified. The same kind of economic problem arises in many diverse contexts, ranging from a department store with numerous departments to a large bank with many different kinds of financial operations. The general problem is typical. There are overhead costs and specific costs. For the former, some kind of formula must be devised for allocating a share of costs to the particular node. A LAN presumably will contribute to such an aggregate increase in productivity that its adoption can be justified.

Note, too, that there is a degree of flexibility in such a network so that units can be integrated into the system as the demand for its services expands and changes. There are many networking configurations. One such type has a central location for a major piece of hardware with branching out to peripherals. Another such configuration may involve a circular (or pentagonal, hexagonal, etc) form. The great variety of configurations is another factor that dictates the need for the careful planning of any network.

Remote Logon is the gaining of access to software or sharing in its use through LANS. The software program remains in its location and is employed in place. File transfers implies that the computer program is actually transferred from one storage space to another. Both File Transfer and Remote Logon can be extended beyond the LAN through a telecommunication modem. When such a transfer occurs the term applied is "Gateway." The technique has the effect of extending the accessibility of the LAN to potentially unlimited users and locations.

In fact, computer networking is proliferating throughout the world. It is becoming a powerful force in both the public and private sectors, nationally and internationally. This trend of expansion can be attribute to several technological trends.

1) The increased reliability of computers which makes possible the implementation of computer systems which would not have been operable a decade or more ago.

2) The availability of low-priced minicomputers which are suitable for carrying an extended set of functions.

3) A major change in communications technology which is reflected in a reduction in costs.

Networking gives rise to problems in the area of intellectual property rights. A copyright owner has exclusive rights to do and to authorize others to do the following :

"use of software within a LAN may constitute an infringement of the exclusive right of its copyright owner"

(1) to reproduce work or copies;

(2) to prepare "derivative" works based on the copyrighted work. Section 101 of the Copyright Act of 1976 defines a "derivative work" as "based upon one or more preexisting works, such as a translation, abridgement, condensation or any other form in which a work may be recast, transformed or adapted."

In the case of a software program, a derivative work may include a translation of a program from one language to another, or an enhancement or modification of an existing program. A derivative work incorporates into the preexisting work modifications to it. The original work plus the modification constitute a separate work of authorship. It is copyrightable by the authors of the new material, however, only if he (she) has the right to use the underlying material. A derivative work

with unauthorized revisions constitutes an infringement.

The use of software within the LAN may constitute an infringement of the exclusive right of a copyright owner if there is (a) misrepresentation of the work in copies, (b) a distribution of the copies of the work, (c) a public display of the work.

In 1979, the National Commission on New Technological Uses of Copyrighted Works (CONTU) concluded that the 1976 Copyright Act applied to computer software programs and recommended that they be included in the statute. CONTU contended that software programs involved great intellectual labor and that their authors should be provided some legal protection. Based on this conclusion, the Computer Software Copyright Act of 1980 was passed. A computer program is defined in this 1980 amendment to the 1976 law as

> "...a set of statements or instructions to be used directly or indirectly in a computer in order to bring about a certain result."

CONTU argued that inputting and storing a copyrighted work into a random access memory of a compiler constituted "fixation" - a "copy" within the meaning of the Copyright Act which, unless authorized, constituted copyright infringement. This conclusion depends on the notion that machine readable versions of "computer programs" are "fixed." If a computer program is inputted into a central processing unit, that is, a component of LAN, the program has been "fixed" in RAM and thereby "copied." This, then, is an infringement.

Consider that a second CPU component of LAN is activated. Is the machine-readable form of the computer program in the first CPU also "fixed" in the second CPU so as to constitute copying in the second CPU? The movement of electrons through wires and components of a computer is a process over which copyright has no control. It is felt that the fact that machine-readable material is fixed in the second CPU is less important than the fact that the code instruction in that CPU permits reproduction, communication and use.

This condition implies that there may be a violation of copyright. Most software is created for a single user situation and not for use in a LAN environment. Some limited amounts of software are created for multi-user systems. In such a case, it is likely that copyright violations are not incurred.

The final observation is that there have not been court decisions on the use of software in a LAN environment although it is arguable that such a use of application software in LAN does involve the making of an infringing copy under the Copyright Act in the absence of an express authorization of such use.

Section 117(1) of the Copyright Act does not appear to provide a shield against copyright infringement when software use in LAN is not authorized. The foregoing should be regarded as just a brief introduction to a complex subject which is acquiring increased importance in the computer field.

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MacUpgrades

On the Trail of the Apple III

By David Ottalini
Apple III SIG Co-Chairman

We're back!

Did you miss the Trail last month? I did too! In the rush to get the 10th Anniversary issue out (there was a very short deadline) this column apparently got left out! But that's OK, we'll simply republish it this month with some additions to bring you up-to-date on things. So without further adieu...

Happy New Year!

Well, we've made it through another year, III SIGers! We lost a few friends along the way in 1987, but gained some in return. Our SIG membership roll continues to grow and our PD library with it. I appreciate your support for our SIG and hope you'll plan to get involved in some way this year. We'd love to see you at a SIG meeting, contribute a program for a PD disk, contribute an article to the Journal or join us at a garage sale. As I've said many times in the past, our little orphan machine still has a number of good years left in her. A little extra love with a dash of care will keep our Sara on her toes, working for us in any number of ways.

Speaking of orphan and used computers, did you see the recent editorial in the New York Times (November 17th) entitled "A Good Old Computer"? The unnamed author relates how a New York man, "usually behind the times", finally gets a used Apple computer from a friend. He likes it and tries to buy it, but the friend tells him "It's so old and primitive. I don't think it has any value anymore."

But the new computer user, a writer by trade, thinks differently. To him, "working happily with 5.25 inch disks", the machine is anything but worthless. The writer, the editorial says, has "come to understand how much value may still be found in the serviceable victims of premature obsolescence." After reading that editorial, I get the feeling he's using a trusty Apple III!

10th Anniversary Celebration

WAP's 10th Anniversary Celebration was all-in-all a pretty good success. Andy Hertzfeld's address at the dinner December 16th was a bit too long, but it was interesting and funny, as he discussed his first few years at Apple. And the turn-out the next day at USUHS was pretty good despite the closeness to Christmas and a Redskins game.

I want to publicly thank Productivity Software's Don Williams for trekking all the way out here from California at my invitation to speak on the III's impact. If anyone is interested, I shot two hours worth of video tape that day with my little Sony Camcorder. The result is now on a VHS video cassette in the WAP office (unfortunately there were a few glitches (a bad tape) but I think you'll enjoy the result).

Lissner On III EZ Pieces

In the November issue of the NAUG Journal (National AppleWorks User Group), Robert Lissner relates in detail how III EZ Pieces (the big brother to AppleWorks) was developed. He says that the Lisa Office System software convinced him in 1982 that the same integrated package, minus the graphics interface, could be done on the Apple][. But he had to get the people at Apple to use the program and that meant a version for the III (everyone at Apple in those days was using a III).

Lissner says his intent was to win support for the III version, and then ask Apple to market it as well as a version for the][. Since there is only one source code for both programs, Lissner says it was relatively easy to build versions of the program for both computers. Apple ultimately agreed to distribute the][version but decided not to pick up an option for the III.

His most interesting comment about III EZPs was this:

"Given the ultimate popularity of AppleWorks, one must wonder what impact Apple's decision not to publish IIIEZ Pieces had upon the longevity of the Apple III computer."

Lissner is saying here that if Apple, with its advertising expertise, could have sold III EZPs directly, our III might have lived longer! Haba tried to sell the program, but could not do the job. They also failed to pay Robert Lissner any royalties for years. If Apple had distributed the program, Lissner would most assuredly have gotten his money, and perhaps been willing to do the upgrades our version of the program never got.

Other Clubs in the News

The November issue of the ATUNC Newsletter (Apple Three Users of Northern California) included a lengthy endorsement of then-Presidential Candidate George Bush by Editor Li Kung Shaw. A few weeks later, we received a letter in the mail from President Mary Berg apologizing for the article. She promised the club would take steps to make sure such an incident would not happen again in the future (ATUNC policy is to not endorse candidates).

Shaw has been trying hard as editor, but of late the newsletter has been straying from the Apple III trail a bit. It's been an excellent Apple III publication in the past and we hope it can continue to be. We need all the information and articles we can get on our machine!

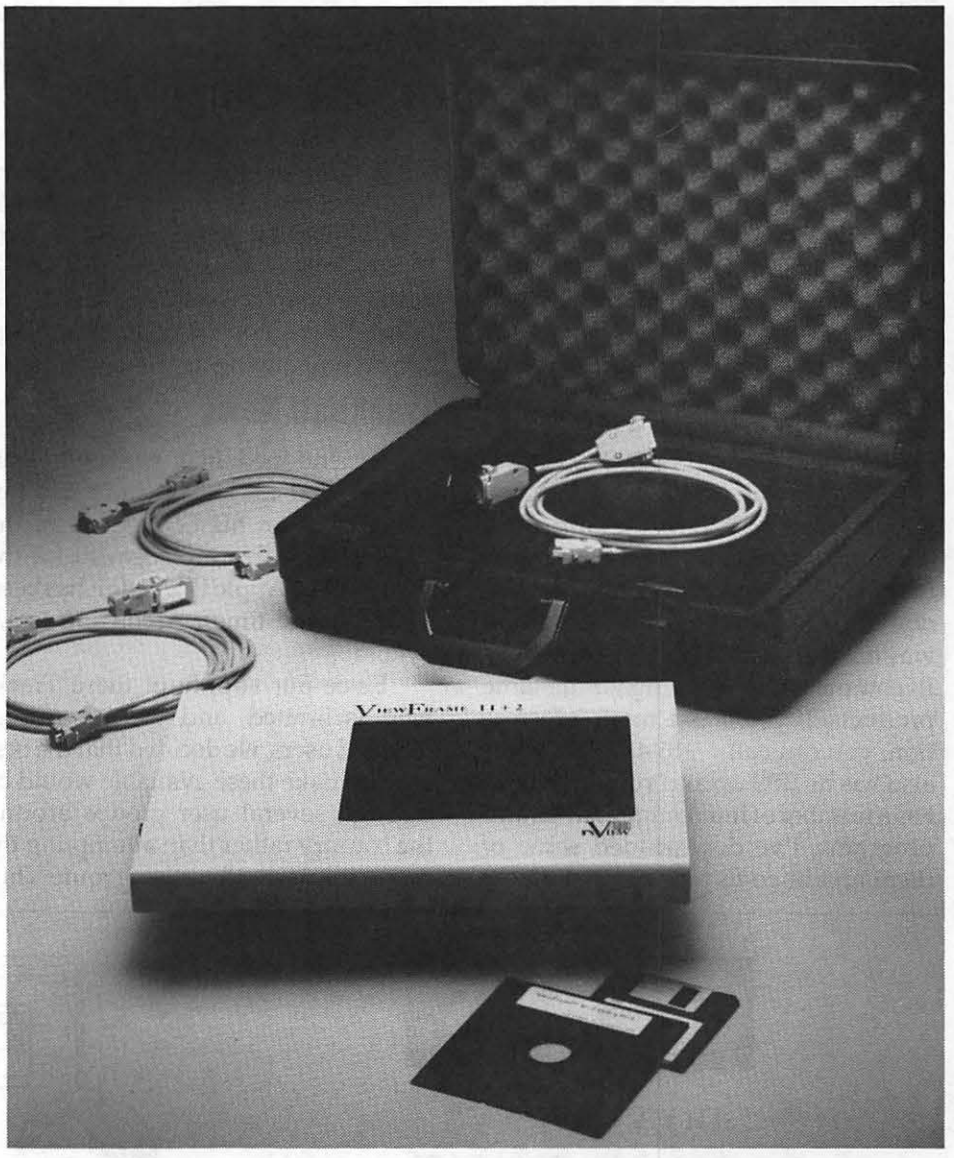
Apple Users Group International (AUGI) continues to offer a huge Apple III PD library and does have an occasional article on our machine. If you'd like to join, write to them at P.O. Box 913, Langley AFB, Virginia 23665. Dobrowolski included an article comparing III EZ Pieces to Word Perfect in his November issue.

TAU, the Third Apple Users group in Wheaton, Illinois continues its strong support for the III. III SIG member Dr. Al Bloom has been writing a series of columns in the TAU Journal of late called "The Inpert's Corner" which covers a number of interesting subjects. We hope to get them to you on disk as a PD offering sometime in the future. We also plan to offer his Mail List Manager utility disks, so stay tuned.

Also in the News

Did you see the recent Newsweek article about used computers that featured Sun Remarketing and President Bob Cook prominently? It's this kind of publicity that can only help the III community. The more publicity for our

Make Your Ideas Fly



Fly to the wall, that is, with the new ViewFrame II+2 LCD projection display. The first universally compatible projection display for your Macintosh or Apple computer. Enjoy full-screen resolution from your Mac II, SE, Plus, 512 or Apple II*. This unit is also 100% compatible with IBM PC's (VGA, EGA, CGA), Hercules or monochrome, Convergent Technology, AT&T 6300 and others*. The ViewFrame II+2 is a Black & White with 8 shades of grey for color representation.

ViewFrames have consistently won the best reviews from the experts:

***PC Magazine*—Editor's Choice,** March 15, 1988

***MacUser U.K.*—**July 1988: Perfect **"10.0"** rating

***MacWorld Magazine*—**August 1988:
"If you need a Macintosh projector that can work well in the most adverse conditions, **the MacViewFrame...is your best bet."**

***MacUser Labs*—**January 1989:

nVIEW Viewframe II+2
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Kodak Data Show HR/M—
"Unfortunately, this unit has a serious problem with loss of contrast over a period of time."

In Focus PC Viewer—
"It's too slow to be suitable for interactive use."

Computer Accessories Mac Data Display—
"Don't expect to use it interactively—it's a little on the slow side."

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vendors, the healthier they'll be financially. And that means they'll be able to continue offering services to us in the future.

Sun's newest catalog showed up on my doorstep in mid December and is the slickest to date. All the publicity is helping! And there are still plenty of Apple III. products available. Among the offerings: Silentype printers for $20.00; 5MB Profile Hard Disks for $495 and complete Apple III systems for $395.00 (including a lot of software and a CP/M card). They also sell color monitors that will work with your III. Sun's order number is 1-800-821-3221.

Pair Software's new catalog is also now in hand. As before, they are offering a great number of software products, both commercial and public domain. Also, as before, their prices are way out of line with what the rest of the III community is charging for the same products. If you'd like more information, you can call 1-916-485-6525. Pair also has its BBS up and running and it has a number of interesting articles and programs. I've downloaded some of them and hope to put together a new PD disk for our library in the future. The Pair Software BBS number is 1-916-488-5184.

New Public Domain Disks

Our PD offerings grow by two once again. This month we offer two versions of the Apple II Emulation Mode disk. The actual programs are on Side B, while Side A on each disk has a number of informational files. For a fuller description of both, please see our accompanying article.

Trackball News

I mentioned in a previous Trail column that Lt. Dale Sykora has finished work on his GS version of the Wico Trackball, a replacement for the mouse. (The Apple III version has been out for some time). According to Lt. Sykora:

Since our supply of these Trackballs is limited, and we are Apple-devoted users, we decided that the best way to make these available would be through several user groups around the country rather than attempting the more expensive advertising route. Thus we are able to offer these trackballs at an extremely attractive price to members of your group.

The price is $61.00 plus $3.50 P&H. This is an excellent replacement for the mouse (at half the price for a real one) and if the GS version works anywhere near as well as the III version, this could be a real winner.

Lest my Apple III compatriots complain that I'm giving space to a GS product, I'll remind all that the money received for this will help the Sykoras with other projects (including their graphics card) that will work on our IIIs. To order, or for more information, contact Sykora directly at: 39 Ibis Lane, Groton, CT. 06340.

Finally...

Our two copies of the Apple III training tape have apparently once again flown the coop for good, along with the audio cassette version. We've replaced them (for a second time now) in the hopes that new users will care enough to return the tapes so others might get some benefit by their use.

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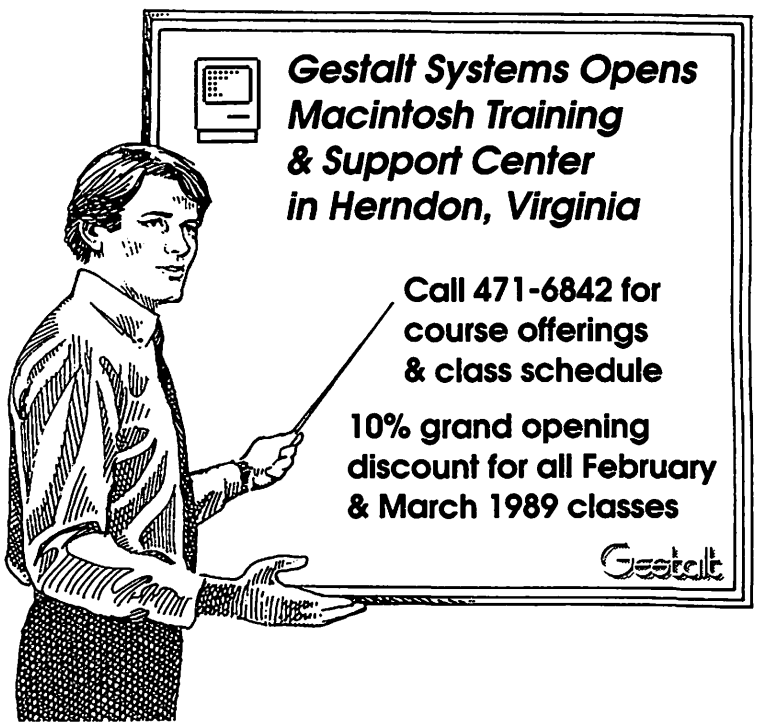

Apple II Answers Q&A

by Robert C. Platt

Viruses

David Whitney, the author of Z-Link, a shareware telecommunications program, writes that some bulletin boards have been distributing a program called "Z-Link Plus," which has a computer virus. Z-Link Plus waits until it is run on the same disk 15 times and then will write $FF through the directories of all on-line disks. If you have Z-Link Plus, delete it. Send a stamped, self-addressed envelope with a disk to David at 450 Memorial Dr., Cambridge MA 02139, and he will privide a clean Z-Link and a virus detection program.

Track Clarification

Two months ago, I gave an example of disk interleaving assuming that each track has 16 sectors. In fact, on a 3.5" floppy disk, the number of sectors increases for the tracks near the outer edge of the disk up to 12. However, the interleave principle is the same.

How can you tell whether your program is running on a //c plus?

You can test the machine identification bytes, using the following Applesoft routine:

```
170 IF PEEK(64435)<>6 OR PEEK(64448)<>0 THEN
  PRINT"non //c":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
210 IF I=5 THEN PRINT "//c plus":RETURN
220 PRINT "classic //c":RETURN
```

What does SCSI mean?

The Small Computer System Interface (pronounced "scuzzy") is an industry standard for connecting input/output devices, such as disks, to microcomputers.

Is the Sider hard disk from First Class Peripherals an SCSI device?

Yes, but it doesn't follow Apple's SCSI standard, so you can't connect it to an Apple SCSI interface card or daisy chain it with other SCSI devices.

What is a "RAM card?"

Your main computer circuit board ("the motherboard") only has room for a certain number of memory chips (128K on the //e). A separate printed circuit card, called a RAM card, must be installed to add memory beyond this fixed amount. Until recently, most RAM cards were designed to use 256K RAM chips. However, most experts predict that the price of 1 Megabit RAM chips will continue to decline, so you may want to purchase a card which will handle 1 Meg chips, to permit you to grow as programs continue to demand more RAM memory.

What is a "ROM card?"

Believe it or not, a ROM card is the same as a RAM card, but includes a battery to preserve data while the computer does not have power. RAM chips need to be constantly refreshed to retain their data. Hence, the information is lost when you turn off the computer. A ROM card uses RAM chips, but retains the stored data between uses. Both ROM cards and RAM cards are addressed in the same manner.

Is the Apple IIgs Color Monitor capable of displaying more than 200 scan lines of vertical resolution?

No. You could get more than 200 lines if you use interleaving, but it would cause a flicker.

What is the status of Apple's GS BASIC?

GS BASIC is an adaptation of Business Basic from the Apple ///. A beta test copy has been sold by APDA for over a year. The latest APDA catalog lists it in the "old curiosity shop," and Apple appears to have given up on releasing it as a final product. I have been pleased with it. If you want to program in BASIC and use the tools in the GS ROMs, you may also want to consider BASICs from TML or AC BASIC.

What are MUFFIN, HUFFIN and PUFFIN?

MUFFIN is a program from the DOS 3.3 System Master Disk which transfers files from DOS 3.2 disks to DOS 3.3. HUFFIN is a program to transfer text files from Pascal format disks to DOS 3.3. PUFFIN reverses the process to take DOS 3.3 text files to Pascal format disks. HUFFIN and PUFFIN are listed in Call-A.P.P.L.E.'s "Pascal in Depth." (They certainly don't name programs like they used to.) ProDOS 8 System Utilities converts from ProDOS to either DOS 3.3 or Pascal format disks.

➥ 56 Letters

system from the beginning. It would probably work like Windows on the IBM, which is a pale shadow of the Finder even when run on a 386 clone. On top of that, all software for the Mac would have to rewritten for Display PostScript. IBM-like compatibility problems would rear their ugly heads among the defenseless masses of Mac users unused to such terrors.

NeXT is also offering the only 400 dpi PostScript printer I know of with a price tag of $2,000. Again we have our unified imaging system of PostScript to thank for that.

The creation of graphically based, user friendly interface for Unix also seems to me to be quite an accomplishment. Plus, regular Unix programs ought to be easy to port over to NeXT, meaning plenty of powerful software soon.

On top of all this, the idea of object-oriented programming is built into the operating system of the NeXT machine. That means that any bozo who can make HyperCard stack can probably write a real, polished, compiled program for the NeXT computer.

Plus, instead of oh-so-slow Apple Talk, we get Ethernet built in, and instead of the MultiFinder, we get real multi-user multitasking. We start with 8Mb of RAM, too!

The author claims that there are no third-party applications for it. On the contrary, the NeXT computer comes with more software than the Mac did originally, and I think that WriteNow is a little bit better first shot at word processing than MacWrite was. In addition, regular Unix programs can be run in a window on the NeXT. Don't tell me that there are no good Unix programs available.

Finally, we have the author's beef about the price. Has he paid any attention to the price of Macs lately? Let's try to build a Mac system comparable to the NeXT. We'll start with MacIIx A/UX Development System, list priced at $9,800. This gives us only 4Mb of RAM, AppleTalk networking, and a 1.44 Mb floppy. Let's add Ethernet at a cost of $700 list, another 4Mb of RAM at $2,400. Finally, we'll try to approximate the convenience of 256Mb of

➥ 74

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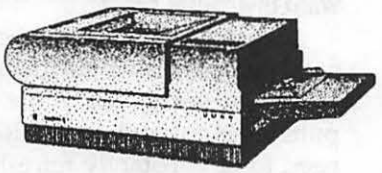

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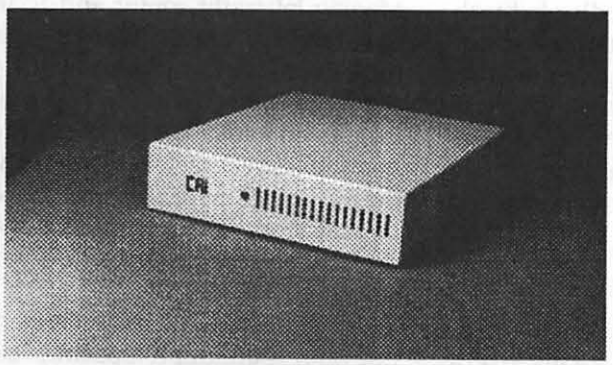

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II GS Stuff

Medley and Desktop Publishing

by Ted Meyer

"Desktop publishing" is one of those catch-phrases that has become a common part of the vocabulary of just about anyone who spends time on microcomputers. Generally it refers to software that allows you to manipulate the layout of blocks of text and graphics on a page or pages.

Simple paint or draw programs will allow you to do this, but are quite often not designed to easily deal with the formatting of large blocks of text. Paint and draw programs usually work with only one page at a time. (In the case of draw programs this "page" can be very large.) Word processing programs work easily with text, but they start to become hard to work with when you combine text and graphics together. Most word processors aren't able to easily put text into multiple columns on a page.

A desktop publishing (DTP) program will not be great at making art and it won't be great at writing and editing text. However, it should be great at taking the result from graphics and word processing programs, laying it out on pages, and producing a professionally finished product, whether that product is a newsletter, ad copy, a letter to your mom, or a technical manual.

The Mac broke ground in DTP when it was linked to Apple's LaserWriter. The Mac is still the premiere machine for this genre of productivity. There is no reason, though, why the IIGS can't produce newsletters, or whatever, of as high a quality as a Macintosh. Both computers can access the same printers. The quality of what comes out of that printer is dependent wholely on the stream of bits and instructions that is sent to the printer. The ability of the user to easily and quickly manipulate that stream of instructions to the printer is what is determined by DTP software. This month we'll talk about the desktop publishing program "Medley" from Milliken Publishing.

Medley

Medley is different from the DTP software that I have worked with in the past. My Webster's abridged dictionary defines the word medley as a "miscellaneous collection of things." In music we think of a medley as several tunes or songs performed to complement and interact with one another.

Medley is a "medley" of software based on two full-featured programs—a word processor and a paint program. Medley also includes multi-page layout, drawing, and spell checking in a smooth, bug-free, but slow environment. There is no question that as a word processor Medley is slow. I would never consider using it for basic word processing. I can type faster than it processes letters. And I am a slooow typist. This lack of speed makes the first hour of working with Medley very frustrating. Medley integrates many capabilities into a single package and, as a result, compromises on speed.

> ***"There is no reason why the IIGS can't produce newsletters of as high a quality as a Macintosh"***

After the first hour you will start to get the "feel" of the user interface. This is when the reaction time of slow software starts to get really frustrating. Medley, however, was written so that it is "interruptible." This means that instead of having to wait for the software to finish reformatting a page after changing margins or tabs, you can just continue with your next command. You never have to wait for Medley to finish doing anything—just keep working at your own speed and Medley will finally update the screen when you slow down. This means that in some situations you will be giving commands "blind" while the program waits for you to finish before it refreshes the screen.

Word Processing

Medley starts out looking like a standard word processor for the IIGS. Once booted a white page appears with the cursor blinking in the top left corner. At this point you can start using it pretty much as your standard IIGS full-featured word processor. It will import AppleWorks files or text files without any problems. The spell checker/thesaurus in Medley is one of the nicest I've used. It has an 80,000 word dictionary, and the ability to set up auxiliary dictionaries with your own specialized vocabulary. In addition, a dictionary with words specific to the document being edited is attached to each file. The thesaurus will very quickly supply you with alternatives for both words and definitions.

Medley has formatting capabilities that are not available in most IIGS word processors. It has an automatic or manual hyphenation feature to prevent lines that look stretched. Page Numbering can be in standard (17), roman numerals (XVII or xvii), or written (Seventeen) and can be, along with headers and footers, set up for odd and even pages.

For ease of editing, Medley has an option to display end-of-paragraph marks, spaces (as raised periods), and tabs. Normally, tabs create white space between the last character and the tab stop. Medley allows you to choose tab "leaders" to create indexes and such. For example, in an index you can choose periods as a tab leader which will replace the white space with a row of dots (i.e. Glossary.....Page 124). There are four different types of tabs in Medley: left, right, center, and decimal. Left tabs are the standard found in most word processors. A word that starts with a left tab has its first character aligned with the tab stop. Right tabs line the last character of a word with the tab stop. Center tabs center a word on a tab stop. And decimal tabs line up decimal points in numbers on the tab stop.

Medley has micro-adjustment of line and paragraph spacing, called "leading," and it does a fine job in kerning of characters. It has the stan-

dard IIGS multiple font capabilities as well as the standard top, bottom, left, and right margin adjustments. It also has the ability to set a gutter margin for adding space on the "inside" of pages that will be bound together.

Graphics

Graphics are added to a Medley document by creating an art "area." These areas can be rectangular, round, or in the shape of any regular or irregular polygon, such as stars or pentagons. This allows wrapping text around a graphic of almost any shape. This capability, by itself, put Medley in its own class. Once an art area is created, a full-featured paint program allows you to create or edit a graphic. IIGS users who use PaintWorks Plus will be very familiar with this part of Medley. Graphics can be imported using the standard Apple preferred format, so most clip art collections can be used. Plus, Medley comes with a fairly extensive collection of its own clip art.

Once created, an art area can be converted into a text area. Text can be "trapped" inside, and justified to the edges of any area—rectangular, circular, trapezoidal, or whatever. This can create some interesting effects, such as a circle or star of text. Medley can create global art and text areas which will appear on every page, and it can turn off these areas on individual, special pages.

Text and art areas are used to do most of the layouts in Medley. Multi-column pages, for example, are formatted by creating tall, thin rectangles between where you want the columns to be.

Problems

Version 1.0 of Medley had a problem with printing a full page when condensed mode was chosen in the Page Setup dialog box. This problem has been completely solved in version 1.1. Generally, the best printed text output on the IIGS is achieved using the condensed mode. The IIGS's screen has a resolution of 640 by 200. This makes the pixels twice as tall as they are wide. An ImageWriter (or LaserWriter) produces dots that are the same height and width. In an effort to achieve a WYSIWYG (What You See Is What You Get) environment, the "normal" mode for printing with most IIGS specific software has the ImageWriter printing two dots, one above the other, for each "tall" pixel on the screen. As a result, a 9 point font is really printed 18 points tall unless condensed mode is chosen.

"There is no question that Medley runs slow but, in the speed versus quality battle, it wins on quality."

When graphics are created for the IIGS, they are designed to be viewed on the screen. To make them look good on the printer in condensed mode they need to be "stretched" vertically first. Medley deals with this problem by allowing you to import text with the page setup in normal mode and then stretching the art when switching to condensed. Let's hope that any upgrade to the IIGS improves the vertical resolution of the super high-res screen. This would greatly alleviate formatting problems on the IIGS.

When working with most DTP programs, it is suggested that you set up the page layout first. Text is imported after you've determined the format of your document. You can do this with Medley. In fact, it comes with a disk of "Style Sheets" which can be used as templates for your newsletters. I find it fun to put the text onto a blank page first, and then play with adding art and text areas. Some pretty neat effects can be created this way.

Comparing Medley with other 16 bit IIGS software with page layout capabilities, such as Appleworks GS or GraphicWriter II, is difficult. There is no question that Medley runs slow. But Medley can do a variety of things that AppleWorks GS and GraphicWriter can't. Wrapping text around any shape, not just rectangles and circles, is a powerful feature. And Medley has an excellent ability to "fine-tune" the formatting of a document and produce a high-quality final product. In the speed versus quality battle, Medley wins on quality.

What do you get?

Medley comes with five disks: System, Program, Clip Art, Style Sheets, and Dictionary. Without at least two 3.5 inch drives you will be doing some disk swapping. Medley requires 1.25 Megabytes of RAM (1 meg on your card) and a 3.5 inch drive. I recommend at least a second 3.5 inch drive and if possible a hard disk. (Seems like there's more and more software that needs that full RAM card and a hard disk.)

Medley includes a well written 253-page loose-leaf manual and a four-page quick reference card. The manual includes "getting started" and "quick tour" sections for starting up and a reference section for looking up specific information. Printed copies of all of the Style Sheets and Clip Art are also included.

The manufacturer's suggested price is $195, but I have seen it available by mail order for as low as $126.00 (Programs Plus—InCider 2/89). Milliken seems to provide very good support. Version 1.1 of the software will be provided automatically and free of charge by sending in the registration card. (I am presently working on a beta copy of 1.1.) And the Style Sheet disk was also sent to me free without prompting on my part.

"It is an example of a product that really uses the IIGS's special features."

It is obvious that Milliken has spent a lot of effort designing and implementing Medley. It is an example of a product that really uses the IIGS's special features. Developers are becoming much more confident in the IIGS's user base and with the release of GS/OS, Apple's support of the system. With the release of programs like Medley and AppleWorks GS over the last year I believe that Apple can expect to sell a lot of GS's. I'm very much looking forward to AppleFests in Boston and San Fransisco this year. I expect we'll see a lot of interesting announcements from both Apple and developers.

Apple Telecom
Best of the TCS
by Lou Pastura

Let's Be Careful Out There!
from Robert Platt on 12/22

David Whitney, 450 Memorial Drive, Cambridge MA 02139, is the author of a shareware communications package called Z-Link. He reports that a different program named "Z-Link Plus" has a virus in it which waits until the program is run from that disk 15 times and then wipes out the directories of all online disks. He will provide a clean copy of Z-Link and two antivirus programs if you send him a self-addressed stamped envelope with a blank disk.

How to Get the Good Stuff
from John Czahor on 12/29

What's the proper procedure for downloading? What do I need and where can I get it? I'm asking because I've never done it before. I am running Mousetalk with a hard disk, a 3.5 drive and a 5.25 drive on a IIGS.

from Paul Schlosser on 12/29

John, to download from the TCS follow these steps:

1) From the Main Menu, enter an "F" (File Transfer Area). 2) Choose a download area to enter. 3) Select a file to download. Enter a "D" (for download); then a file number, then "P" (for protocol), and then "2" for Ascii Express ProDOS. (Editor's Note: Your communications program may use a different protocol.)

At this point the TCS is ready to send the file, and you need to instruct MouseTalk to receive the file. (Another Note: If you are using a communications program other than Mousetalk, follow the instructions for your program for Receiving a file under protocol.)

4) Select Receive from the MouseTalk menu bar. 5) Select the Protocol option. 6) Now enter the filename MouseTalk is to use when it saves the file to disk.

If all goes well, at this point MouseTalk will put a dialog box in the middle of the screen. This box will contain a counter that shows how many blocks it has received, and a line that shows errors (if/when they occur).

Just about all the Apple][files here on the TCS are Binary (referred to as bunny) files. They will have a suffix of ".BNY". This means they have been packed and/or squeezed with a utility program called "The Binary Library Utility" (BLU for short). After you have downloaded a bunny file, you can process it with BLU to unsqueeze and unpack it. (The reason for using BLU is that several related files can be "packed" together into one file for up/downloading, and squeezing saves disk space [on the TCS drives] and up/download times.) Look for BLU in the Apple II Utilities area, down near the bottom of the list.

This sounds harder than it really is! After a few attempts you'll wonder why you waited so long to try it!

from Richard Zeman on 12/30

John — also when you're in the file download area, and you're facing your menu prompts on the bottom of the screen, turn on your printer to draft mode and ready it. Pull down your *Receive* menu and select "To Printer". Then press the "H" (for help) prompt and let the file download to the printer. It gives very explicit instructions with examples of what to do. If you don't have a printer, "Receive to File" and name the file TCS Help or something like that. Then you can recall it and peruse it at your leisure....Good Luck!

Some Good Stuff to Get!
from Paul Schlosser on12/26

Check file transfer area 2 for SuperPatch v3.1, a public domain program written by John Link. This is a very nice menu driven program for installing or removing 29 different patches to AppleWorks v2.1 and v2.0. Very easy to use. After you download and un-bunny the file you'll get two files, the actual program, and an AppleWorks Word Processor file containing the documentation. Be sure to read the docs. They contain lots of good information on SuperPatch and AppleWorks.

from Harry Bacas on 12/27

What a great program, Paul! I just downloaded it and ran it. It shows you which patches, if any, you have installed and lets you install or Deinstall any of them you want. And it's intelligent! Tell it your setup at the start and it will tell you which patches apply.

from Paul Schlosser on 12/28

Harry, I agree, Superpatch v3.1 is a great program. Anybody that uses AppleWorks should get it. And it's public domain too! (Free!) I especially like the patch that lets you enter numbers from the menus without the need to press return.

P.S. Just got the January issue of Open-Apple, and it contains another nice patch for AppleWorks. Have you noticed that when you finish working on a file, and save it to disk, then print it out, that AppleWorks will not let you quit, saying changes were made to the file? No changes were made, it's just that you printed it (which calculates page breaks). OA-K (calculate page breaks) will also make AppleWorks think changes were made to the file. Well, Open Apple has a patch from Mark Munz that will stop AppleWorks from saying changes were made to the file, if all you did was print it, or calculate page breaks.

(Editor's note: For those interested in the patch and not yet on the TCS, Open-Apple is available at the WAP office.)

Beagle Goodies
from Lee Raesly on 12/27

Here is a list of "Real Soon Now" products from Beagle Brothers. They state these are on their "definite maybe list".

1. Matt Paint: GS Color & Speed.
2. Timeout Telecomm: Now being used by BB staff.
3. Timeout Outline: Zoom in and out of outline format within AppleWorks!
4. Timeout Statistics: Statistical Analysis of your Spreadsheet Data!
5. Timeout Supergraph: GS only program, makes graphs in color. (On color printers, it prints in color too!)
6. Timeout Accountant: Full featured home & small business accounting package for AppleWorks. Don't know whether this is a group of templates (which I don't need!) or a separate module.

7. Timeout Desktools XXVII: If you have any Timeout series ideas you would like to see, write and suggest them: Beagle Brothers, Inc. 6215 Ferris Square Suite 100 San Diego, California 92121

AppleWorks GS: Thumbs up?

from Harry Bacas on 12/29

After a month of learning AppleWorks GS, I have concluded it is NOT an upgraded AppleWorks, as I first supposed. It is a different animal altogether. It serves different needs and will attract different people. I don't consider that in enhancing AppleWorks with Beagle Brother add-ons I am just trying to make it like AppleWorks GS. That's impossible. And I don't think that AppleWorks GS and its graphics interface and graphics printing will ever perform anything like AW in speed of editing and printing text. Conversations about AppleWorks GS on Genie suggest that serious users find the database and graphics modules the strongest features and the telecomm module the weakest.

Appleworks GS Database...Snarl

from Kim Brennan on 12/28

I've been trying to make use of the AppleWorks GS database module in the same ways I used the standard Appleworks database. So far there has been a distinct lack of success.

In the progress of playing various games (e.g., Bard's Tale II GS) I keep track of the various magical (and non-magical) items that I acquire as well as which character types can use them. This basically creates a simple database which has 16 different fields per record. Every time I update this database I like to print a hard copy for making further notes on, as well as filling in the blank spots as more becomes known about the items on the list. In Appleworks this is very simple, however to print out the data base I need to use 17 characters per inch to get it all to fit on the page.

In AppleWorks GS I've tried various methods. The problem arises in what >I< can only suppose has to be a bug within AppleWorks GS (This surprises me?). Printing in Times font size 9 I can get all of the fields to appear on the screen at the same time (it is barely legible on the screen but that's a different problem). However, when attempting to print out the List form all AppleWorks GS does is print out the header, over and over. Not very useful.

Printing in Brennero font size 12 with a 50% reduction gets the job done...sort of. Brennero appears quite readable on the screen. The 50% reduction allows it to be printed at roughly 17 characters per inch. In this case AppleWorks GS prints the header about 8 records, resets the printer, prints the header, prints the Next 8 records, resets the printer, etc..

Note: Both printing jobs have been done in condensed format with no gaps between pages. Also, both were done using the AppleWorks GS Printer Driver for the Imagewriter II (printed strictly in black and white).

Okay, you say, in AppleWorks GS you are supposed to create a Database Report (in a word processing document) and print it out via that method. I've tried that. It didn't get the job done either.

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First when I created a report, not all of the fields were put into the report, Even Though I had not indicated that there were marked (hidden) fields (There are No hidden fields in this DB.). Then I tried reducing the font size on the report. AppleWorks GS hung. Next, I tried reducing the font size Prior to creating the report. More of the data made it to the report, but not all. Further, there appears to be a limitation on the number of tab stops. It cannot handle all of the fields in my report.

I did try, briefly, using the spreadsheet area. However, the spreadsheet does not allow for different fonts, nor does it allow for the sorting of records (i.e., rows) based on a single entry in a column (or if it does I haven't found out how).

Speaking of the spreadsheet, the lack of the ability to use multiple fonts in the spreadsheet is a fault, I believe. Yes, spreadsheets are primarily for number crunching. However, labels inside a Spreadsheet can add a Lot of class, Especially if they use other fonts. I'd like to be able to use different fonts in different fields of the database module as well, but this is not possible either. You Can change the Style of different fields, but that is just not the same.

AppleWorks GS seems, at first glance, to be just what we've wanted. At second glance we note some of deficiencies (speed, memory hog). It is really only when you get into the nuts and bolts of using the program that you realize what has been given up in the switch to the graphic interface. The graphic interface is ideally supposed to allow us to see what output will look like on the printed page. However, if you use the condensed printing style to give the best impression (like I do) then what you see on the screen really is much too tall compared to what is printed.

The use of the mouse is good. Eventually I suppose I'll learn the Option or Open Apple key shortcuts too.

A full featured database should be able to do anything a spreadsheet can do (and vice versa for that matter). It really should be simply a manner of style as to which you use, i.e., do you think in terms of lists (database) or in terms of grids (or whatever) for the spreadsheets (I'm a database person.).

AppleWorks GS's database has far more features than standard AppleWorks database did, and yet I can't do the same things. The formula capabilities are better, and I like several of the new features (graphic image fields). But, right now I really want to print out this simple database of my loot from Bard's Tale II GS, and I can't do it very well from AppleWorks GS. A pity.

Beagle Miscellany

from Tom O'Hagan on 12/31

I received a copy of Ultra Macroworks for Xmas (also QuickSpell & Thesaurus). I have enjoyed using them so far but am having a couple problems. My copy of AppleWorks runs from RAM under Prosel and has been enhanced and partitioned with the Applied Engineering software. The Applied Engineering print buffer is active. I am running this on an enhanced IIe with a 1 meg Applied Engineering Ramworks. When I print with open or closed apple P the first page of a document works fine, then it prints a

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2/89

line or two, waits several seconds prints another line or two, and so on. What is happening? Doesn't the TimeOut series like the print buffer? Second, is there a way to get UltraMacros to strip carriage returns (#) caused by loading a text file downloaded under Xmodem from a bulletin board? I am getting tired of manually deleting them with open apple D, one by one. I was hoping I could use a macro for this.

from Lou Pastura on 01/01

Tom, the expanded Applied Engineering print Buffer will Not work with any Beagle Brothers macro program. Calls to Applied Engineering and to Beagle Brothers have confirmed that it is an insoluble conflict. If you want to use the macros you have to give up the buffer and vice-versa. Most folks' solution is to use a "non-macroed" copy of AppleWorks for the times they want to print very long documents and therefore would derive greatest advantage from the buffer. With regard to the CR eliminator, try this UltraMacro:

```
<awp><sa-rtn><oa-D><oa-
Right><Left><Left><Rtn>!
```

GIF Us a Break!

from Ken De Vito on 12/24

I have both a //e and a IIC. I have no problems using IIGIF on the //e, but all kinds of problems when using it on the IIC, i.e., errors like "MMU" and nothing else on the screen when converting a GIF file and others. If you experience similar problems, please let me know.

from John Waak on 12/24

Ken - I have found IIGIF to be unusable on my IIC, just like you. It works fine in my IIE, but I get the dreaded "MMU" every time I try to convert a GIF file on the IIC. In fact, I even get it when trying to view a GIF file which was previously converted on the IIE. The only way I have been able to view the files on the IIC is to change the converted files into the format used by Beagle Graphics and then use that to display them. It's a royal pain. My IIC has the Uni Disk 3.5 compatible motherboard.

from Sam Knutson on 01/01

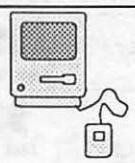
Sub ->IIGIF Patch From-> JE. Kind Those of you who have been having trouble with Jason Harper's IIGIF program on an Apple IIc, take heart. I asked around and found out that there was indeed a patch for IIGIF to allow it to run on a IIc, but nobody seemed to know exactly what the patch was. After much waiting, I decided to make my own.

The problem is that IIGIF accesses some softswitches that are used for ROM bank switching on the IIc. I just used ProSel's Block Warden to search the file for all references to memory addresses $C020-$C02F. Accesses to these addresses are "reserved" according to the IIc technical reference.

IIGIF accesses $C02x locations not once, but Six times. The locations in question are $C021 and $C029. I am mystified as to why. Maybe these locations do something on the IIe that I am not aware of. Anyway, I just changed these six instructions to reference a safe location ($C12x) and now the program works fine on my IIc.

Here is a simple patch program to make IIGIF work on the IIc.

```
10 REM IIGIF Patcher FOR
IIC 20 REM
```

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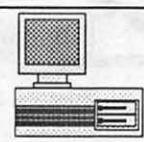

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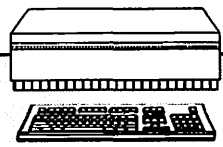

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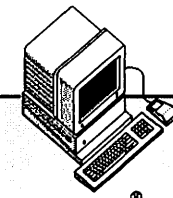

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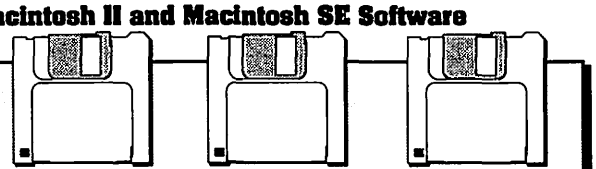

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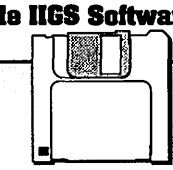

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```
BY JERRY KINDALL 12/28/88
30 REM A PUBLIC-DOMAIN PRO-
GRAM 40 REM 50 F$ =
"IIGIF": REM CHANGE IF
NECESSARY 60 PRINT
CHR$(4);"BLOAD
";F$;",TSYS,A768,B2625,L28"
70 FOR I = 1 TO 6 80 READ J
90 POKE 768 + J,193 100
NEXT 110 PRINT
CHR$(4);"BSAVE
";F$;",TSYS,A768,B2625,L28"
120 END 130 DATA
0,5,10,17,22,27
```

PS - The patched IIGIF probably won't work correctly on the GS any longer, but then who needs IIGIF on the GS when you've got Shrconvert, right? Also, a note from Glen Bredon on GEnie informed me that the mysterious accesses to $C02x are for something on the GS. (Which is why it won't work right on the GS anymore.)

from Paul Schlosser on 01/01

Check File Transfer area 4 for a // c version of IIGIF. It is file #101. I downloaded the original version, applied the patch that Sam posted, and uploaded the new version to area 4.

Sam - thanks for posting the patch!

More Good Stuff!

from Dave Randall on 12/31

I have uploaded a ProDos file attribute changer program to the Apple II Utilities area. I have also uploaded HACKER.BNY to the same area. It is an SCSI hard disk utility program.

Trials and Tribulations of a New Hard Drive Owner

from Sam Knutson on 01/01

On Saturday, after finally convincing my wife that we really did need a hard disk for our IIgs, I purchased a CMS SD60 at Clinton Computer in Laurel, MD. The drive came packaged for a Macintosh and I had arranged to have one in the house for the weekend.

After the drive had warmed up to room temperature I hooked it up to the Mac and booted the CMS utilities. Verifying the disk immediately found bad blocks which I am told is not unusual after shipping. I did a low level format on the disk which spared out the bad blocks and the disk verified OK on the Mac. Just to make sure it was alright I went ahead and initialized it under the Mac OS and installed the Mac system software on the drive even booting off the hard disk without any difficulty. Now I figured I was almost home... just install the SCSI card in the GS, hook it up, and partition the drive with Apple's SCSI utilities, format and I was set.

Hah! Little did I know what was coming. The SCSI card was one used in a demo machine for a week. They were out of Rev C SCSI cards and I wanted to play right away so I got them to sell it to me. I turned on the drive... waited... turned on the IIgs and booted right into the Apple SCSI utilities, which were provided on both 3.5 and 5.25 disks. I selected the Partition option and was told that I had to have an Apple SCSI card with an SCSI disk attached to use the utility and press Return to quit! I repeated this several times and noticed the drive light did not even come on. Yes the control panel was set for My Card, all the cables were tight, card solidly in slot 7. I tried moving the card to slot 4...no help. Copy II Plus would recognize that there was drive card in slot 7 and offered me access to S7 D1 and S7 D2 but of course could not really access a non-partitioned, non-initialized drive.

I would like to thank Jon Thomason, Paul Kelbaugh, Eric Rall, Ted Meyer, and most of all Alan Levy for the help I obtained in the following 24 hours. Paul gave me the first lead I followed when he told me that CMS operates a 24 hour support BBS and he had seen the number on the TCS in conference 3. The number is (714) 259-0933 and they have both Apple II, Macintosh, and IBM support software and utilities plus technical bulletins. The board offered nothing specific to my problem and worse I found that all the Apple II files were corrupted and no matter how I downloaded them BLU indicated an Internal Error and would not recognize them as Binary II files. After walking through what I had done with the above people and reviewing it countless times myself I finally gave up for the night.

The next day Eric provided me with some encouragement and a copy of SCSI Hacker which allows you to do a low level format and lots of other things to an SCSI hard disk attached to an Apple II. Alan provided the final key when he remembered that, although it was documented nowhere in the manual, in order to use a CMS hard disk with the Apple II SCSI card you need to turn dip switch 8 ON!!! As soon as I did this everything worked as expected. I low-level formatted the drive with an interleave of 10 (Alan again) which was the optimum for the drive with the IIgs, and partitioned it with the Apple SCSI utilities. (Although the Advanced Disk utilities will partition a drive, if they don't see a valid partition structure to begin with they will reformat your drive at a 1:1 interleave which is very undesirable (noted in SCSI Hacker doc's and emphasized by Alan)). I then repartitioned with the Advanced Disk utilities and initialized the drive's two partitions.

I have been delighted with the drive ever since. It seems to be fast, quiet enough, and I think it will take me a while to fill up 60 Megabytes of storage

Cache in on This One!

from John Khoury on 12/22

Ok, here's a little fact that I found out the hard way. For some reason or another, the Applied Engineering cache will not work under GS/OS. It installs fine and shows up on the Control Panel just fine, but then you cannot format any of your 3.5" drives in the system, Period (a Big pain if you simply back-up a disk onto an unformatted disk)! I also have a hard drive and it apparently affects the access to that too, because all of a sudden, many of the programs I had installed on the drive refused to work and just crashed instead (Paintworks Gold, King of Chicago, Instant Music, Music 2.0 etc.).

Deleting the Applied Engineering cache from the system folder finally took care of the problem, although I still had to reinstall many of the hard drive programs, probably because of the cache problem. Anyone had a similar problem with Diversi-Cache?

from Harry Bacas on 12/24

John, why use any other cache than the one provided with GS/OS? As far as that goes, why use any cache at all? I haven't been able to see any benefits from it and have turned it off. I was influenced by a lot of chatter from "knowledgeable" people on GEnie who seemed to agree it was pretty useless.

from John Khoury on 12/25

Harry, to the best of my knowledge, the cache in GS/OS is supposed to speed things up a bit as far as disk access is concerned. I really couldn't see the difference, even though I keep the NDA cache set to 320k (not 32k). I decided to try the Applied Engineering cache because of claims that it speeds up access to the 3.5" drives from 3-5 times as fast in read and write mode. Personally, I never noticed a difference with that either, but I did notice the other problems that cropped up.

Diversi-Cache (with the Diversi-Tune program disk) on the other hand, DOES show a noticeable speed up in access on all accounts, only trouble is, it's on the disk, and can't be transferred to other programs.

from Dale Smith on 12/30

There's a version of Diversi-Cache in the GS Misc area (I think) that is a separate SYS file that will run with any ProDOS. Just make it the first .System file on the boot volume. I really like Diversi-Cache because you can warm boot without blowing it away — on the other hand if you Do want to get rid of it, you Have to cold-boot (or the equivalent). Also it will handle either or Both 3.5 drives depending on how you configure it — no help for hard disks or 5.25's though.

New Prosel 16?

from Dale Smith on 01/02

The following is from Genie via the AZ Apple Tree BBS:

There will be a ProSel-16 (GS specific) released on about Feb 1. List price will be $60, with a one-time update fee for current owners (not including the Sider bundle) of $20, and thereafter $10 for updates. This version will be supplied on 3.5" disks only.

I do not know whether this version will become available via the encrypted updates as did the previous version Yet. I'll keep you posted as I find out. I "think" the above message means that if you are a current owner of ProSel you can upgrade to ProSel 16 for $20.

What A Blast

from John Khoury on 12/27

Here's a quick little review of the Sonic Blaster for the //GS, from Applied Engineering. Although the board I got from the company seems to have a few quirks, probably due to the fact that's it's a brand new product (the left channel Always emits this very irritating hum no matter what the volume level), I found it to be an excellent product. All game and music products which use stereo, even the ones which say they use the MDI Ideas stereo card, work perfectly with this card. It is a very powerful amplifier if you want to drive unamplified speakers, or in the case of amplified ones like the Bose roommate speakers which I tested it on, just turn down the volume.

Except for the fact that the left channel is too noisy (I'm returning it for a replacement) all the stereo software I could find (Music 2.0, Instant Music, Diversi-Tune, Tomahawk, Alien Mind, etc.) is completely compatible with it. In fact, any software that uses the Ensoniq chip in the GS, whether it is stereo or not, will at least be amplified by the board, since it is hooked directly to the seven-pin audio connector on the GS motherboard. On the other end of the spectrum, the software that comes with it for digitizing and playing back sounds is excellent! Simple to use, it's set up like a tape recorder with Stop, Play, Record, and Pause buttons you use the mouse to control. The playback and record levels are also controlled via the mouse. VU meters are right there on the screen for testing sound levels before inputting sounds, and you have the option of recording or playing in stereo or mono via the pull-down menus. Another neat feature is the oscilloscope. It actually shows you what the sound wave looks like via the oscilloscope screen, and lets you tailor your sound input so that it doesn't clip at the top and bottom of the spectrum. There is a pull-down menu for special effects like echo, amplify, play backwards, fade-in/fade-out etc..

Those are the general features of the program. It is very accurate in reproducing any sound from voice to CD. The only limitation depends on how much memory you have to store the digitized sound, and the resolution rate it is recorded at. The lower the resolution, the longer the play time, but the less the sound quality. Although, even at the highest playback rate, it is not CD quality, it is still acceptable.

The sample sounds which come with it are cute and give you an idea of what it can do, although many of them sounded like some engineer stayed up on Saturday morning and recorded the samples, to meet a deadline. Most of the sounds I have stored on disk, are also easily played thru the digitizer. Only thing you have to do is try and match the original playback rate. (Takes about 10 seconds.) All in all, it is a very powerful and easy to use program, even for the novice.

Installation is a snap! It installs in either slots 1,2 or 6. (If you have a modem or printer in slots 1 or 2, you must go to the control panel and change it to "your card" before using Sonic Blaster.) The input and output jacks are mounted on a plate which you mount to an opening in the back of the GS. They are mini-stereo plugs, the type found on most "Walkman" radios today, and the type the Bose roommate speakers use. Next, plug in the board in the respective slot, then connect the Input/Output cable to the Ensoniq audio connector on the motherboard (right next to the speaker connection). Set the volume level accordingly.

Feel free to ask me if you have any more questions. It can be found mail-order from $98.00 to 109.00.

➥ 63 **Letters**

removable storage with a dual hard drive with 120Mb fixed and 45 Mb removable, at a list price of $3,750. Oh, did we forget to get a monitor and keyboard? That'll be about another $1,000 or so. We're still left without a Digital Signal Processor, no Display PostScript, no CD-quality sound, and only a math coprocessor chip. Plus, A/UX is not the kind of interface Mac users have come to expect. Even if the retail price of a NeXT computer was as high as $10,000, give or take a thousand, it's still a far cry from $17,650, and we haven't even bought any software except HyperCard for our Mac yet!

To summarize, if someone handed me ten grand right now, and said "go buy yourself a computer", I'd wait six months for NeXT, or I'd knock down the doors at NeXT, demanding a beta release.

Carl Aron

MacIntosh Bits and Bytes

By Lynn R. Trusal

First Impressions of OmniPage

I recently had the opportunity to use the new OCR software package by Caere Corp. called OmniPage. This report is only some first impressions and is not meant to be a review of this package. OmniPage was announced at MacWorld in Boston and appears to correct some of the problems with previous OCR packages.

OmniPage currently only directly drives Apple and Hewlett Packard scanners but can import uncompressed TIFF files scanned with other scanners. Its major disadvantage is the need for over 3 MB or RAM to operate.

To test the program, I scanned a printed page using a MacScan scanner, saved it as a TIFF file and opened it up in OmniPage. The "recognize" feature then loaded the image file and began character recognition. Reading and conversion of one page took from 2 minutes to 15 minutes depending on the quality of the type. OmniPage is font, font size and type style independent in that it doesn't need to be taught to read new fonts. This is one of its major advantages over the competition.

The 15 minutes necessary to convert a page from scanned image to text file was largely the result of less than ideal quality of the original which was government message traffic (all Caps). The lightness of some letters and the impartial formation of the descenders of some letters complicated the process and the end result was unreadable. This was in contrast to another page of all Caps material from a database print out (not dot matrix) which was cleaner and which took 2 minutes to load and convert the page with only several errors. The first page of a scientific article took 30 seconds to convert but had trouble recognizing italics type.

OmniPage is able to recognize multiple columns and not mix up data from each column. The text from each column is placed in a single column after being converted to a text file. It is also able to recognize graphics on a page with both pictures and text and successfully ignore the graphics. This is another big advantage of OmniPage.

I was then able to cut and paste or open directly the converted text file in several popular word processors. The one problem I did run into was that all the government message traffic is in all Capsand must be converted to lowercase for inclusion in standard documents. Unfortunately, both FullWrite and Microsoft Word do not make such conversions so I used WordPerfect to make the switch. It was nice that WordPerfect retained the capital letter of the first word after each "period."

> ***"The bottom line for OmniPage was the better the quality of the original the better the end result"***

This precluded the necessity of having to go back and do this manually. Although this was a plus, it also recognizes all periods and not just those at the end of a sentence.

Another significant advantage of OmniPage is its ability to permit the user to choose which text on a page should be converted and which should be ignored. Even the order of conversion of separate paragraphs can be determined by the user. Converted files can be ASCII, ASCII with carriage returns, MacWrite or Excel compatible.

Overall, I found OmniPage to have lots of potential but some features were missing such as a windows command to bring multiple open documents to the front of the screen. *The bottom line for OmniPage was the better the quality of the original the better the end result.*

It is clearly an OCR software package with much promise and in my opinion the best one on the market at this time. Unfortunately, much promise does not come cheaply since OmniPage has a list price of $795.

The company told me that they were addressing the problem that currently only two makes of scanner could directly access OmniPage. Direct access is very desirable since it greatly speeds the conversion process and drastically cuts down on the needed hard disk storage space. Uncompressed TIFF files are close to 1 MB for a single page scanned at 300 dpi.

Suitcase II

I recently paid $25 to upgrade to Suitcase version 2.0 which also came with Pyro 3.0 for the same upgrade price. Keep in mind that Pyro is now a separate retail product selling for $25. New features include the ability to view and open separate DA, font, F-Key and Sound files. Version II permits the user much more control over various options including the ability to have font names appear in pull down menus in their actual font styles. You can alter the number of open suitcase files that can be accessed at the expense of less memory. It is also no longer necessary to place suitcases in folders which have a specific name. Several other useful utilities for fonts and compression of files are also included.

More recently, it came to light that Pyro 3.0 has some bugs that cause it to not work properly during printing and for the cursor arrow to flicker in its dimmed mode. There is a new version 3.1 that has been released to fix this problem.

If you currently use the original version of Suitcase you will find the upgrade to version II well worthwhile.

Relationship of Bits/Pixel to Gray Scales

With gray-scale editing capabilities it is important to understand the relationship between bits per pixel and gray-scale capability. The following list explains this basic relationship.

1. 1 bit/pixel 2 grays (black&white)
2. 2 bits/pixel 4 grays
3. 4 bit/pixel 16 grays
4. 6 bit/pixel 64 grays

5. 8 bits/pixel 256 grays

The Apple Scanner is a 4-bit scanner (capable of 16 levels of gray), while the Hewlett Packard ScanJet is capable of 64 gray levels (6-bit). Other scanners such as the top of the line MacScan (New Image Technology) give full 256 gray scale capability of the Apple color monitor by being an 8-bit scanner.

Prior to the Mac II and its gray-scale (color also) monitor, grays had to be simulated by use of a technique called "dithering." Display of true gray-scales gives an obviously better image but the cost of improved quality is measured in increased memory requirements. An 8-bit image has 8 times the amount of data associated with it compared to a 1-bit or black and white image. It is not unusual for an 8.5x11" gray scale image scanned at 300 dpi to take close to 2 MB of memory. It's easy to see that can eat up a hard disk fast.

It is also important to remember that the LaserWriter is probably only capable of doing justice to a 4-bit (16 grays) image and that is the reason an Apple representative gave me for Apple's releasing only a 4-bit scanner compared to 6 or 8 bit ones of the competition. In actuality, the LaserWriter at 300 dpi is able to print up to 26 shades of gray. Use of the Linotronic or CompuGraphic typesetters is needed to get the full output quality from an 6 or 8 bit scanned image.

I would refer readers to several recent excellent articles in *Publish* and other Macintosh magazines which do a better job of explaining gray-scale and related matters should you desire additional information.

Bitmapped versus Object Oriented Graphics

The terms "bitmapped" and "object oriented" graphics are common terms to most Macintosh users but are also the subject of many misconceptions and problems. I hope to clear up some of the misconceptions without creating new ones.

Bitmap graphics (e.g., MacPaint) consist of many dots that are represented on the screen as "pixels" or picture elements. Each pixel is stored in memory as bits, the number of which varies depending on the amount of gray-scales or colors present (see above article). Such bit maps are notorious for being memory hogs, but they give the user extraordinary control over their editing.

Each pixel or dot of a bitmap may be turned "on or off" or have its gray scale changed independently from other dots—a powerful feature but it has the disadvantage of never being able to get more resolution than you started with, which is 72 dots per inch (dpi) or the resolution of the original Mac screen. Thus, a 72 dpi bit map does not print at 300 dpi on the LaserWriter. For the same reason, enlarging bitmaps results in distortion and appearance of the dreaded "jaggies."

Object oriented" or vector graphics are not stored as bitmaps but are described by algorithms which depict the mathematical description of the total object rather than its individual dots. This permits easy manipulation of entire objects (e.g., circle, squares) not possible with bitmaps but, does not permit manipulation of individual pixels that make up the object. Object oriented graphics (e.g., MacDraw) permits resizing, making lines darker, changing fill pattern and grouping of objects very easily.

How many times have you wanted to use the eraser tool to change an object or enlarge a bitmap while retaining its resolution? Programs such as *Super Paint* and later *Canvas* sought to combine the features of both type of graphics into the same program. *Canvas* offered a more transparent combination of bitmaps with vector graphics than did the original *Super Paint*, but this integration is not always perfect. Hopefully the best software programmers will continue to perfect this most important integration of both graphic types.

MacDraw II is a Hog!

MacDraw II is a hog, a memory hog that is! If you use both the original MacDraw and now MacDraw II you have noticed that PICT files created in the original MacDraw or another application may not open in MacDraw unless you increase the amount of memory allocated to MacDraw II using the "get information" command.

I found it necessary to sometimes use 2 or 4 megabytes. Saved PICT files in MacDraw II also take up more memory. This increased need for memory is due to loading the entire document into RAM which is the reason that MacDraw II is much faster than its predecessor.

Although some important changes have been made in MacDraw II, it has a long ways to go to be a better object oriented graphics program.

The Scores Virus. Is it Gone?

If you were infected with the Scores virus and successfully got rid of it, don't assume it won't rear its ugly head again. If you were never able to find its origin and also use an extensive collection of floppy disks, periodically examine the shape of your Scrapbook and Note Pad icons. If they resemble a page with a turned down corner and not miniature Macintosh icons, you may be reinfected.

Get a copy of Vaccine and install it to detect reinfection and use Ferret, Kill Scores, Virus Rx and other anti-viral programs to remove it. Keep in mind that if you normally use the "By name, size, or date" options to list files on the desktop, you may miss noticing reinfection. It is necessary to change the listing to "icon" using the "View" menu on the desktop to be sure what shape your icons are.

The name of the creator of the Scores virus has still not been released but evidently Apple and the FBI know who the individual is. Hopefully, it will be made public soon and appropriate action taken to discourage such acts again.

Airline Liability for Computer Loss. Are You Really Covered?

Don't assume that airlines have the same liability for computers checked as baggage as they do for your clothes. A computer artist named Joni Carter had $2,500 of computer equipment lost by Pan Am airlines. Pan Am would have been liable for up to $1,250 for lost clothing but does not accept any liability for computers, cash, jewelry, camera equipment or similar valuable items. United Airlines doesn't mention computers but says it is not liable for electronic, video or photographic equipment. American Airlines also doesn't mention computers, but does exclude

cameras worth more than $100.

While the federal government sets standards on what amounts airlines are liable for, it does not tell them what they have to cover and that is apparently up to the individual airline.

Even airline employees may not know the rules and the traveler may only find out the hard way after making a claim. If it doesn't fit under the seat, you may be taking a big chance. Contact your personal insurance company and see if you are covered for such a loss before taking your Mac on an airline trip.

Airlines may charge you an additional fee if you claim transport of a valuable item prior to boarding but it might be worth the cost. Remember the "friendly skies" might become "unfriendly" very quickly. (Source - USA Today, November 28, 1988)

New Macintoshes for 1989

A recent article in *PC Week* contained some information about the new Macintosh models to be announced in 1989. A new Mac SE model with a 20 Mz, 68030 CPU, 2 MB RAM, and a 40 MB internal hard disk will be announced early in the year. Other new models will include a floor standing model (tower Mac) based on the Macintosh IIx with only three Nubus expansion slots compared to the current six and a higher performance 25 MHz CPU. The current Macintosh IIx still runs at the same 16 MHz of the original Mac II even though it contains the 68030 CPU.

The last new model would be the long awaited portable Macintosh with the active-matrix display. It is expected to be based on the 68HC000 version of the original 68000 which uses CMOS (complementary metal oxide semiconductor) technology with lower power requirements. The expected announcement date has been moved back to October 1989 due to problems with the battery and quality control of the display.

The active-matrix display has never been used before for a computer display but is currently used in 1 to 3" color and black and white televisions manufactured by several Japanese manufacturers. It has superior display qualities because every pixel on the screen is controlled by 1 or 2 transistors but that increases the manufacturing quality control problems and ups the price of any product which incorporates such technology.

If these developments prove to be true, it may signify a movement by Apple away from the 68000 and 68020 to the new 68030 chip made by Motorola. Such a move will facilitate multitasking, use of Unix and increased performance. (Source - *PC Week*, November 28, 1988)

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

Correction

In January's Journal Lynn reported erroneously that Clinton Computers was sold to ComputerLand. In fact, Clinton has become an independent ComputerLand franchise. The ownership and management of Clinton has not changed.

Mac Graphics
Drawing BIG in MacDraw II

By Jess Porter

MacDraw II has the capacity to create drawings measuring 100 by 100 inches. This is equivalent to 140 8 1/2 by 11 inch pages. I made a flow chart on 24 pages, measuring 4.6' X 5.9' continuous roll plotter. I will explain in detail the problems I had in creating and printing this flow diagram. I will also cover the problems associated with making changes in a drawing that is this big.

I created the chart on a MAC SE, with 20 Meg hard disk, with 1 Meg. of RAM. I printed it on a MAC II, with 5 Megs. of RAM. The document itself is 90K. I printed it on a Brunning, ZETA 836A, a 36" wide pen plotter

I have two full years of very heavy MacDraw experience, so the problems I encountered in initially creating this chart were not great. The main problem I had was with connecting some of the arrows that traveled from one block on the page to another block, down past parts of the flow, over and up to its destination. There are numerous arrows. I had to reduce the file to fit it on the screen and make a mental note of where the arrow was going to. Then I had to enlarge the image on the screen

"Most of the problems were in plotting the chart"

to 100 percent so I could draw the lines. It took a lot of concentration to draw the lines, because I had to concentrate on what I was doing and visualize the image of where I was going. Periodically I got confused while drawing the lines, and had to reduce the image again to see where I was going. Frequently I had to start over. Also, it takes a long time to keep shrinking and enlarging the image.

I completed the chart in one and one half days. I printed it, proofed it, and made the author's corrections. The corrections were minor but still took almost four hours to make. There was a lot of wrapped text to correct, some arrowheads in the wrong direction, and two of the long lines were wrong. It was those two lines that took the longest to correct, because of all the enlarging and reducing of the image involved.

Most of the problems were in plotting the chart. To see how others handled printing problems, I called three professional printers who use Macs. But none of them had the capacity to print three feet wide continuously.

My first proof print came out fine, because it was printed in all draft quality. However, after the first print, the process changed. Each time I made a print, it almost never took less than one hour to do. From setting up the paper until print completion was a slow process. One of the problems was my own

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Mac Answers Q&A

I have the original 128K Mac or the 512K Mac. Should I upgrade or try to sell what I have ?

Not having a counselling or marketing license, we do not recommend what others should do. In fact, our spouses make most of our decisions for us !

We advise that if your old Mac, you 128K or 512K Mac, meets your needs stick with it! But there are at least four major "negative reasons" you should consider in making your decision.

(1) Both of these machines have the earliest 64K Read Only Memory (ROM) instructions sets in their motherboards and many newer programs are not able to run on such machines. (The Mac Plus has a 128K ROM instruction set and the Mac SE and MacII's have 256K instruction sets.) (2) They also have limited Random Access Memory (RAM) capacity and some newer programs may not be able to be run on your older machine for that reason. (3) The older machines were underpowered and rather slow; they had a minimal 65W power supply and a notoriously flaky "flyback switch" problem which caused breakdowns. In addition, both the CRT itself and the many solder joints in the machine may be wearing out by now since the life expectancy of the earlier Macs was not very high. Lastly, (4) you are "ceilinged" in terms of where you can go with your machine. Almost all newer, more powerful software is designed for newer machines.

You can always upgrade your old Macs into more recent vintage Macs. For instance the best and most highly recommended upgrade is to the make your Mac a 512KE (Enhanced) Mac; that buys you a newer 128K ROM motherboard and an internal 800K Disk Drive (twice the quiet, twice the speed of the 400K disk drive,) for about $280 available from any authorized Apple dealer. For slightly more ($700 range) you can can make your machine "a Mac Plus" in terms of of a one megabyte RAM capacity but without the SCSI (Small Computer System Interface – pronounced "scuzzy") port which will limit the type of hard disk you may wish to purchase in the future. Buying a SCSI port is about $100.

Still other, more elaborate upgrades are available from companies such as Dove to give you a range of upgrades including increasing your RAM capacity.

The bottom line is that you have a range of choices to make. Because we use and need a broad range of newer software programs, our choice would be to sell the older Mac for whatever we could get, and then upgrade to an SE or IIX. (Check the Washington Post ads to get a sense of market resale value of older Macs.) Sorry, folks, but you've got to make your own call on this one.

I want to use a good electronic bulletin board such as the Twilight Clone (946-5032) in Rockville, Md., but I don't know what kind of modem (or what they are) to get and what kinds of telecommunications software I should get. Can you help me ?

There are several excellent buys in modems. At least two manufacturers sell 2400 baud modems for under $200 (ZOOM being one of them). The baud rate refers to the speed of the modem in 'bits per second'. The higher the baud the faster the exchange of information. High baud rates are not needed for just typing in messages but very helpful when 'uploading' (sending) or 'downloading' (receiving) data. Most all BBi and commercial services support 2400 baud. Many BBi, including the Twilight Clone, support 9600 baud. Beware of 9600 baud, though. There is no universal standard format so that a 9600 baud modem from one manufacturer may not transfer at 9600 baud to another brand. This is not true of the slower speeds. Technology leapfrogged from the 2400 baud speed to the 9600 speed; there are virtually no BBi or commercial services that support 4800 baud.

As for software, you can use public domain programs such as ZTerm, MiniTerm, TermPlus, MCS, etc., or you can spend a few dollars for a commercial program. The commercial ones generally offer 'bells & whistles' such as automatic log-on procedures, phone directories and a host of telecom protocols. This latter may not be of any interest unless you are trying to tie into a mainframe computer for the purpose of exchanging files. Automatic log-on is a blessing if you expect to do any regular BBi activity. You just select the place you want to dial from a menu and the program dials the modem and completes the log-on procedure for you.

There are several Macintosh-oriented magazines available, but I don't know where to get them or which one to subscribe to. What's the best one in your opinion?

We have a real preference for Macazine, with MacUser not far behind. The fact that one of us is writing semi-regular columns for Macazine in no way influences our opinion that they are a very intelligent bunch. Seriously, Macazine has about the highest copy to ad page ratio and they 'tell it like it is', panning poor products when appropriate. MacWorld is very low on our list. They use a great deal of white space, costly but not very informative. Every product they review is rated 'superlative' and the copy to ad page ratio is abysmal.

I've owned my Mac for two years now, but I am still mystified about why it does some things that it does. Does it pay for me to take a beginner's tutorial for the Mac such as the one given by WAP ?

By all means, attend the WAP three evening beginners tutorial. Take any one or all three. While you don't have to take all three the first month, we do recommend taking them in order since each course assumes knowledge from the previous ones. The fact that we are among several teachers of these tutorials in no way affects our unbiased view that they are very helpful (and pretty reasonably priced). ➥ 81

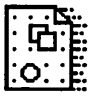
➥ 77 **Draw BIG**

newness to operating the plotter. In the beginning I had to have someone start the paper for me until I learned, and I am still slow at doing that. The paper has to pass over two plastic sprocket advance wheels. The sprocket on the left is on a spring, which pushes over to the right to line up with the left side holes in the paper. Also there are two metal paper guides by each sprocket. Unless you are putting in the paper for the first time, it is very difficult to get the paper under the guides, push the left sprocket into place, and line up the holes. I can now thread the paper, but still encounter problems. If the sprocket holes are ripped, you have to scissor off the ripped section and begin again.

After aligning the paper, I have to make a couple of print option selections. There is draft quality and final quality for both text and graphics. The first proof print was fine, because I printed both text and graphics in draft mode. However my 5 meg. RAM MAC II would not let me print both final quality text and graphics, so the author wanted final quality graphics, because some of the boxes in the flow chart were bigger denoting major ideas and were 4 points thick.

As I stated earlier, I am still making changes and reprints. My most recent problem, although I have already printed the chart successfully, is that the plotter prints part of the chart, gives me an insert paper message, and starts printing again on top of the first half. I printed one with both text and graphics in draft mode, and will go back to draft text and final graphics, to try and solve the problem.

Jess Porter is an IBM and now (religiously) Mac user doing mostly proposal graphics. He would appreciate any feedback and would be happy to answer any further questions at 240-2017 or at P.O. Box 3112, Gaithersburg, Maryland 20878.



MacNovice Column

© by Ralph J. Begleiter

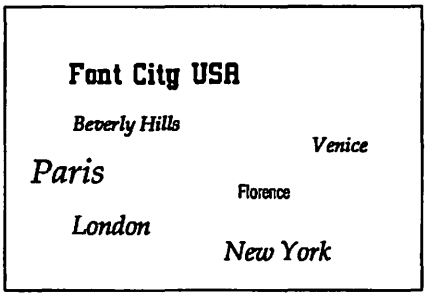
Take Advantage of those Fonts!

Among the most disappointing observations I have made recently when reviewing the work of new Macintosh owners is the limited creativity and personality they impart to their word processing documents. Nearly every MacNovice document you see is created in the Mac's "Geneva" font, a simple, clear typestyle to which most MacNovices "default" in their initial documents.

Many novice Macintosh users default to the "Geneva" font because their Mac automatically chooses it in the absence of any other instructions. Other users *are aware* they can change fonts, but are too timid to try it. Still others are daunted by the somewhat intimidating process of *installing* new fonts in their System File.

Perhaps the saddest cases are those MacNovices who have recently parted ways with other computer systems which simply don't make a variety of typestyles available as easily as the Mac does.

You're using a *Mac* now... liberate yourself from the typestyles chosen by a computer manufacturer! Choose a typestyle ("font" in Mac lingo) which expresses your own style, or which represents the tone of the document you're writing.



Even the Mac's *basic* selection of fonts offers plenty of variety. Try "New York" for a formal appearance, or "Venice" for an informal note. "Athens" makes nice headlines in memos. And "London" offers an "olde English" style of calligraphic type for addressing invitations.

But take a look at some of the *other* fonts available on WAP disks or in software stores. ("World Class Fonts" by Dubl-Click is an outstanding example.) Here, you'll certainly find a font to fit your personality.

Perhaps one of the most *functional* font collections is an inexpensive shareware product called "Beverly Hills." It's a single typestyle offered in a large array of sizes, useful for everything from everyday text to headlines. "Beverly Hills" is similar in appearance to Apple's "New York" font, but "Beverly Hills" has been carefully crafted so that most of its characters print extraordinarily well on the ImageWriter, the printer most of us use with our Macs.

(Incidentally, if you use a LaserWriter or similar printer, your font choices are equally vast, but laser fonts are created and used differently by your printer. If you use a laser printer, you must choose from a *different* selection of fonts.)

To help you select a font that's right for you, don't hesitate to experiment. Create a document in which you *deliberately* mix a wide variety of fonts. Create a paragraph for each different font. (A few words are simply not enough to make an intelligent choice.) Select each paragraph (by draging through it with your mouse); then choose a font to apply to that paragraph from the **font** menu. Choose several different *sizes* for each of your choices.

Now **print** the document on the printer you use regularly, using a good ribbon (not necessarily a brand new ribbon). Print it *twice*: once in the "**faster**" mode and once in the "**best**" mode.

Examine the printout carefully. Compare the attributes of each of the

Seekin a PC ?

Now virus-protected 3 ways!

Choos Smart Computer

by Bud Stolker

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

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

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

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

No wonder confusion reigns.

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

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

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

We'll be around after the sale, too, to make sure you stay up and running. We believe in our systems and we believe in our clients. Our success is due to people like you: intelligent, computer-literate, value-conscious.

We stay in touch with PC technology in order to serve you. Our goal is to give you the greatest payback from your investment in a PC. Whether you want the hottest new computer or a basic floppy disk-based PC, we take pains to make sure you get your money's worth.

So give us a call when you're ready to buy a personal computer or upgrade your existing system. Ask us for a free consultation. We may have a solution just right for you. (If not, we'll tell you.) Check with us and see if you agree that *a custom-tailored personal computer from Landmark Computer Labs is the best buy you can make.*

Landmark Computer Laboratories
Suite 1506
101 South Whiting Street
Alexandria, Virginia 22304

Telephone (703) 370-2242 ☎ SourceMail TCB076

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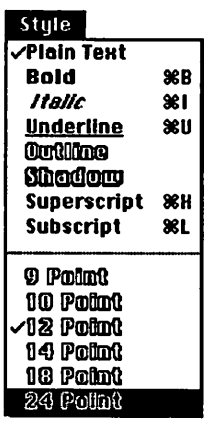
fonts you've sampled. Does it print well? Is it easy to read? Is it too "stuffy" or too informal? Is it "you?" Which size is right for your documents?

Speaking of size, remember that the Mac uses a trick to create better quality printouts on your ImageWriter: The Mac uses a font *twice the size you've selected* to create its printout. The double-sized font is compressed by the computer to create the size you've chosen in its best quality presentation. This Macintosh trick means *you must have available to the Mac font sizes twice as big as the ones you actually choose.*

So, if you decide to print your document in "Beverly Hills 12," your Mac must have available to it the font file "Beverly Hills 24" for the best possible printout. This is an important rule to remember when you proceed to the next step... installing your chosen font in your Mac.



By far the simplest way to install (and remove) fonts from your Mac's System File is to use one of the two commercially available font-and-desk-accessory-handler programs— Suitcase or Font/DA Juggler. These programs, once installed in your System Folder, make choosing new fonts truly a breeze. Installation instructions included with each of these programs are easy to follow. Once they're installed, you'll rarely have to bother with any tricky font installation again.

These font-handler programs essentially allow you to merely insert a disk containing any font (or desk accessory) and *immediately use* the font (or DA) in any documents you create using any application program (word processing, spreadsheet, database, graphics, etc.). Both of these programs allow you to use and discared fonts at will, *without ever making changes in the basic operating System File* of your Mac.

Short of using one of these efficient programs, you can install new fonts directly into the Mac's System File. Use the Apple "Font/DA Mover" included on your computer's "System Tools" disks. (The Font/DA Mover's icon looks like a moving van carrying the letter A.)

Font/DA Mover

Be forewarned: using the Font/DA Mover can be confusing. Apple still hasn't made the font installation process very "friendly." There are no icons involved. Just a full-screen dialog box which invites you to **open** the System File in which you want to install or remove fonts, **open** the Font Files containg the fonts you want to use, and **move** fonts between the System File and the Font File. The Font/DA Mover displays a sample of any font you select so you can recall a font's appearance.

Despite my warning, don't be discouraged. You really can't "break" anything by experimenting. Always work on a *copy* of your System File, *not* the original System File on your System Tools disk. That way, in case you *do* make any mistakes, you can start fresh with a clean copy of your original System File.

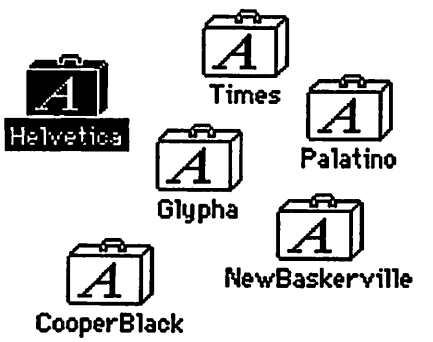
Once you've installed the fonts (and all their sizes) you

want, restart your Mac using the newly-modified System File. You'll see your new font choices appear under the font menus of all your applications.

Remember that varying the fonts you use isn't just a "frill." It's a tool to make your documents more readable and more representative of your own style. Changing fonts is part of the process of communicating your ideas.

One more caveat: Don't overdo it. Convey your style through the font you choose for a document; *don't use a dozen styles through a dozen fonts in a single document.* Too many fonts can make a document look silly. They make a document difficult to read. They distract attention from the ideas you're trying to convey.

Choose your fonts thoughtfully and apply them judiciously. You'll gain new respect and individuality for your Macintosh-produced documents.



➥ 78 Q&A

When I insert the diskette with my 300 page dissertation on it, the Mac says it is unreadable and asks if I want to initialize it. What do I do?

1) Don't initialize it.
2) Find your back-up copy.

Say, you don't have a back-up copy....

3) Cry.

Seriously, all may not be lost. There are several excellent scavenger programs that might (we say only might) be able to save you. Perhaps the best such utility is 1st Aid Kit HFS. Alternatively, you can try SUM or PC Tools. Each of these has several utility programs which have as a purpose the extracting of files from 'unreadable' diskettes. Usually when you get the nasty message, the diskette is not seriously damaged. Often it is only one critical area of the diskette, a single sector. If this is the case, one of these utilities will do the job.

.....by Raymond Hobbs

Finally, A Learning Curve Worth Climbing — Finale!

"Naturally, I got it."

The numbing shock of **Finale's** price ($1000, checks made payable to Coda Software, Inc.) is offset to some extent by the memory requirements of the package - it can't cost more than your computer, because you need a RAM upgrade which will boost the cost of your Mac, whatever the model to over a grand. Any purchase of software at that price, however, makes you cower and wonder "If I hock the kids and the car for this thing, will it do what I want it to?" The heck of it is, I don't know. This package is one of those things that tries to be all things to all people, and there are those who say that it succeeds. It has such a long learning curve, however, you really don't know before you get the thing how it's going to work out. So naturally, I got it.

The package is so big (five disks, over 500 pages of documentation) that Coda has developed its own shorthand language to express what to do to get it to do what you want it to do. This thing is the home of the Whopper. It's the VersaCAD of the music world. It's either Mike Tyson or Robin Givens, War or Peace. I contemplated using MacProject to map out my attack on the *tutorial*, for Pete's sake.

> ***"If I hock the kids and the car for this thing, will it do what I want it to?"***

I really want to write a complete review of the product, so that those among you who are willing to shell out a grand for a music program will have some forewarning of what kind of bang to expect for the bucks. Such a review will, however, be a little on the long-ish side, and I doubt that the Journal's kindly editor will grant me 40 of the Journal's 80 pages for my literary efforts. Therefore, I am taking the low road: I will report on this pilgrim's progress over the next 60 days on the learning curve. For now, I will report what the package *says* it will do, and later I will tell you if I was able to get it to do those things, and at what cost.

Finale is basically a music notation program. Thus, it is in competition with such stalwarts as **Concertware, Deluxe Music Construction Set, Engraver** and **Professional Composer.** Right off the bat, the first two are knocked out by Finale, which is a heavyweight. **Concertware** and **DMCS** are entry-level systems, and not designed to put a large dent in either serious music notation or in your wallet. **Engraver** and **Composer** do not drop out so quickly, however, even though **Finale** combines sequencer functions along with its notational capabilities. Let's see what **Finale** can do in the notation world.

Users of computer-based notation programs are used to the basic method of entry - select note duration from a tool palette on the left, then click on the proper line on the grand staff at the right. **Finale** is no different. However, in addition to the expected keyboard shortcuts for selecting note duration, also present in other packages, **Finale** automatically puts ledger lines above and below the staff *carried by the cursor* as you seek the right spot to place the note. This makes note entry above and below the staff considerably easier. The screen is not redrawn after each entry, except to place the note where you clicked. Screen redraws (a time-consuming operation at best) are minimal until you request them. Note stems are invariably (in my limited experience) placed the right way. If you wish to change the direction, you may. Beamed notes have the stems pointed

properly, even when the beam crosses between staves. Beams, by the way, can be sloped or straight, and measures may be resized to the user's wishes in order to ensure readability. Ties connect properly, even across bars and pages.

Notes may be dotted until the user gets giddy. Staves may be placed any distance apart. Ledger lines may go to the attic if the user wishes. Ornamentals are not only drawn correctly and at the right spot, but *they work!* Even diacriticals are operant when the music is listened to. Coo!

"This thing is the home of the Whopper. It's the VersaCAD of the music world. It's either Mike Tyson or Robin Givens, War and Peace..."

This much I have tried already. What I haven't done is to enter music from my MIDI keyboard. Coda says that I can play the music in and Finale will notate the stuff - pip! - up on the screen within a few beats of when I play it.

Finale is also supposed to keep track of up to 32 channels, with one or two channels being assigned to each stave. Other data (besides notes and such) is claimed to be enabled, so that I can also write in or out MIDI controller, pedal, wheel and patch change data. During the next month, I plan to test out these claims. It won't be easy - I'm only on page 81.

by Raymond Hobbs

MORE and MORE II

Want to try a really difficult journalistic assignment? Try writing a review of MORE or MORE II (Living Videotext, from Symantec) without using the word "more" in the review except as the product name. Even the first sentence is a jaw-clincher: "MORE is an outlining program, with desktop presentation capabilities added but when used, it becomes ____ than just that." A real problem, but one that I encountered time and again as I found ____ and ____ features in the package. Using MORE, the user can organize, synthesize, stylize and present his/her ideas in numerous ways.

MORE is one of those packages that you have to "get into" to make good use of it. It doesn't operate on the safe, intuitive level hawked by so many Mac products - I could barely find my way around the "Read Me" file without diving into the manual, and without studying the manual, MORE not likely to deliver anything substantially different than a DA like ACTA. As a matter of fact, the first chapters of the manual (tutorial) involve using MORE just like a DA, to keep a daily "To Do" outline of activities. It is only upon beginning the second part of the manual that MORE's power begins to unfold, and you gets a glimpse of how far this package can take your idea processing.

Basic Outlining

Constructing an outline in MORE is performed in much the same manner as constructing a computer program using top-down programming techniques. It is also easily accomplished, thanks to MORE's built-in editing functions. Simply open a new document, enter the title line (the outline name is the first "heading") and MORE will automatically indent and prompt for the next line, a subheading of the outline. You may either enter all subheadings at the same level, or enter all outline items under each subheading at once:

```
MyOutline          MyOutline
  Heading 1          Heading1
  Heading 2            Subheading1a
  Heading 3            Subheading1b
  Heading 4          Heading 2
     ⋮                  ⋮
```

MORE makes it easy to place outline data on the correct place on the line by providing quick left and right indentation keys (command-R and command-L for right and left indent, respectively). Data may be filled in later by selecting an insertion point and entering the data, just as in any decent word processor. Once the outline has been completed, it may be viewed at any level of detail by expanding or collapsing to the desired level of detail. For example, the outline

```
MyOutline
  Heading 1
    Subheading 1a
      Subheading 1a1
    Subheading 1b
    Subheading 1c
      Subheading 1c1
      Subheading 1c2
  Heading 2
  Subheading 2a
  Subheading 2b
    Subheading 2b1
    Subheading 2b2
  Heading 3
    Subheading 3a
```

can collapse to either of the following:

```
MyOutline          or    MyOutline
  Heading 1                Heading1
    Subheading 1a          Heading2
    Subheading 1b          Heading3
    Subheading 1c
  Heading 2
    Subheading 2a
    Subheading 2b
  Heading 3
    Subheading 3a
```

Similarly, either of the above outlines can be expanded back one or two steps to view the details of the outline. These operations can be made either

globally for all subheadings, or locally to affect only one or more subheading.

Editing Outlines

Cut-and-paste operations are available, as in most Mac applications, but with a couple of twists: MORE allows multiple outlines to be open simultaneously, so portions of one outline can be quickly pasted into another, and if that isn't enough, portions of outlines can be saved to disk for later recall, enabling the user to quickly create custom outlines from pre-entered template parts. If you save these parts as template files, they can be retrieved under MORE's "Templates" menu. MORE also allows you to reorganize outlines by "promoting" or "demoting" headings, which has the effect of moving them to the left or right in the outline, respectively. If you just want to take a peek at the detail of a particular heading, though, you may use MORE's "hoist" command to put the data in a special window at the upper left corner of the screen, while keeping the current format of the entire outline intact. Once you are through working with the hoisted part of the outline, you may "de-hoist" it, to make the window go away. Further editing capabilities are available, such as the ability to "clone" a heading, which will not only make a copy of the heading (and subsidiary data), but will pass changes made to the clone along to the original and all other clones, too. Cloning works whether all subsidiary data is visible at the time of cloning or not.

MORE's text searching capabilities rival those of word processors. Text searches may be made with or without case sensitivity and either globally or locally, with or without automatic text changing, on single or multiple words, with or without wildcard characters and either totally automatic or with user notification/verification.

Headings can be "marked" and later "gathered" for inclusion in other outlines or for special processing. If, for example, an outline on a week's trip itinerary were created, the parts of the outline concerned with "things to do" could be marked and later gathered to form a separate checklist. Repetitive chores could be included in weekly outlines by marking, gathering and then cloning or duplicating them. If your outline has a great number of headings, you can easily locate the one(s) you want by sorting, on alpha, numeric, date or time.

Adding Windows

Sometimes you may wish to put a greater level of detail under a heading than is convenient under a line-by-line outline format. No problem. MORE allows you to attach both text and graphic windows to a heading. You can even make an entire calendar window and attach it to a heading. The text can be entered through the program or imported, but the graphics (except for very basic shapes) must be imported. Anything that can go into the scrapbook can be imported into MORE. Items may also be date and time-stamped with a simple keystroke, phone numbers entered into an outline can be automatically dialed from within the program, and calculations can be performed from within outlines - useful for producing budgets or expense reports. MORE II adds more features: A spellchecker has been added to assist in eliminating tedious errors. "Rules", or style sheets (ala WordPerfect) have been added for whole outlines or for a single heading or group of headings, making the entire template process quite simple.

Presentations

You can choose one of three basic "views" of your outline, and may print any or all of them. The fundamental view, of course is the plain line-oriented outline. Also available are tree charts and bullet charts. You may select the outline style, format, colors (if you are color-equipped), level of detail, whether or not to include a table of contents, whether or not to include text, graphic or calendar windows, fonts and style for all views. Additionally, for tree charts you may specify box or underline style, box shape, chart orientation, style of lines joining the boxes, box size and spacing and overall size (up to 35 feet square). Tree charts may be exported to MacDraw for fine tuning and then read back in for final presentation. Bullet charts may be used for desktop presentations, and offer "slide shows", wherein you control not only how much detail is presented, but also framing style, manual or automatic presentation, delay between slides, type of "bullet" character and colors. MORE II will also support export to slide makers for production of 35mm transparencies.

Conclusion

Version 1.1c of MORE lists for $295. MORE II weighs in at a hundred dollars more. Users of the older version may upgrade for $89. This prices the MORE packages significantly above utilities like ACTA, but there are plenty of heavyweight features to go along with the price. If you need this type of outliner/presenter, MORE and MORE II are certainly contenders for your dollars. I would have preferred to see a package with stronger graphic creating/editing features, but the ability to import from and export to just about anywhere (including IBM packages) gives the user access to the necessary graphic editing capabilities, at the cost of a little inconvenience. I believe that these features will appear in future releases of the product (but at this writing, MORE II should just about be hitting the streets, so don't look for another update anytime soon). Symantec is a strong company with good marketing feelers out. If customers are looking for greater graphic editing features, I'm sure that Symantec will see to it that those features are provided. For now, it's everything I wanted in an outliner/presenter, and ____.

DTP Advisor

I would not have wound up writing a review of DTP Advisor (Broderbund) had it not been for the fact that Springboard's Springboard Publisher arrived for review simultaneously. Had the desktop publishing package been a high-end product like, say Quark Express, I would have sent both packages to Martin Milrod post haste, because I know when I'm about to get in over my head. Springboard Publisher, however is a desktop publishing package "for the rest of us", and I thought that it would afford me a good opportunity to get my feet wet in the publishing art, especially when DTP Advisor arrived concurrently. I said to myself, "Why not, Self?", and dove right in.

Now, I'm going to say right up front that I've had a lot of fun doing this. DTP Advisor is a stackware product which presents good design and good business concepts for publishing, presentations and expositions, and Springboard Publisher is (in my view) an enjoyable and charitable medium to use to put these concepts to use. I'll relate my experiences in working with DTP Advisor here, and with Springboard Publisher next month, but keep in mind that for all my background with computers, I'm a novice at desktop publishing. For that reason, I will indeed pass the products on to Marty, who knows infinitely more about what he's doing than do I. Also note that I started running this stuff on a Mac Plus with one meg and no hard disk. During the course of these reviews I finally upgraded my system (in a fit of remorse), but at the start I was using a floppy-based system only. Therefore, I can report firsthand that running DTP Advisor on a dual floppy system with RAM malnutrition will give the user ample practice at disk swapping (I can now swap disks in a blazing 1.73 seconds). After adding a hard disk to my system, I was able to speed around through the DTP Hypercard stacks with ease.

Hypercard Implementation

DTP Advisor makes good use of Hypercard's abilities, including multiple button card control, popup text and graphics, sound and user interaction. There are many instances where the user can "test out" different column layouts, font choices, picture borders and such, getting a good feel for the principles of layout/design that are being presented by DTP Advisor.

Tutorial: At the heart of the system is the DTP Tutorial, which includes useful information on visual presentations through virtually any known media. Although the tutorial does not go into textbook detail on these presentations, what it lacks in depth it makes up for in breadth - each type of presentation is explained from market targeting through project management to layout, design, implementation and delivery. There is easily enough material included in the tutorial to allow the student of desktop publishing a leisurely month-long course of study on the subject. A glossary of DTP terminology is included in the product, and the student may edit or add to this material. Nor is the material limited to the artistic side of DTP. A good, no-nonsense approach to the business aspects of DTP is included. The user who wants to earn money from his or her desktop publishing efforts can learn a lot of good business sense from this tutorial. It is also essential to understand the mechanics of a DTP business before using the rest of the package.

Project Management

As managers of most job shops know, the basic unit of work is the Project. Publishing projects consist of design, layout, stock, photography, printing, packaging and delivery. In some job shops, there are data receipt/transmission elements as well. DTP Advisor provides a number of forms which are kept in Hypercard for you to use to manage projects. These forms (which are modifiable) include Project Definition (Objective/Target Audience/Audience Features/Strategy/Tactics), Project Schedule, Project Estimate (later bill), overall Project Management and others. As each form is tied into the project, it becomes part of a user-created stack, available under Hypercard or DTP Advisor. Tied into the project management is a database of purchased services (artist, photographer, writer, printer, etc.) which may be accessed to service the project - DTP Advisor does not assume that you will be the lone ranger on a project. This is, I think, one of the strongest points of DTP Advisor - the fact that when the tutorial has been taken, the package doesn't have to go back onto the shelf. It provides ongoing support, even where there is no real business.

Conclusion

DTP Advisor is available from many sources at about $50 or less. The package works as advertised, provides enjoyable and helpful advice on a wide variety of DTP-related topics, and provides its own after-market support. That makes it a good buy in my mind. However, if you are already a DTP adept with an established method of managing project work, you probably won't need DTP Advisor.

Macinations

by Robb Wolov

The Desktop Dilemma

In the past, I've expressed my opinion that the key to the Mac is its operating system. Without it, it's just another 680xx box. Don't misunderstand, I'm not being critical. The Mac OS has spawned a host of imitators that includes Big Blue itself. The OS *is* the personality of the Mac.

"quite frankly, the Mac OS is beginning to show its age"

But, quite frankly, the OS is beginning to show its age. Once speedy desktop redraws are getting slower and sloooower! When the Mac first came out in the early 80's, the OS was quite adequate for the 400 and later 800 K disks of the Plus. But a funny thing happened along the way. Hard disks got cheaper (relatively) so that more people began using them. And, they got bigger. Our beloved, powerful little personal machines have become powerful business machines. The OS had little trouble keeping track of 800 *thousand* byte disks but that soon changed to tens of *millions* of bytes, now *hundreds* of millions of bytes in the form of bigger hard disks and CD-ROM's. Quite frankly, the OS is going crunch trying to keep up!

The key to the problem——and this is acknowledged by Apple——is the method that the OS keeps track of your screen contents. A hidden file called "Desktop" keeps track of all the icon information, window placements and sizing of all the files on your disk. After you close an application, the Finder looks to the hidden desktop file to redraw your screen. This was quite adequate for the smaller disks, but as things got bigger and bigger, it now takes longer and longer to read the desktop file and redraw the screen. This is a condition known by some as "The Boggs"!

Quite frankly, there is little hope in sight from Apple in the immediate future. They claim that System 7.0 will *not* change the current method, hence will not cure the boggs. We can only hope that the complete OS rewrite (version 8.0?) does the trick. But, there are some self-help measures to at least ameliorate them.

Quite simply, the smaller the desktop file, the faster it is to read. Anything you can do to keep it lean and mean helps. Since the file contains icon information for any file that has crossed your disk, if you do much writing and erasing of files, your desktop will contain many "dead file" icons which occupy extra space. Solution? Periodic rebuilding of the desktop (by holding down the command and option buttons while closing an active window) will give your Mac a chance to inventory what is currently on your disk, throwing out the old, extraneous information. Most disk defragmentation utilities such as "Disk Express" also clean up and compress the desktop as part of their activities.

> *"there is little hope in sight from Apple in the immediate future"*

Another tack is to convert your one big desktop file into several smaller ones by logically partitioning your hard disk. There are a number of utilities (Symantec's SUM, Alsoft's Multidisk, even Apple's own HD Setup) which will do the deed with various degrees of difficulty or flexibility. What they all perform in common is convert your one physical hard disk to appear to the operating system as several smaller logical disks. Each will have its own icon *and desktop file* and can be accessed individually. There are advantages to dividing up your disk. Each hidden desktop file is now smaller and hence can be read more quickly. Also, your house keeping can be easier. You may choose to place all your applications in one partition and your data files in another. Since you already have your applications on original disks, there really is no need to backup this partition, only the data partition. You use fewer disks and the process is faster. Also, the partition with the applications will not become fragmented since you are not continually rewriting this segment.

> *"there are some self-help measures to at least ameliorate the problems"*

This next way gives the greatest speed increase, but be warned, this is not sanctioned by Apple even though it was David Ramsey of Apple who came up with the tip. It falls strictly under the category of "hacks". There is an INIT file called "Desktop Manager" that comes with the AppleShare System disk. This 24.5 K file builds a pair of hidden files (Desktop DB and Desktop DF) organized in a binary tree, which makes searches and updates much faster than the normal desktop file, which was designed for floppies. Desktop Manager has been available for this purpose on many BBSs.

To use the Desktop Manager, place the Init in your system folder and restart your Mac. Then, using a file utility such as Fedit, DiskTop or MacTools delete the desktop file that is at the root directory. Restart your Mac, again holding down the Command-Option Keys to rebuild the desktop on your hard disk.

You'll find your screen rewrites now fairly fly. But, again be warned. Apple does not sanction the stability of the Desktop Manager when used outside the AppleShare environment. But, many folks have been using this method in the field, and to date I personally have had no problems.

Need a Cartridge Quick?

Toner cartridges for the Ricoh based QuickDraw GCC Personal Laserprinter are relatively inexpensive compared to the ones for the Canon based LaserWriters, but you are limited to a handful of dealers in the area who carry the printer. And, they always seem to be out just when you use up your last cartridge. The Okidata Laserline printer for the IBM is based on the same Ricoh engine and its cartridges will fit the PLP quite nicely thank you.

A Best Kept Secret

Amongst my other bad habits, I'm a pathology resident at Georgetown University. I was quite pleased to read in the latest issue of *Wheels for the Mind*, a rather extensive description of some of the Mac and HyperCard related activities in the fields of medical education and research we're conducting here at Georgetown (I'll have more to say on these projects, such as "PathMac", in future columns).

This publication is one of the best kept secrets in Macdom and is a bargain for anyone who is interested in any of the current academic uses of the Mac in higher education and research. Published four times a year for $12 in conjunction with both Apple Computer and Boston College, *Wheels for the Mind* averages 150 pages and carries no advertising. Along with reviews and how-to's, WFTM is mostly comprised of thumb-nail descriptions and status reports, cataloged by academic subject, of the projects of The Apple Consortium.

> *"This publication is one of the best kept secrets in Macdom and is a bargain"*

The current issue discusses the uses of HyperCard in higher academia. Personally, I am writing stacks to catalogue and retrieve pathology data and surgical path slides. It is very useful to find folks in totally divergent fields, working on similar problems, and be able to compare notes and even swap stacks. WFTM gives these points of contact. If interested, send your $12 to:

Apple Computer, Inc.
Wheels for the Mind
P.O. Box 1834
Escondido, CA 92025

Until next time...Happy New Year and a great '89!

Classifieds Classifieds Classifieds

Wanted

Letter quality printer for letters and envelopes. Would like a daisy wheel printer that is a workhorse and compatible with a Mac 512K. Looking for low cost if you have no need for your printer. Call Robb Rafferty (703)573-9246.

Wanted

Full-height 5 1/4" disk II drive. 893-5766

Wanted

Used copy of Macintosh Design Studio by Robert Sacks and Jason Shulman, A Blue Cliff Editions. Now out-of-print. If you have one and don't want to sell it, could I borrow it for a short time? Will return it. Write Peg Laflam, Brook Road, RFD#1, Franklin, NH 03235.

For Sale

Apple IIe enhanced computer with 256K RAM memory and 80 column card, Apple color monitor (enhanced graphics), and an Apple 5 1/4" unidisk drive, all less than 2 years old with original boxes and manuals. Also Appleworks software, manuals and some childrens software. All for $1250/ or best offer. Call Mr. Nancherla (703)734-7931(home) after 5:00pm.

For Sale

250K RamFactor and RamCharger. $350 for pair. 873-5766.

For Sale

New Macintosh software with complete package; all disks, all manuals: CricketDraw v.1.1, $125; SilverServer, $70; Microsoft Word v.3.02, $95, PowerStation v.2.5, $30; Microsoft Excel v.1.5, $125; QuicKeys, $35; Flight Simulator, $25. Will ship by UPS for $5 more. Also selling like new 40 MEG external Cirrus 3.5" hard disk drive for Macintosh for $595. Has 9 months remaining on full warranty. Paul at (703)471-9305.

Notice

If you have a mockingboard(TM) and/or are interested in writing programs for the possible compilation of a WAP DOS 3.3 disk exclusively for mockingboards then please call Gearge Roher at (202)966-5544.

For Sale

Apple IIc compatible, (Franklin ACE) with monochrome monitor, plus lots of software. In excellent condition, only $350. Call Mark (703)860-4833 day or evening.

For Sale

Mac 512E .Perfect for students! Two 800K drives, dust covers, SCSI port for hard disk. Practically new. $1000. Call Della at 998-0314.

For Sale

Zenith 158 PC-XT 8Mz, 1 floppy, 1 20MB hard disk, Star NX-10 printer, MS Mouse, 1200 Baud Modem, Games, Software, and Languages. $1150. Call John at (301)776-5178.

For Sale

NEC EGA Card $125, NEC Multisync color monitor $370. NEC 40MB hard disk with controller $200. 8 256K-bit chips (1 bank for IIgs) $65. Call John at (301)776-5178.

Wanted

Used Macs and related hardware for parts. Call John at (301)776-5178.

Wanted

CPM Appli-cards previously manufactured by PCPI now no longer being produced. If willing to sell or know where one or several can be had would appreciate a call to Scott at (202)529-1700 or (301)776-9363.

Notice

Engineering student looking for someone versed in PRODOS to help complete writing of a commercial graphics program in Rockville. Call Jim at 762-2509.

For Sale

Apple IIe, 80col with 128K. 5"and 3" disk drives. Green monocrome monitor with stand. 2 serial I/O cards, clock card and VT100 terminal communication card. Dot matrix printer and lots of software. Asking $700. Call (703)883-1543.

For Sale

Apple IIe Enhanced with 2 disk II drives, DOS and PRODOS, Monitor III monitor and extended 80 col card, Corvus model 6 disk drive, Apple Super Serial card, Hayes Micromodem II with software, MSZ-80 Softcard with CPM, Epson parallel interface, Word Perfect 1.1, Peachtext, Dbase II, Startrek, Wizardry, Planetfall, Visicalc, Visiplot and Visitrend. $1200. (202)687-6811w,(301)593-3332h.

For Sale

Apple II+ with 64K, two Apple Floppy drives, NEC green monitor and C. Itoh 8510A printer. The price of $550 or best offer for the complete working system includes over 100 pieces of software such as Logo, Visicalc, Magic Window, Flight Simulator, 30 other games and more. Call Pat McGuire at 654-6656 after 7.

For Sale

ReadySetGo! 4.5 in shrink-wrapped original. Was given to me "in apreciation for..."beta testing. As I have my registered owner upgrade to the released version, I do not need another original package. $250 firm (which is less than MacConnection mail order price.) Call Martin at 464-2154 in Maryland.

For Sale

Word Perfect 1.0 with original documentation -$125; PowerPoint 2.0-$125, Excel 1.5 upgrade package, includes some new documentation but not original manuals -$50, Cauzin Strip Reader -$50. Call Lynn Trusal (301)845-2651 evenings before 10:30pm.

Notice

Will pay HyperCard hacker for prototype stack. Call Mike Bergida (202)928-1890, (703)435-3873.

Wanted

Mac+, SE, or II with or without printer and/or monitor and accessories hardware. Call (202)462-3177.

For Sale

Top-of-the-line desktop publishing bundle. Includes 40MB MacII, 13" color monitor,LaserWrite II NT, Pagemaker 3.01, Microsoft Word 3.02, Microsoft Excel 1.5, Adobe Illustrator 88 and more. Barely used system. Call (301)695-9789, 5:30-9:00pm.

For Sale

Apple IIC, monitor, ImageWriter printer, mouse, modem, power cord, desk, appleworks, 7 year old. For $1200 or best offer. Evenings: 7-9, 369-0858

For Sale

Apple IIC upgraded with color monitor, 25 1/4" drives, mouse, MousePaint, joy stick, all manuals, some software. Monitor stand. Was under AppleCare until Aug. Is elibigble for AppleCare. Total $600 or best. Call Michael wk. 703-777-2694, hm. 703-777-2694.

Wanted

Mac+. Call Michael. wk 703-777-8828, hm. 703-777-2694.

Wanted

Donations for Faith Bible Church Childrens Computer Learning Center. Books, equipment, etc. Call 894-0604.

Wanted

Persons interested in helping to form a new educational software company for the Apple II family. Product line already developed. Please contact Phil Shapiro, 202-686-5465

For Sale

Apple II floppy drives (2) w/controller, $125; Super Serial Card, $50; Prism 132 color printer w/Pkaso Interface, $700; 80 Col card (Neptune), $25; System Saver (Surge Protection Fan), $25: Joystick, $10; Apple Pascal (1.3), $75; Assemblers (Apple DOS & PRODOS, OCRA/M) extra books (5), $75; Call A.P.P.L.E. In Depth Books & Disks (Applesoft, Pascal,DOS), $25; Apple Access II, $20; Various Pinpoint AW utilities $20; Various Beagle Bros. AW utilities (Timeout Series), $25: Call Paul - 703-378-0570.

For Sale

2 Disk II's & cntrlr $100,Super Serial Card (new) & Docs $20, G. Monitor (works good, not pretty $20, 80 Column Card (II+) & Docs $20, 2 16K memory cards & Docs $20, II+ motherboard, case (as is) include new keyboard, joystick, lower case video chip, 2 power supplies $50. Call Bob George - w. 695-6562, h. 683-3965.

For Sale

Computer Software for Mac Business Sense. Never used, includes general ledger, accounts receivable, accounts payable, invoicing, payroll, budgeting and reporting. Reg. $500+, Sale $225. Also AAtrix Payroll Software. Please call Craig Murphy - 776-2976.

For Sale

CRT and Terminal Valet lifts monitor above desk, swivel 180 degrees/ new $130, Salle $77. Call Craig at 776-2976.

Help Wanted

Holiday Diagnostic Clinic is looking for an energetic enthusiastic Microcomputer Administrator to head up their data processing dept.
Programming talent & experience desirable. Duties include net. admin., dtp, staff training, database and expert system development. Contact John E. Wright at 4800 Dixie Highway, Holiday, FL34690 1-800-548-8282

Help Wanted

Macintosh SE users needed. Editors, technical writers, desktop publishers. Communications background a plus. Longterm contract in Norther VA. Give Mike Murphy at Comsys a call. 800-326-3157. or 301-921-8866

Help Wanted

Help in transferring Apple files to IBM files. Please call John Doolittle, 333-1479.

Help Wanted

Gestalt Systems, Inc. is opening a Mac Training and Support Center in Herndon, VA to further support government and commercial clients. We are looking for full time trainers and marketing representatives. Please send resume in confidence to Gestalt Systems, Inc. 450 Spring Park Place, Suite 1200 Herndon, VA 22070. Attn: Jethro G. Defensor. 703-471-6842

Help Wanted

Looking for individual to start career in Human Resources. Needs to be familiar with the Mac and type 60wpm. Salary $18,000-21,300. Call Mindy Shapow (202)857-0885.

Commercial Classified

Everex SCSI Hard Drives for sale! HD-20D, $469. 40M and 92M also available. 2400 baud modem, $219. Call Rusty at Sum Data Corp. (301)565-8007.

The Desktop Publishing Special Interest Group presents...

Desktop Publishing Seminars

Our initial set of seminars was a great success. Join in on the fun—all you need do is sign up! Read all about them below and use the form to get in on the action. And this time please follow the directions!

Feb 5 Sunday
1:30p – 4:30p

System Management: Conquer the mysteries of the System Folder—probably the least understood and most important part of every Macintosh. Use and proper configuration of printer drivers, prep files, INITs, CDEVs, etc. See how they can help your work or thwart it. *For knowledgeable Apple Macintosh users.*
Presenter: Ronald Moore, Unicorn Graphics
Location: Unicorn Graphics, 1500 Eckington Place, N.E.

Feb 7 Tuesday
7:30p – 10:30p
March 7 Tuesday
7:30p – 10:30p

Pre-Press Print Prep: Experience how ideas are translated into printing reality. See the steps of pre-press preparation first hand at one of Washington's better commercial printers. How design elements effect printing costs. Practical answers to questions. Bring samples of work and ideas to learn how a printer can best execute them. *Course is not oriented to a specific computer brand.*
Presenter: Sherry Arnez, Account Executive, Colortone Press
Location: Colortone Press, 2400 17th St., N.W.

Feb 15 Wednesday
7:30p – 10:30p
March 4 Saturday
9:30a – 12:30p

Visual Communication Fundamentals: Learn how to organize and create compelling presentations. Selecting the right program for each particular job. Tips on pitfalls to avoid. Options for final output on film or paper. *A basic course for the non-artist. Course covers both general and Mac-specific topics.*
Presenter: George Venable, Sr Scientific Illustrator, Smithsonian; founder of SMUG (Smithsonian Mac User Group)
Location: Imprints, 1850 K Street, N.W.

Feb 25 Saturday
1:30p – 4:30p
Mar 29 Wednesday
7:30p – 10:30p

Statistical Art: Discover the techniques of translating numerical abstractions into concrete visual images that reveal information and communicate. Discern why "bad" statistical art is inaccurate and misleading. Become familiar with analytical approaches to publication graphics. *Course is not oriented to a specific computer brand.*
Presenter: Loren Needles, Managing Director, STATUS Display Project
Location: STATUS, 5024 12th Street South, Arlington

Mar 5 Sunday
1:30p – 4:30p

Font Management: Unravel those sticky font management problems. Learn the differences between screen and printer fonts, resident and downloadable fonts, and permanent and temporary fonts. Find out about font ID conflicts and how to solve them. Explore font management utilities like Suitcase II and Font/DA Juggler. Hear what Apple is doing to make font management easier in the future. *For Apple Macintosh users.*
Presenter: Ronald Moore, Unicorn Graphics
Location: Unicorn Graphics, 1500 Eckington Place, N.E.

The Fine Print

Each seminar costs $25 for members of Washington Apple Pi or Capital PC User Group; $35 for non-members.
Use one form per attendee—make copies of the form if you must.
Classes filled on a first come first served basis. Class size limited to twelve.
In order to be eligible for a refund you must cancel no less than 5 days before the class meeting date. Refunds are batched and mailed quarterly. You may apply your refund to another seminar.
Please volunteer to help with this program.

Seminar committee: Jody Joy (chair), Tom Piwowar, and Andrea & Tony Pascale-Smith. *SIG chair:* Tom Piwowar

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Name _____

Company _____

Address _____

City/State/Zip _____

Phone (day) _____ (eve.) _____

Member Number _____ ☐ WAP ☐ CPCUG

Number of classes _____ x ☐ $25 or ☐ $35 =

Total enclosed $ _____

System Management	☐ Feb 5	
Pre-Press Print Prep	☐ Feb 7	☐ Mar 7
Visual Communication	☐ Feb 15	☐ Mar 4
Statistical Art	☐ Feb 25	☐ Mar 29
Font Managment	☐ Mar 5	

Mail this form with your check to:

Thomas J. Piwowar & Associates, Inc.
1500 Massachusetts Ave. NW, Suite 34
Washington, DC 20005

Make checks payable to the Washington Apple Pi. **Payment must accompany this form.**

NEW /// SIG DISKS

by David Ottalini
/// SIG Co-Chairman

Our offerings this month are the long-awaited Apple // Emulation Mode disks. We took some time in placing them into the PD so that we could offer more than just the programs. Thus, you'll find a great deal of basic information about the EM Mode on Side A of both disk 1043 and 1044.

On disk 1043, we have included a 3EZ Pieces/AppleWorks data base of articles about all aspects of emulation mode (including the Titan cards). This has also been turned into an ASCII file, so that you may read it using our Menu.Maker program. We've also included other information you might find useful when dealing with Apple // Emulation Mode. On disk 1044, you'll find information on printing under EM Mode, using the Titan cards and much more. Side B of disk 1043 has the original Apple // Emulation Mode program that will turn your /// into a 48K Apple // plus. As such, it will run any of the DOS 3.3 disks in the WAP PD library (or any DOS 3.3 program for that matter.) Side B of disk 1044 contains one attempt to bridge the 48K barrier and bring the EM Mode up to 64K. It was only moderately successful, but this version of the program offers more options than the original disk.

In the latest ATUNC Newsletter, by the way, Rod Whitten offered an interesting tidbit on why the EM Mode was done the way it was done: When the Apple /// first came out, very little software was available because developers were still coming to grips with SOS (the ///'s operating system) in their attempts to tailor programs that used Pascal and Basic and provided adequate drivers for them. This was not an easy thing to do, and to fill the time gap, it was deemed necessary that new Apple /// owners should be able to operate with the extant 48K software then being used on the //'s (which was voluminous).

Gradually, unless users were blind to progress being made in existing programs, the Emulation Mode was not important unless being used for game playing or in operation of 48K limited software. Next month: A disk that will let you make quick copies, and a public domain data base program (that is also used with our Apple /// audio training tapes)

Mac Disketeria

by David Weikert

New Disk Catalog Available

The Mac Disk Catalog, containing comprehensive information about the entire WAP Disk collection, has just been revised again and is current through the disks released for February 1989 (January meeting). The catalog is available for $4.00 at the office or general meetings or by mail for $5.50 including postage and handling. The catalog is organized into four sections: (1) list of disks by disk number and name, (2) descriptive listing of files on each disk by disk number and name for the functional series of disks, (3) descriptive listing of files on each disk by disk number and name for the serially numbered disks, and (4) alphabetic listing of all files across all disks.

The New Disks

We have 13 new 800K disks this month, two Desk Accessories, five Sounds series, one Anti-Virus (System Utilities) series, three HyperCard StackWare series, and two disks with a minor update to HyperCard. This month's submissions are brought to you through the efforts of all the duplicators listed under the masthead, Marty Milrod who handles the downloads, and the assemblers and annotators cited in the following paragraphs.

Desk Accessories Series

William Jones has completed two more disks of those wonderful DAs (Mac Disk # 2.11A and 2.12A). Most of these are new to the library; the remainder are revisions to earlier DAs. Desk Accessories continue to be one of the most popular series in our library, as most of them perform useful functions or are amusing and usually don't need all that scarce, expensive memory.

Anti-Virus Additions to System Utilities Series

To help you combat some of the new virus strains, Dave Weikert has assembled another Anti-Virus disk to add to the System Utilities. This disk will permit you to provide additional protection against infection by a virus—specifically the detection and removal of the new nVIR strains, INIT 29 and HPAT. Remember, the best protection against infections continues to be to use only applications that you know to be virus free and never try any new programs with your hard disk active. To steal a phrase from one of the accompanying notes, let's practice safe hex.

How to Read MacDisketeria Descriptions

- The folder information, where appropriate, precedes the listing of program contents.
- Folder information is underlined
- **Program and file names are printed in bold**
- ***Shareware information printed in bold italic print.***

More New Sounds

We have five more disks of sounds, Mac Disk # 12.15 through 12.19, to add to the sounds series. These are all new to the library and are the second segment in the incremental extension of the sound series being compiled and annotated by Dave Weikert and the Synertech Associates team. The five sound disks will be available for a limited time at a special price of $17.50 for all five disks, $35.00 for the last 10 disks. There are approximately 15 Mbytes of sound files remaining to be reviewed for addition to the library, so expect to see lots more sounds in the coming months. Sounds have also been very popular with our members. We have approached the documentation of this latest sounds series as we would the Trivial Pursuit game; you may also participate in this effort. If you believe that we have guessed wrong or if you can add to those sounds that we could not identify, send a note with your answer to the office, Attention: Mac Disketeria. Let us know your name, WAP membership number, and whether you are sure of your answer or are just guessing. We are looking for the actor name and the event (movie, TV show, song title, album title, etc.), and we'll revise the catalog notes with this information as the opportunity presents.

New HyperCard StackWare

New StackWare this month includes Mac Disks #19.21 through 19.23, thanks to David Condit, our HyperCard librarian, and David Kreisberg. A large number of stacks remain for evaluation and annotation for inclusion in the Disketeria so give

David Condit a call at (703) 349-8752 if you can help.

HyperCard 1.2.2 Upgrade

Apple® Computer has released the latest revision to HyperCard™. The upgrade is available as two 800K disks for $10 (or $4 per disk for five or more on a combined order). You must show proof of HyperCard ownership when you order. Proof of ownership may be the original disk, a receipt that shows HyperCard purchase, the first page of the HyperCard Manual (the one titled HyperCard User's Guide), or a prior upgrade bearing the black and white label printed by Apple. Apple bills version 1.2.2 as a maintenance release with a number of bug fixes, better support for foreign languages, and a few small enhancements. It is a relatively minor update and anybody who has version 1.2 or 1.2.1 will probably not need to upgrade.

Mac Disk #2.11

DAs 11A—Desk Accessories

Adventure *f*: **Adventure:** A text adventure like we used to use mainframes and minicomputers to play (when the boss wasn't looking) is now a desk accessory. Put **AdventureFile** in the System folder to run "The Temple of Goth" as described in **Adventure! ReadMe.** ***Shareware – $15.***

AdventureMaker *f*: **AdventureMaker:** The application which makes the Adventure files for the Adventure DA. **AdventureMaker Docs.txt** and **Example BlockFile** are the supporting descriptive and example files respectively. ***Shareware – $30 (if you distribute your adventures).***

AT View.DA v1.0 *f*: **AT View.DA v1.0:** Lets you view the status of an AppleTalk network as noted in the **AT View Info(MacWrite).** (An update of the version on Mac Disk 2.07A; it's now an "official release.") ***Shareware – $5 per network zone.*** "but if you don't want to send me $5 per network zone this DA is installed on, use it anyway for free (and just feel guilty)."

Break Key *f*: **Break Key:** Desk Accessory which emits a timed pulse of logic zero (line space or break key) over an asynchronous channel which the computer on the other end should recognize as an interrupt request - interrupting command input or interrupting the display of data. The emission period can be controlled. **BreakKey.doc** is the documentation. ***Shareware – $10; $2 for source code.***

Convert DA *f*: **Convert:** A small DA calculator that also provides a large variety of English and Metric conversions. **Install Convert** takes the place of Font/DA Mover to install Convert and **About Convert** is the very brief text file. ***Shareware – $15.***

Cursor Maker DA: Converts screen objects in a selection square to a cursor which may be saved in a file named MyCreatedCursors.

DAfx 1.32 *f* **DAfx 1.32:** A full-featured, user-friendly special effects paint utility contained in a DA. Version 1.31 was on Mac Disk 2.08A. This version works under Suitcase II. Supporting files include **DAfx Sampler 1/88, DAfx Sampler Description, READ ME! (1.32), DAfx Docs.1.32(word), DAfx Docs.1.30(MW), DAfx Quick Start.text** and **DAfx.Icons.** ***KeyWare – $10 or $20 for a full-featured version.***

Dimmer.DA *f*: **Dimmer.DA:** From Tasmania, way down under, a screen dimmer DA and an INIT (**Dimmer 1.3**) written to allow background tasks, such as printing, to continue even when the screen is dim; and to minimize interaction with other applications. **About Dimmer** is the documentation that describes the setup. ***Shareware – $10 (whether US or Australian, it doesn't say.)***

Download Cost DA *f*: **Download Cost DA:** A timer and calculator that computes the cost of downloading a file from a service with a billing rate or a BBS with a long distance toll charge. Documentation in the **READ ME Download Cost™ Doc** file. ***Shareware – $5.***

eps->pict.da *f*: **eps->pict.da:** Converts encapsulated postscript (EPS) files into PICT format for pasting into Word or WriteNow, for example, without losing the LaserWriter print quality. **eps->pict Info** is the brief text file. An update from Mac Disk 2.08A, but the changes are not documented.

FreeSpace: Returns free and maximum memory for disk, application heap and system stack and heap. ***Shareware – $5; $15 for THINK™ C source code.***

HexFlags 1.2 *f*: **HexFlags DA Version 1.2** A specialized DA for the programmer who uses ResEdit or other programming languages, it calculates the content of a menu template's "enableFlgs" field and expresses it in hexadecimal. The **Hexflags.doc** spells it out for those who understand this stuff.

Mac Disk #2.12A

DAs 12A — Desk Accessories

Klutz 1.0: This DA, for the Mac II only, allows the Color Lookup Table (CLUT) to be changed, hence the name. Most of the video cards for the Mac II are capable of displaying 256 colors (or shades of gray) out of a possible 17 zillion colors (well let's just say its a very large number). The CLUT determines the mapping between pixel values (which can range from 0 to 255) and the color that is actually displayed. Klutz allows you to modify the CLUT. It displays a 16x16 grid of colors, each representing an entry in the CLUT. Just double click on the individual cell you want to change and the standard color picker will appear. Klutz also allows you to load and save CLUT files.

LoMem: Shows memory locations and a number of system and application memory parameters useful to programmers and hackers. ***Shareware – $5; $15 for THINK™ C source code.***

Open It!™ Viewer *f*: **Open It!™ Viewer:** This DA allows you to open documents printed to disk using Print It!. The **Read Me First** documentation tells how to use it and describes the features of the commercial version of Open It! Examples are included in the Sample Files *f*.

Peeper *f*: **Peeper:** A very simple DA which allows you to look inside paint documents. Note: does not work correctly when opened within some paint programs (FullPaint and SuperPaint) See **Peeper Notes** for the details.

PictToClip DA 1.0: Opens, displays and prints PICT files and copies them to the clipboard. Also takes data on the clipboard and saves it as a PICT file. ***Shareware – $5.***

PS Printer: Sends a Postscript file to a Postscript printer.

QuickScores DA *f*: **QuickScores! DA:** This DA provides a fast and efficient way to check the current operating system file for the SCORES virus. QuickScores! examines only the system file for the virus because SCORES always attacks the system file first, after invading any disk. **QuickScores! Docs** is the documentation.

Remember?.da (v1.3) *f*: **Remember?.da (v1.3):** A Desk Accessory and an INIT to recall descriptions of important occasions, both one-time only (such as appointments) and repeating (like birthdays) entered into a file. The **Remember?** INIT reminds of impending events when the Mac is powered up or reset. **Remember? docs, General** and **Remember? templates** are the documentation and supporting files. An update from Mac Disk 2.10A, with bug fixes and some new features described in the documentation. ***Shareware – $10.***

Rhine DA: Displays the deck of five cards devised by J. B. Rhine for ESP precognition experiments so you can experiment with your ESP skills yourself. (Don't worry if you don't show any ESP; it didn't work for Dr. Rhine very often either.

rpnda *f*: **rpnda:** A reverse Polish notation calculator inspired by the Hewlett Packard machines with many features. **RPN.doc** tells a little about it, but click the ? button on the DA for more useful help.

SnapShotDA: Take a PNTG or PICT (MacPaint or MacDraw format, respectively) snapshot of the Mac screen after a selectable delay time. ***Shareware – $15.***

StickingOut DA *f*: **.StickingOut DA:** Allows the convenient control of paper from the ImageWriter printer.

SysErrTableDA (v1.9) *f*: **SysErrTableDA (v1.9):** Displays a comprehensive list of Macintosh errors. The window comes set for the proper width, and it autocenters itself on the main screen. On a color Mac II, it'll be in color. With a little work with ResEdit it can be used to display other information too. Click on the author credit of the DA for the documentation.

Tide Guide *f*: **Tide Guide:** Predicts the tides at is a desk accessory that can predict the tides at certain locations along the coast using the harmonic method. Put the **Tide Tables** document in the system file for it to work. The information here is for 1988 only. ***Demoware – $19.95 for the 1989 versions.***

Turboview 1.01 *f*: **Turboview:** A graphics viewing utility with standard viewing capabilities; the ability to view MacPaint, StartupScreen, and PICT files; a selection

tool for copying portions to the clipboard; and picture scrolling for viewing large pictures and features for the more experienced Macintosh user such as the ability to view GIF, RLE, and Macintosh II StartupScreen format files and modest editing features. (GIF is the graphics format used on CompuServe) See the **Turboview Docs.** for info; the **Combo Chart.PICT** shows rendering styles. ***Keyware – This version is locked and partly disabled $10 to unlock it; $15 for update notices, too.***

US Debt.v1.4: Displays and increments the National Debt from a base in October, 1988.

View File: Shows contents of resource or data forks of files selected by the standard open files finder. Useful to programmers and hackers. ***Shareware – $10; $25 for THINK™ C source code.***

Mac Disk #12.15
S 15 – Sounds 15

Bond: *"Bond, James Bond."* Guess which actor and James Bond movie this one's from.

Can't Shoot: *"I can't shoot the son-of-a-bitch, let's see if we can have a little fun with him."* by Tom Cruise from the movie Top Gun.

Check This Out! *f*: **Check This Out!:** *"And check this out!"* is one we couldn't identify. **Guiltware Info** is the contribution request.

Cheers Megasounds *f*: **Cheers:** The full theme song from the TV show Cheers. **About this TV MegaSound™...** and **TV MegaSounds™ Order Form** are the advertising

chips: *"Cheeseburger, cheeseburger, two Pepsi, one chips."* by Gilda Radner from TV's Saturday Night Live.

Coffee is ready, Sir/11: *"Coffee is ready, sir."* by Robbie Robot from the movie Forbidden Planet.

Cow: Play this bovine moo at 11 KHz for best results.

Mac Disk #12.16
S 16 – Sounds 16

Curly *f*: **Coitenly!!!**, *"Oo certainly"* **Curly Laugh, I'll Make a Note of It...** *"I'll make a note of it."*, **Nyuk, Nyuk, Nyuk** *"Nyuk, nyuk, nyuk, clink, nyuk, nyuk"*, **Pilot In A Bakery** *"Oo, baking eh? Can I help yuh, I used to work in a bakery as a pilot. Pilot? Yea, I used to take the bread from one corner and pile it in the other, Nyuk, nyuk."*, **Victim of Circumstance** *"... victim of circumstance"* and **Woob Woob (New)** *"Woob, oo, woo, woob, woob, woob, woob"* are all by Curly Howard from various movies starring the Three Stooges.

Danger, Danger *f*: **Danger, Danger:** *"Danger, danger"* by the robot from TV's Lost in Space. **Teaser** is the advertisement.

Dark Helmet *f*: **Dark Helmet Sound** *"... I can't breathe in this thing, gasp, gasp"* by (the little guy?) from the movie Space Balls and the companion **Dark Helmet startup screen.**

Disk: *"This disk will self destruct in five seconds."* may be from the new Mission Impossible.

Don't Worry, Be Happy *f*: **Don't Worry, Be Happy:** *"Don't worry, be happy now."* by Bobby McFerrin from the album of the same name. **Read Me Please.**is the contribution request.

Dr. Who *f*: **Cloister Bell** and **Horns of Rassilon** from the TV show, Dr. Who. **Guiltware Info** is the contribution request.

Dragnet: The *"Dum, de dum dum, dum de dum dum da"* theme bars from Dragnet.

Drop & Give Me Twenty!: *"You all are worthless and weak, now drop and give me twenty!."* by the actor (?) who played Cadet Commandant Doug Niedemeyer from Animal House.

Duet: The duet from the movie Close Encounters of the Third Kind.

Mac Disk #12.17
S 17 – Sounds 17

Dr. Strangelove *f*: **Coca-Cola Company...** *"You're going to have to answer to the Coca-Cola Company."*, **I can walk!** *"Major, I can walk!"*, **Preversions II** *"If you try any preversion and I'll blow your head off"*, **Preverts** *"You wanna know what I think? I think you're some kind of deviated prevert. I think that General Ripper found out about your preversion and that you were organizing some kind of mutiny of preverts. Now move!"*, **War room/long** *"... You Commie bully, ... Gentlemen. You can't fight in here. This is the war room"*, and **War room/short** *"Gentlemen. You can't fight in here. This is the war room."* by the actor playing Major Bat Guano, by Peter Sellers, and by other cast from the movie Dr. Strangelove. **Strangelove Notes.txt** tells how you may get more sounds.

E.T. Phone Home!: *"E.T. phone home!"* from the Steven Speilberg movie The Extra-terrestrial.

Eat It!: *"Eat it, just eat it"* by weird Al Yankovich from his Eat It parody of Michael Jackson's Beat It album.

Eddy's laugh: Sounds like Eddy Murphy.

Eject disk: Sounds like a gunshot at 22 KHz and a vault door closing at 11 KHz.

Eject, Eject, Eject!: *"Eject! Uh, I tried, I tried. Eject, eject, eject!"* from the movie Top Gun with Tom Cruise.

Eternal Verities: Could this *"You just let the machines get on with the adding up and we'll take care of the eternal verities, thank you very much."* be the computer Deep Thought from the PBS TV show Hitchhiker's Guide to the Galaxy.

Mac Disk #12.18
S 18 – Sounds 18

Extra Special *f*: **Extra Special** *"Well, isn't that extra special?"* and **Was It...?** *"Was it? Oh, I don't know. Sa - tan ..."* by the church lady from Saturday Night Live.

Failure: *"What we've got here is failure to communicate"* by the warden from the movie Cool Hand Luke.

Family Decomposition: *"What was your family decomposed of? Well I'll tell you. There was a litter of three and I was the one they kept."* by Moe and Curly from a Three Stooges movie.

Fasten seat belts/11: *"Passengers will please fasten their seat belts."* by Robbie the Robot from Forbidden Planet.

FEEL.BIN: *"How do you feel?"* was the last question composed by the computer to Mr. Spock (Leonard Nimoy) from Star Trek IV, The Voyage Home.

Foreign Language: Where this *"It doesn't take a genius to know the difference between chicken s— and chicken salad."* came from is beyond us.

Forté: *"Computers are more forté."* is not identifiable to us.

FUTURE.BIN: *"Back to the future"* by Christopher Lloyd from the movie of the same name.

GAMEOV.BIN: *"Game over man, game over."* by the distraught space marine from the movie Aliens.

Get Smart: The theme from the TV show Get Smart with Don Adams as Maxwell Smart.

godzilla1: The roar of the monster from any Japanese Godzilla movie.

Gonna do what?: We couldn't identify *"You're gonna do what?"*.

Good Thinking: *"Good thinking."* was another stumper.

Grav off/11: *"Artificial gravity off! Grav off. Half flux! Half flux. Cut primary coils! Primarys cut, sir."* continues our recent unbroken string of unknowns.

Mac Disk #12.19
S 19 – Sounds 19

Great Balls of Fire: *"Great balls of fire."*. was yet one more sound that we didn't know.

Gunshot: A rifle shot with ricochet.

HAL+ *f*: **Dave, stop (HAL)** *"Dave, stop ..."* and **FAULT.IN.AE35** *"I've just picked up a fault in the AE35 unit. It's going to go 100 percent failure within 72 hours."* both by the computer HAL in the movie 2001, A Space Odyssey.

Happy Trails/11: *"Happy trails to you, 'till we meet again."* from the song by Roy Rogers.

Heh Janet: *"Hay, Janet. ..."* was a puzzlement to our trivia crew.

Hello, Baaaby: Is *"Hel-lo babe-eh ..."* from the movie Little Shop of Horrors or Jerry Lee Lewis?

Hello, Goodbye (Beatles) *f*: **Hello,Goodbye.SoundEdit** and **Hello, Goodbye.snd:** *"You say good-bye and I say hello."* from the song of the same name by the Beatles.

Here's Jay Leno!: *"Here's Jay Leno!"* by (Doc Sevrenson or Tommy Newsom?) from the TV's Johnny Carson Show.

Here's Johnny: *"Here's Johnny"* by Ed McMahan from the Johnny Carson Show.

Mac Disk #16.08A
SU 8A – Anti-Virus Utilities 2

ReadMeFirst: This text file describes the results of running Interferon 1.3, Virus Detective 2.0, Virus RX 1.4a1 and some other virus detection programs on disks that have the WAP INIT file installed.

AGAR *f*: **AGAR:** This very small program just sits on your disk waiting to be infected. Check it from time to time to see if it has been

How to Read MacDisketeria Descriptions

- The folder information, where appropriate, precedes the listing of program contents.
- Folder information is underlined
- **Program and file names are printed in bold**
- ***Shareware information printed in bold italic print.***

modified by a virus. **AGAR Picture** is a MacPaint document of the program listing. See the **AGAR Doc** for Bill's offer to disassemble any virus and report on it's action and removal techniques.

AntiViral 1.0 *f*: **AntiViral 1.0**: An application to help prevent your computer system from succumbing to a viral infection. It monitors the size of applications and alerts you when applications change size between one run of AntiViral and the next. **AntiViral 1.0 Doc (MW 4.5)** is the documentation and **Sample AntiViral List** is an associated file. ***Shareware - $10.***

GateKeeper *f* (v1.0): **GateKeeper**: This cdev is placed in your system folder and is then accessible via the control Panel after booting. It monitors the types of action that viruses take and limits the system response to prevent infection. GateKeeper creates a log file for later analysis and diagnosis of virus attacks. A description of the program and help information is found by clicking the question mark when the cdev is selected at the control panel. **GateKeeper Release Notes** and **GateKeeperNotes.txt** describe the privileges needed by selected applications.

New Virus Info: This download from MacNet describes a newer strain of nVIR (INIT 29) and its characteristics. This is particularly useful for modifying anti-virus utility programs that support user input search characteristics.

nVIR Assassin *f*: **Assassin**: Scans volumes for the nVIR virus and destroys it. **nVIR Assassin docs (TEXT)** describes what Assassin does and **nVIR description** tells you about the technical characteristics of the nVIR virus. *Be forewarned, if you have Smart Alarms installed in your System (which has an INIT 32 resource) it will be eradicated also because nVIR Assassin thinks that all INIT 32s are nVIR resources. Other programs may also install INIT 32s in the System; make backups first since nVIR Assassin does not ask before destroying what it believes to be an infecting resource.*

nVir Vaccination: Examines one selected file at a time for the nVIR virus and eradicates it.

QuickScores! DA *f*: **QuickScores! DA**: This DA provides a fast and efficient way to check the current operating system file for the SCORES virus. QuickScores! examines only the system file for the virus because SCORES always attacks the system file first, after invading any disk. **QuickScores! Docs** is the documentation.

Repair1.3: This application repairs files infected with the nVIR virus. You must first determine if a file is infected using Interferon (Mac Disk # 16.07A) or Virus Rx version 1.3 or later (this disk has ver 1.4a1).

RWatcher *f*: **RWatcher**: This is a virus detection INIT for protection against Scores and nVIR. RWatcher was written for non-MPW programmers needing limited virus protection but not willing to use Vaccine because Vaccine complains whenever an attempt is made to create a CODE resource. **User Doc** describes the program and its operation. **Notes** describes the results of testing RWatcher against Scores and two different strains of nVIR. **RLIS Template, RWatcher.a**, and **ShowInit.a** are a ResEdit template and source code provided for the programmer.

Vaccine™1.0.1: This update from Mac Disk # 16.07A intercepts any suspicious attempts to modify applications and systems files and requests operator confirmation of each change. This is a cdev type file, so copy it into your system folder and access it through the Control Panel (under the menu). Setup instructions are provided when you select Vaccine from within the Control Panel. The space in front of the file name places it at the head of the list of cdevs so that its associated INIT resource is loaded before any other at boot time.

Vaxene: This file is included more for the following starting screen apology than for any real contribution to furthering the state-of-the-art of "SCORES" virus detection.

Virus Detective™ *f* (v2.0): **Virus Detective™**: This update from Mac Disk # 16.07A is a Desk Accessory that scans a disk, folder or file for a virus. It includes a capability to search for operator entered strings and to write a log file to disk. This version has extended capabilities over version 1.2 and permits you to easily check out an entire floppy disk library. **VD Doc (MacWrite)** is the terse but comprehensive documentation on the theory and use of Virus Detective. ***Shareware — $20, for license, $25 for license and disk with other demo programs.***

In the Virus 1.4a1 Rx *f*: **Virus Rx 1.4a1**: This update from Mac Disk # 16.07A scans selected drives or folders for any damaged applications, INIT, cdev and RDEV files, invisible files, altered system files and altered applications. Creates a text file that includes an analysis of what it has found including "*****Dangerous" and "*****FATAL" conditions. **Virus Rx 1.4a1 Release Notes** describes what Virus Rx does and provides some useful guidance for reducing your risk of exposure to any virus.

Mac Disk #19.21
StackWare 21 – For Children 2

At The Zoo 1.4: Children have a chance to walk through the Zoo experiencing excellent graphics, some nice animation, and a short digitized statement about each animal in the Zoo. This stack is very well put together and young children will go through this stack again and again. An excellent stack for young children, very easy to navigate and interesting and informative. This stack is very much like the books you buy your very young children, straight forward but entertaining for the child. ***Shareware – $10.***

Mac Disk #19.22
StackWare 22 – Education 2

ArtGame1.9p: An excellent teaching and testing stack. Immediate feedback on each answer, reinforcing right answers with a positive response and wrong answers with a negative response. The **"Art Game"** was designed as an experimental prototype of home interactive videodisc programming. This stack was created for a consortium project to evaluate the use of interactive media in art museum education. With no prior knowledge of art history, you can teach yourself to recognize the work of six major French Impressionist and Post-Impressionist painters. There are 73 paintings in this version of the game, approximately 12 pictures by each of six painters. ***Postcardware - Send a picture postcard of a local building to the author.***

HoneyMooner: This is a 15 question quiz of what you know about the original Honey Mooners show starring Jackie Gleason, Art Carney and Audrey Meadows. The stack is a good example of a way to test knowledge with HyperCard.

Mac Disk # 19.23
StackWare 23 – Miscellaneous 3

This collection provides a sampling of the variety of database types of stacks as well as a few stacks that are improvements on familiar stacks that come with HyperCard. Of special interest might be the Genealogy stacks to those of you interested in your genealogy.

#10: This stack is a simple utility for printing multiple labels & addressing envelopes. You can print multiple labels, address an envelope, and optionally print a logo. The stack only prints in draft mode for text, and better mode for clip art.

Address to QuickDEX™: This stack will place the contents of HyperCard's Address Stack into a card file for use with the QuickDEX™ DA. It generates a text file output that could easily be modified for use with almost any database.

Budget Stak V 1.2: This stack provides a budgeting template that allows you to track between your checkbook balancing & your budget plan, they should square with each other. It is simple and straight forward and will give you an immediate look at how far you are in the hole with your budget.

Check Book: Check Book is a utility designed to help in the tedious process of keeping up with a checkbook balance. It allows you to keep a running balance and mark cleared checks. ***Shareware - $10.***

CookBook: Personal CookBook is an easy way to keep track of your favorite recipes. There

are eight different categories from which to choose when entering recipes. Enjoy the sample recipes included in this stack. ***Shareware - $5.***

DiskStack V1.1: Use this stack to keep track of your disks. It does not automatically catalog each disk, like Disk Librarian, but it works well as a database. ***Shareware - $3***

DL Browser: This stack was designed to "provide a pleasant and easy way to view information about the files in CompuServe's Data Libraries."

HyperWallet: Keep track of important information about credit cards and driver's license's, and any other forms of identification. It also provides an automated index of your information.

LooseNotes: Similar to the NotePad DA, but it's bigger and uses the FIND command for quick searches.

Phone Book: Nicely done replacement for the Address stack. More data can be entered, searching is improved, and you can also enter all of your emergency numbers for quick dialing. ***Shareware - $5***

The Music List: A musical database for CD's, record albums, or tapes.

Video's: The attractive interface on this videotape data base makes this an appealing stack for keeping track of your home tape library.

Genealogy Collection *f:* **Family Index and New Family Stack:** This well-documented pair of stacks allows the user to "create a branching structure (lineage) of linked 'family' stacks." There are 30 fields in version 1.0, and it seems that more features will be implements in future versions. **GENEAL.DOC** is the documentation for this fine set of stacks.

Genealogy: There are over 20 fields for information in this straight forward database for tracking your family history. No sorting buttons are included, although there is a FIND button.

Genealogy (Henderson): This stack will create a family tree and allow exporting of data to a text file. Pop-up fields are used to enter and see data about each family member on the tree. A well-documented stack that allows you to quickly use it. ***Shareware - $10.***

MiscData *f:* **MiscDataCards and MiscDataIndex:** Nicely done free form database that will automatically update an index card menu. This stack is excellent for accumulating lots of miscellaneous, unrelated data.

HyperCard & Stacks
HC 1

HyperCard

HyperCard Stacks: **Address, DateBook, File Index, Home, HyperCalc, Phone, Quotations** and **Version 1.2.2 Release Notes.**

More Stacks: **Area Codes, Clip Art, Documents, Plots** and **Slide Show.**

HyperCard Ideas
HC 2

Idea Stacks: **Art Ideas, Button Ideas, Card Ideas** and **Stack Ideas.**

Apple GS Tutorials

The following three WAP tutorials are being offered to Apple II gs owners on the first three Tuesday evenings of the month from 7:15 to 10:15 PM, at the office. We are currently alternating months between the Apple IIe,c and the the IIgs. The tutorials are being extended to about three hours and will start promptly at 7:15 PM so arrive by 7:00 to set up your computer if you bring it. These tutorials are designed for "beginners" and not experienced users and you may sign up for one or more of these tutorials. The fee for each session is $15 for WAP members. You are urged to bring an Apple, monitor and disk drive. 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.

Feb. 7 (Office) Welcome to the World of Apple
Feb. 14 (Office) How to Use Your Apple Software
Feb 21 (Office) Popular Applications

Mac Tutorials

Tutorials are for "beginners" and not experienced users. They are given regularly on the 2nd, 3rd and 4th Monday evening of each month at the office, from 7:15 to 10:15 PM. Macintosh tutorials in Northern Virginia will begin again in March and every other month thereafter. The fee for each session is $15 for WAP members. You may sign up for 1, 2 or all 3 sessions. You are strongly urged to bring your Macintosh, external disk drive, startup disk, and several blank disks. WAP does not have equipment for you to use. (Note to Mac II owners: You are not expected to bring a computer, but we do not have a Mac II for you to use). These tutorials fill up quickly so call the office to verify space before mailing your registration.

Feb. 13 (Office) Introduction to Macintosh. Prerequisite: Guided Tour
Feb. 20 (Office) Intermediate Mac Skills. Prerequisite: Familiarity with Desktop
Feb 27 (Office) Personalizing your Mac for Productivity: Prerequisite: 1st two sessions.

Disketeria Order Form

Name _____

Address _____

_____

City/State/Zip _____

Phone (day) _____ **(evening)** _____

Number of disks _____ **x fee** _____ =

Total for disks _____

Postage _____

Discount taken _____

Total enclosed $ _____

Mail this form with your check to:
Disketeria
Washington Apple Pi, Ltd.
8227 Woodmont Avenue, Suite 201
Bethesda, MD 20814

Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____
Disk name: _____	Number: ____	Disk name: _____	Number: ____

To order by mail use the order form on the previous page.
5 1/2" disk: $3 member, $6 nonmember.
3 1/2" disk: $5 member, $8 nonmember.
Deduct $1/ 3 1/2" disk after first 5.
POSTAGE: Add $1/disk up to $5 max.

DOS 3.3 Volumes

41 IAC 25 Mach. Lang. Util.
42 One Key DOS
43 IAC 29 Utilities H
44 Utilities I
45 Diversi-Copy
46 French Vocab. Tutorial
47 Tic-Tac-Toe in French
48 Boot for l'Hote
49 l'Hote Story
50 l'Hote Quiz
51 French Poetry Tutorial
52 Apollinaire Biography
53 Albert Camus Interview
54 Tic-Tac-Toe in Spanish
55 Rafel-Boot
56 Rafel
57 Rafel Quiz
58 Matute
59 Lo Fatal
70 Business/Math/Statistics
71 Music
72 Keyboard Games
73 Text Adventure Games
74 Paddle Games
75 Color Graphics for Fun
76 Education
77 Utilities
90 Spreadsheet C Genl. Bus.
91 Spreadsheet D Investment
92 Spreadsheet E Bus. Recd.
93 VisiPlot & VisiTrend
95 Spreadsheet F-Coin Coll.
100 Utilities A
101 Utilities B
102 Games A
104 Business A
106 Science Engineering
107 Games B
108 IAC 10 (Graphics)
109 IAC 11 (Applesoft Tutrl.)
110 Personal/Education
111 Games C
112 Utilities C
113 Business B
115 IAC 12/13 Misc.
117 Picture Packer
118 Utilities D
119 IAC 15 Misc.
120 IAC 16 Misc.
122 IAC 17 Misc.
123 French Vocabulary
124 Utilities E
125 IAC 18 Misc.
126 Sights and Sounds
127 Math/Science
128 Games D
130 Diversi-DOS (rev.)
131 Personal/Educ. 2
132 IAC 19 - Utilities F
133 IAC 20 - Pascal & DOS3.3
137 IAC 21 Spreadsheet A
138 IAC 23 Utilities G
139 IAC 24 Education 3
140 Education 4
141 Special Data Bases
142 IAC 28 Pinball Games
143 Sports
144 IAC 27 Applesoft Prog.
145-147(3 disks)Ap.Logo Util.
150 EDSIG1 (Elem. Math)
152 IAC 31 Miscellaneous
153 Investments A
154 Investments B
155 IAC 33 Miscellaneous
156 IAC 35 Applesoft-AW//e
157 IAC 36 Arcade Games
158 Apple Logo Programs
159 Recipe Files
160 Utilities & Games
161 Wizard Worker
162 Games E
163 Graphs and Displays
164 Games F
165 Happy Holidays
166 Charts and Graphs
167 IAC 40 - Pilot Lang.
168 IAC 41&47 - AW Util.
169 Hayes Term. Prog.
170 Love's Follies (Utilities)
171 Cat-Graphix
172 Print Shop Graphics
173 Riley's Pers. Instrum.
174 Imageworks
175 No Name Yet
500 Master Catalog Listing
501 Util.-Beginner's Choice
502 Util.-Intermediate User
503 DComm
504 Database - LOGIC
505 Reading Fun
506 Astronomy Programs
507 Griffith Observatory
508 Educational Games G
509 Educational Games H
510 Education - Math
511 DOS 3.3 System Master
512 DOS 3.3 Tutorial

Eamon Series Volumes

180 Dungeon Designer
181 Beginners Cave
* 182 Lair of Minotaur
* 183 Cave of the Mind
* 184 Zyphur Riverventure
* 185 Castle of Doom
* 186 Death Star
* 187 Devil's Tomb
* 188 Caves of Treas.Isl.
* 189 Furioso
* 190 The Magic Kingdom
* 191 The Tomb of Molinar
* 192 Lost Isl. of Apple
* 193 Abductor's Quarters
* 194 Quest for Trezore

*Requires disk #181
Eamon disks 195-229 are also available. See description in Member Reference Book.

ProDOS Volumes

802 Utilities (A)
803 Filecabinet
804 Shareware
806 ZAP
807 Imageworks
808 Comm-Term
810 Haunted House
811 Adventures Disk
812 Toddlers and Kids
813 TAWUG-1
814 TAWUG-2
815 TAWUG-3
816 TAWUG-4
817 Telecom
818 1987 AW Tax Template

Pascal Volumes

(See also 133)
300 :ATTCH 1.1/BIOS
301 302 303 304 305 306
307 308 309 310 311 312
313 314

CP/M Volumes

401 Master Catalog
402 Utilities 1
403 Communications
404 Utilities 2
405 Utilities 3
406 ZCPR2 Install
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
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420 Small "C" Compiler

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2015 Sounds II Nostalgia
2016 Slide Show II
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113 Fonts XII
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151 Games XXVIII-Strategy
153 Games XXIX

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19.04 Monster Hunt
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19.09 Music Generation Stacks
19.10 Music and Sound Stacks
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21.03 21.04

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20.02 GrayView & DAs
20.03 Miscellaneous
20.04 Graphics 2
20.05A Ray Trace Programs
20.05B Ray Trace Source
20.06 Color
20.07 Graphics 3
20.08 Utilities
20.09 Miscellaneous 2
20.10 Image .61
20.11 Pixel Paint Picture
20.12 Vision Lab
20.13 Miscellaneous 3

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WAP TUTORIAL REGISTRATION

Apple IIgs: The following three WAP tutorials are being offered to Apple II gs owners on the first three Tuesday evenings of the month from 7:15 to 10:15 PM, at the office. We are currently alternating months between the Apple IIe,c and the the IIgs. The tutorials are being extended to about three hours and will start promptly at 7:15 PM so arrive by 7:00 to set up your computer if you bring it. These tutorials are designed for "beginners" and not experienced users and you may sign up for one or more of these tutorials. The fee for each session is $15 for WAP members. You are urged to bring an Apple, monitor and disk drive. 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.

WELCOME TO THE WORLD OF APPLE	February 7, 1989
HOW TO USE YOUR APPLE SOFTWARE	February 14, 1989
POPULAR APPLICATIONS	February 21, 1989

Macintosh: Tutorials are for "beginners" and not experienced users. They are given regularly on the 2nd, 3rd and 4th Monday evening of each month at the office, from 7:15 to 10:15 PM. Macintosh tutorials in Northern Virginia will begin again in March and run every third month thereafter. The fee for each session is $15 for WAP members. You may sign up for 1, 2 or all 3 sessions. You are strongly urged to bring your Macintosh, external disk drive, startup disk, and several blank disks. WAP does not have equipment for you to use. (Note to Mac II owners: You are not expected to bring a computer, but we do not have a Mac II for you to use). These tutorials fill up quickly so call the office to verify space before mailing your registration.

Feb. 13 (Office) Introduction to Macintosh. Prerequisite: Guided Tour

Feb. 20 (Office) Intermediate Mac Skills. Prerequisite: Familiarity with Desktop

Feb 27 (Office) Personalizing your Mac for Productivity: Prerequisite: 1st two sessions.

Washington Apple Pi - Apple IIgs Special Tutorials

Macintosh - Advanced MacDraw - Ann LaRose, Monday, January 30, 1988, 7:15-10:00 PM, Office. Fee $20 ($25). This is not an introduction to MacDraw. It is for users who are already familiar with MacDraw and who wish to learn more advanced drawing techniques. Bring your computer, and MacDraw software if you have it.

Macintosh Music - Judy Moore, Saturday, February 11, 9-12 Noon, Office. Fee $20 ($25). Judy Moore is a practicing musician and teacher who will cover from "sounds to notes" using the Mac to notate readable music. The following software packages will be demonstrated: Performer/Composer, Concertware+/MIDI, and HB Music Engraver. Bring your Mac, MIDI interface and keyboard if available.

AppleWorks IIgs- March 4 and 11, 9-12 PM (Saturday), $20 for WAP members and $25 for nonmembers. Ted Meyer will teach this two part series on the new AppleWorks IIgs. This six hour block of instruction will include approximately 1 hr on each of the six parts of AppleWorks IIgs. These will include, database, spreadsheet, word processing, page layout, telecommunications and paint and drawing.

Please use the form below and return it with fee(s) made payable to Washington Apple Pi, Ltd.

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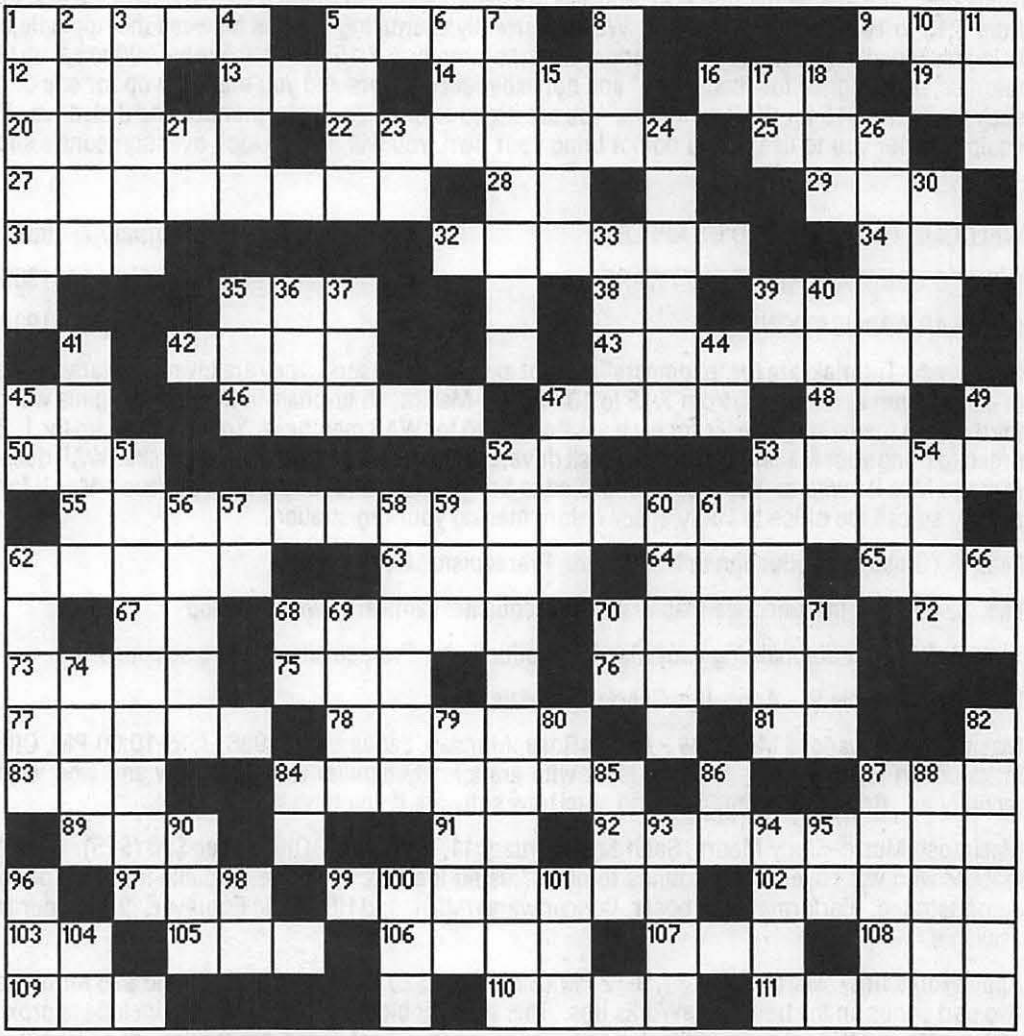

ACROSS

1. WAP spokesperson
5. He created Eliza Doolittle
9. Early Apple file utility
12. You can't write to this area
13. Canadian province (abbr.)
14. Red, in Guadalajara
16. Early Apple business computer
19. England's Lady ___
20. Halley's path
22. Southwestern state
25. Apple's entry into the "portable" market
27. Equine event
28. Note well (Lat.)
29. A long time
31. Above, poetically
32. Prayer book
34. Logical operation
35. Apple][keyboard buffer location
38. ___ tu, Brute!
39. Exxon forerunner
42. Basis for the Apple][series
43. ABBS Sysop became president
45. Exclamation of surprise
46. The brains of the //gs
47. Concerning
48. Non-redeemable (abbr.)
50. Memory
52. Mighty battleship
53. Literary genre (compound)
55. Group of computer users
62. Kind of code
63. Swiss river
64. Boxer Muhammed
65. Temporary posting (Mil. abbr.)
67. Nine, to Pliny
68. Presentations spec. int. grp.
70. Respite from hostilities
72. Dorothy's magical place
73. Gasp
75. French article
76. Bootstrap key
77. Supple
78. Checks
81. Southern state
83. Tokyo of yore
84. Team provides balance on the board
87. Spooky organization
89. See 56D
91. That one
92. Greek tragedy
97. Kind of code
99. Famous stone
102. Room or mate
103. Application (abbr.)
105. Software publisher Wagner, to friends
106. Vessel
107. Compete
108. Apple utility Pro___
109. Ozarks dad
110. African river
111. A bit daft

DOWN

1. Operating system
2. Oft-sinister actor
3. Popular monochrome screen
4. Little kids
5. Kind of party
6. ___ ben Canaan
7. One of two superheroes
8. Chairman emeritus
10. User designation
11. Early file standard
15. See 7D
17. Mac choice
18. Apple choice
21. Exists
23. Common bus. note
24. Manifestation of deity
26. Draftee
30. Small recess
33. Stitched
35. Minimum gs RAM configuration
36. One of 007's predecessors
37. Early Mac limit
39. Oral uncertainty
40. From then until now
41. Melts
44. Second note
45. Logical operation
47. Greek isle (var.)
49. Apple choice
51. Big 1984 event
52. 001 president
53. WAP affiliates
54. World's most popular BBS system
56. ___ sense
57. Familiar greeting
58. Apple heavyweight
59. Babylonia
60. One-half of ( )
61. Mac choice
62. Fruit
66. Last alphabet run
68. Classified ___
69. Quite
70. Verb type (abbr.)
71. Common abbr.
74. Assistant
79. Of a green land
80. Thus
82. Feathered WizOp
84. ___ Kettle
85. "King" Cole
86. Eur. country
87. Land's end
88. Inserted (pub.)
90. To each
93. Church part
94. Chilled
95. Acctg. Sys.
96. See 55A
98. Tic-Tac-Toe letters
100. Big Blue's Mac clone system
101. Unit to meas. disk capacity
104. Mate of 84D

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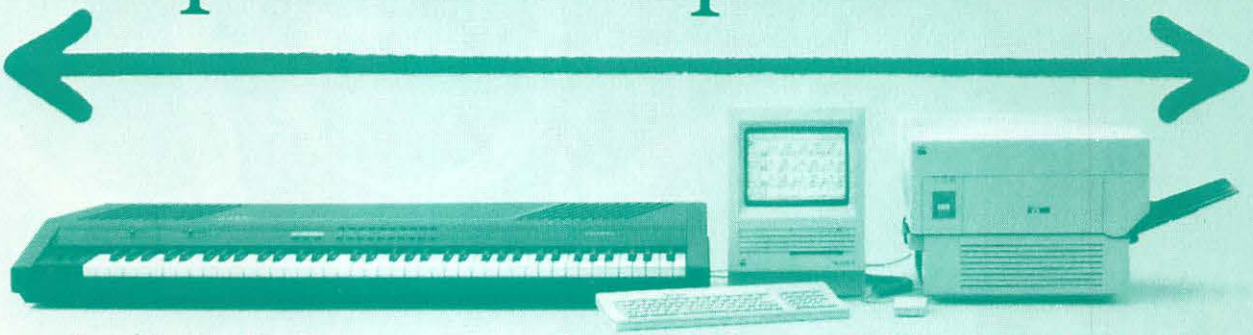

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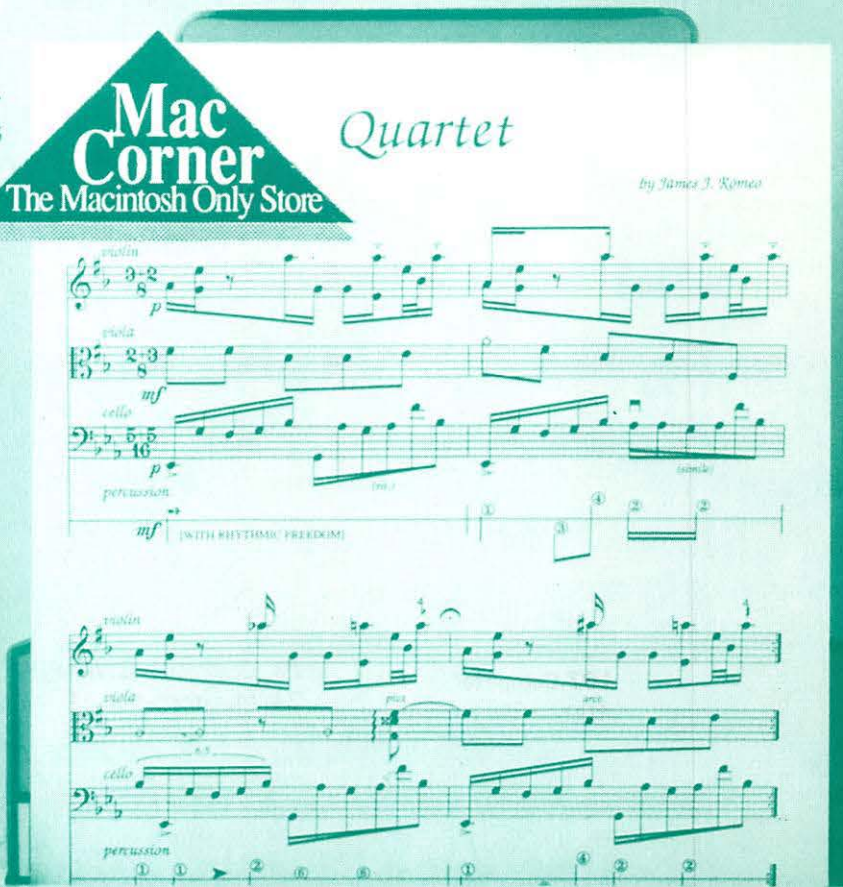

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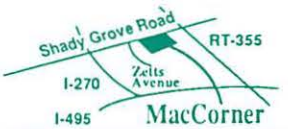
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