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# washington pple pi

The Journal of Washington Apple Pi, Ltd.

Volume 12, Number 11

November 1990



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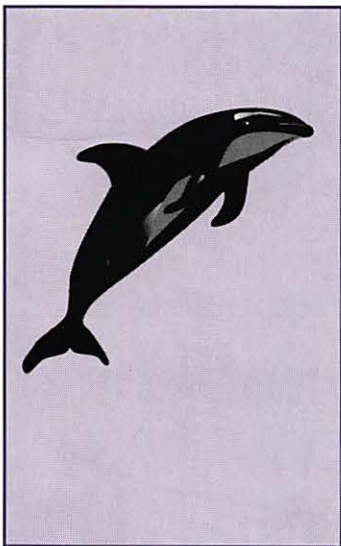
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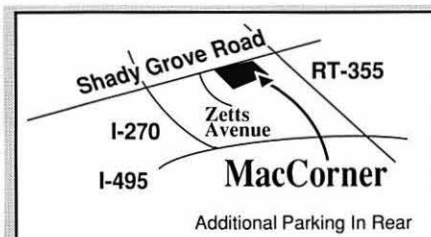
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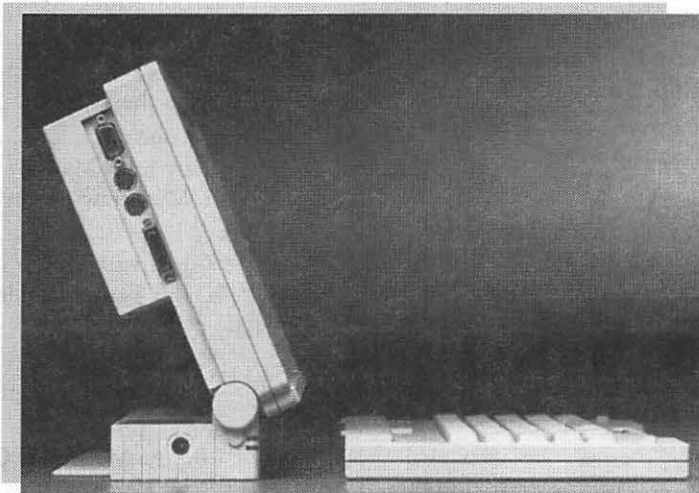
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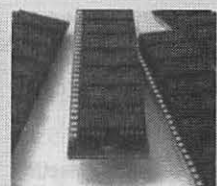
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# washington apple pi

This issue of the Washington Apple Pi Journal was created on a Macintosh IIfx, proofed on a LaserWriter IINTX, and was produced by electronic imagesetting on a Linotronic 300 by the Publishers Service Bureau.

The program used was PageMaker 4.0, the word processing program was Microsoft Word 4.0; the principal typeface is Adobe Garamond for the articles; and Helvetica and Condensed Helvetica for headlines, emphasis, and where it seemed appropriate or like a good idea at the time, or where we ran out of space, which also happens.

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December ..... Oct. 23  
January ..... Nov. 23

**Editors' submissions**  
December ..... Oct. 1  
January ..... Dec. 1

**Ad space reservations**  
December ..... Nov. 21  
January ..... Dec. 21

**Camera-ready ad copy**  
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January ..... Dec. 1

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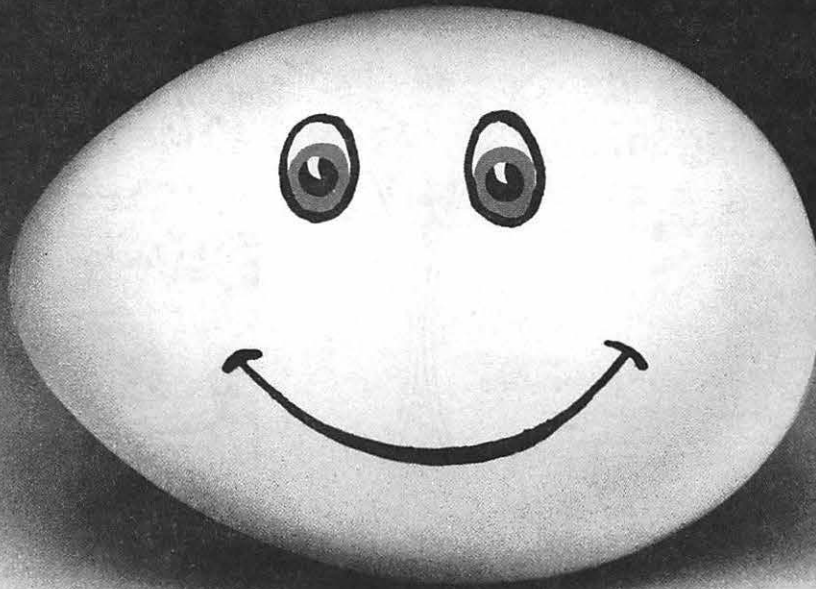
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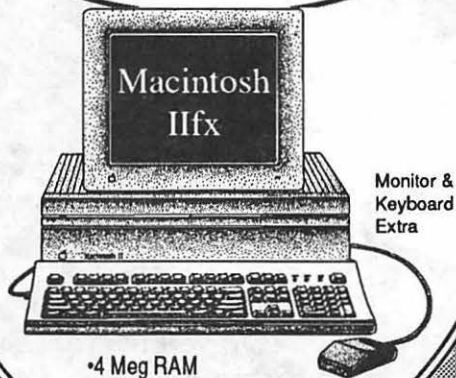


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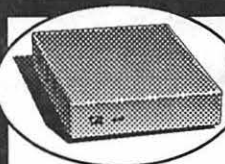
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*What's new*

## Office News      New Service

by Nancy Pochecko

This month I have the pleasure of thanking several volunteers for their helping hands at the WAP Office: Brian Mason, Carol O'Connor, Phil Shapiro, Russell Strange, Judy White and Tom Witte.

It's a start, but we could still use your help! The library needs a lot of work, we have magazines and newsletters stacked almost to the ceiling and we could use several pairs of hands to help get them in order and catalogued.

Many volunteer positions which need to be filled involve things that you can do at home. In the Tutorial Program alone, there are several volunteer positions which are open. Even if you can only give a few hours a month, we can find something for you to do. Call me at 301/654-8060.

### *WAP Library*

As mentioned in the September Journal, we are trying to clean up and organize the Library. We are still missing quite a few books. Please check your bookshelves at home to see if you may have forgotten to return any of WAP's books. Don't worry, we don't charge late fees!

Also, thanks go out to Stephen Bach and Dick Schmidt for their donations to the WAP Library. Likewise, if you are doing your Fall cleaning and decide you don't want to keep those 5 year old magazines, or those books that you don't use, give us a call, we may be able to add them to the WAP library. In the coming months, I'll be publishing a list of magazines we need to fill the holes in WAP's magazine resource.

See you next month!

by Gary Hayman

Seven Hills Software is organizing a "Partner(s) Program" in which the Washington Apple Pi will participate. Actually, the system is a grass-roots user-group support program, similar in function and format to the Beagle Buddy help group.

There are several interesting benefits for Apple IIGS owners of Seven Hills Software products as part of this program.

Up-to-date information will be passed directly from Seven Hills through the Partner to the users in a speedy manner. Information will be accurate and without suppositions and misleading rumors. Users can receive updates, from the Partner, to existing original products that contain the Seven Hills Software logo. No longer will you have to send the disk back to the company through the mail—you can have your update as soon as it is released to the Partners. You can be sure that the update will be correct and not changed in any way. Files posted on major telecommunication services are costly to download and may suffer from transmission errors. The Partner's update will be via disk from the company.

Partners will be available to demonstrate the existing and new release programs at main and SIG meetings. Partners will be knowledgeable of the products and will be able to provide some "hot line" technical support.

Current software under the Partners program includes:

- GraphicWriter III (v1. 0).  
Version 1. 1 is to be released in the Fall and the Partners will be the first to have it and will be able to update

your copy.

- Font Factory GS (v1. 3).  
Version 2. 0 is also planned to be released and will be part of the update program.

- Disk Access (v1. 0). This is a new program. If updates are necessary in the future, the Partners will handle them for you.

There are some other interesting things in the works, including SuperConvert v3.00; printer drivers for the HP DeskJet, DeskJet Plus, DeskJet 500, and LaserJet IIP printers (ed. note—the drivers have just been released); and some top-secret programs that the Partners will fill you in on.

The Board of Directors has appointed me as the Seven Hills Software Partner's Program Coordinator. Several Partners are spread throughout the Washington metropolitan membership area (like the Beagle Buddy Program), and will be available to provide you with information and update your programs.

Watch this new service of the Washington Apple Pi as we "GIDDAP".



## President's Corner

by Eric Rall

### *Member Number 15,000*

Washington Apple Pi issues membership numbers sequentially. Traditionally, we recognize certain milestones. Member 6502 (for obvious reasons), Member 10,000, etc. are all considered milestones. It is our pleasure to welcome Allan Northcutt from Gaithersburg as WAP member number 15,000! As our way of saying thanks to Allan for breaking this barrier, the board of directors has voted to let Allan choose any five disks from our public domain/shareware library. Allan, on behalf of the board of directors, let me welcome you to WAP.

### *Maryland CompuTeer*

Philip Castle, Deputy Director for the Governor's Office of Support Services, has asked the members of Washington Apple Pi to help out with a new program. The Maryland CompuTeer program is modeled after a program started in San Francisco. The object of these programs is to match computer literate volunteers (people like us) with nonprofit organizations that can use these skills.

This is your opportunity to help another nonprofit organization in areas such as software assistance, application development, training, or another computer support service. It should only require a few hours per week of your time. To get more information, call the Governor's office at (301) 974-3594 or 974-5156. Alternatively, you can write to: Maryland CompuTeer, Room H-8, State House, Annapolis, MD 21401.

### *Washington Apple Pi Support Services*

Last summer, in an effort to determine what services you need and use, I asked Nancy Pochecko, our office manager, to keep track of telephone calls she handles from you, the membership. Nancy charted 879 calls.

Questions about WAP membership accounted for 130 calls. The good news about that is that only 7 of those calls were problem-related. Our goal is, of course, to eliminate those problems, but 7 calls out of 879 received isn't too shabby. Tracking the other calls tells an interesting story about where we are doing things right and where some serious work is needed.

### *Hotline*

WAP volunteers serve on a hotline to answer your problems. Each month a listing of hotline volunteers is published in the journal. These gallant souls have graciously allowed us to print their home or office number and agreed to take your distress calls on a subject they know and love. If you have a question or problem with your computer, look up one of these volunteers and give them a call. These individuals are the ones best suited to answer your questions.

Members calling our office with computer problems is our single largest resource drain. Last summer, Nancy answered 107 phone calls having to do with a computer problem and 88 calls asking for information about their computer. Unfortunately, our office is not staffed to handle these inquiries. The office is designed to deal with the

administrative requirements of your club. Those 195 calls would have been better directed to the volunteer hotline. You'll get your answer quicker and the office can better utilize that time to process your disk library order or your new membership packets.

### *Membership Meeting—Time and Place*

Here is a place where we are clearly disappointing you. Because of the unfortunate actions of one individual, USUHS no longer allows us to hold our meetings at their facility. This has created a logistical problem that continues today. Currently our meetings are being held at the Bethesda Holiday Inn, 8120 Woodmont Avenue, Bethesda, MD.

I have asked David Wood, Apple II VP, and Bob Shaffer, Macintosh VP, to get information into the journal regarding the meetings they schedule. That request is far easier said than done. I know that from personal experience. We hope that they will be able to schedule things and keep you informed.

If you call the office number (301) 654-8060, during the evening, you will get a recording with information regarding the general meeting's topics and location.

If you know of any facility that can host our meetings on a regular basis, please call me or the office. We really need your help on this issue.

### *Telecommunications System (TCS)*

Another frequent problem that prompted you to call us was the TCS. Last summer, the TCS was responsible for 128 calls to Nancy. Almost two-thirds (82 calls) had to

do with problems! The TCS crew likes to work autonomously—which is to say, the crew does not keep the office staff informed about changes made to the system. If you're experiencing problems with the TCS, please call Lee Raesly, the Telecommunications System Operator, at (301)-220-0717.

Passwords are entered by the TCS crew and not the office. Unless the crew comes up with a system that is more expedient, it will take upwards of a week to get a new password activated. I have instructed the office to issue passwords to anyone that joins the TCS (a \$6 per year additional fee.) That will minimize the time it takes you to actually gain access to our bulletin board system.

### *WAP Journal*

I have to confess. I expected the journal to be the focus of more calls to the Pi offices. After all, the journal is the only service that every one of us utilizes. Surprisingly, out of the 98 calls regarding the journal, there were only 28 problems or complaints.

Now that isn't any reason for us to be complacent. Clearly, there is room to improve.

### *Letters*

Some of our members don't call us, but would rather write. I received a nice letter from a new member, F. Peter Gregorio. It was informative and helpful. I wanted to pass on some of the suggestions that he made and also wanted to say what WAP was doing to respond to constructive criticism.

Last June, we took an inordinate amount of time to get Peter's new member packet to him after joining. Clearly this is not a desirable situation and the office has long since cleared out their backlog and new membership processing should now be expedited. After all, the new membership packet is usually your first WAP experience and it ought not to be a negative one.

At Peter's suggestion, we have moved the cash register and disk sales *outside* the main meeting room.

One of the more perplexing problems Peter cited was the appearance of cliques made up of long time members who all know each other by first name. This is a difficult problem. I clearly remember the intimidation I felt 8 years ago at my first WAP meeting. It was months before I came to another. The obvious perception is that "we" are all insiders and "you" outsiders are not welcome. This couldn't be further from the truth, but the perception is still there. WAP is a first name organization. Mr. Rall is my father, a nice guy who will take pains to tell you Mr. Rall was his father.

To attempt to overcome this perception, I will try to introduce myself and some of the other WAP volunteers at each meeting to those of you that are new to our meetings. I'll also take a few moments to try and explain what the meetings are about to the audience.

Peter also suggested we set up a table for new members to receive new members. Well, we're embarrassed. A few years ago, we used to do just that. This is something we need to do again. Thanks for reminding us, Peter.

## Directors' Meeting—September

The WAP Board of Directors met on Thursday, September 13, 1990.

Officers and Directors in attendance included: Eric Rall, Bob Shaffer, David Wood, Dave Ottalini, Dave Harvey, Dana Schwartz, Dave Weikert, Bernie Urban, Mary Hockmeyer, Tom Vier (phone) and Lee Raesly.

### *Members & Guests*

Nancy Seferian, Nancy Pochevko, Frank Potter, Manny DeVera and Jon Hardis

\* The minutes of the August 16, BOD meeting were approved as corrected.

\* The Board voted to set up an Election Committee and charged President Eric Rall with asking for

volunteers at the next WAP general meeting. Suggestions were also made of possible members.

\* The Board approved a motion to adopt the Seven Hills Software "Partnership" program and turn its operation over to the //GS SIG Chairman with the help of the Apple // Vice President.

\* The Board voted 7 to 1 against a proposed change in the bylaws dealing with attendance of Officers and Directors at meetings of the Board.

\* Six people have expressed an interest in serving on the WAP Audit Committee. Frank Zappacosta will be asked to serve as Chairman. All those expressing interest will be invited to the October meeting so the Board can meet them.

\* Alan Northcutt of

Gaithersburg, Md. received member number 15,000. The Board voted to say "thank you" by offering Mr. Northcutt five WAP disks of his choice and a WAP T-Shirt.

\* Manny DeVera discussed a proposal for a WAP Mentor program that would include new members and members with three years experience or less. The Board voted to make DeVera Chairman of the Mentor Program.

\* Manny DeVera discussed a private effort for a group purchase of Apple // and Macintosh, as well as MS-DOS machines in time for Christmas.

\* The Board voted to purchase a laser printer for no more than \$3,000.

*Dave Ottalini, Secretary*

## Columbia Apple Slice

by Tim Childers

Our September 6th meeting featured two very special guest speakers: Eric Rall, President of WAP, and Gary Hayman, Chair for both the Apple IIGS and AppleWorks SIGs. The meeting was heavily attended with around thirty members present.

Gary Hayman gave what can only be described as a complete tutorial on PublishIt!3. He appeared to know a great deal about this program and gave the equivalent of a complete tutorial on how to get the most out of it by designing a four-page newsletter from start to finish. From what I saw it could do as much as any Macintosh page layout program in its price range! The program requires 128K of RAM and operates in monochrome. It is capable of printing color to an ImageWriter II and can do spot color but not 4-color separations. He showed how to set up multiple columns, headlines, different fonts and sizes, and even type using shades of gray, not just black. He stated that it could import most of the popular graphics formats including PaintWorksGold and PrintShop. He even showed an undocumented technique for causing text to run around a graphic. Needless to say he recommended it highly if you are in the market for a page-layout program for the Apple II.

Eric Rall rambled through an amazing variety of topics and software demonstrations in his two hours. Following is a list of the things which I can remember:

— 'After Dark 2.0,' a screen saver that comes with an amazing collection of different screen saving templates, many of which include sounds. Lots of fun and cheap too! More fun in color than monochrome.

— 'Sky Shadow,' a game from the makers of 'Crystal Quest'

Cassady and Greene. Very like the arcade game "Defender" but with a 50's Sci-Fi sense of humor. Lots of sound and colors.

— "ResEdit 2.0," the first version of ResEdit to be officially released by Apple to the general public. With ResEdit you can customize the appearance (but not the function) of almost any program without having to know a thing about programming. Addison Wesley has published a book on this release and Apple is even sending a training disk out to their salespersons as if this were a commercial program. However, Eric recommended instead the freeware documentation "ResEdit Primer v5.0" by Herb M Goodman. Both "ResEdit 2.0" and the "ResEdit Primer v5.0" are available on the TCS and the Twilight Clone.

— "The Magic Flute" CD-ROM, the entire opera plus a 7000 card HyperCard stack of information and an hour of commentary on 3 CD-ROM discs.

— "Cosmic Osmo" CD-ROM, an entertaining world to explore, like "The Manhole" but 10 times larger with even more sounds! A must if you have kids.

— "Desktop Manager," an INIT available from Apple as part of AppleShare which will speed up Finder performance if you have large hard disk partitions, such as 80 Megabytes.

— "Kids Can Save the Earth," a HyperCard stack which won Best of Expo at Boston MacWorld.

When asked what was new for the home users at MacWorld he said that most vendors are waiting for the release of the low cost Macs to release any reasonably priced software or hardware. An exception was Color MacCheese, a 24 bit color paint program for only \$79!

Next month the Apple II topic will be Education. The Mac program will be either MIDI Music or FileMaker. The Apple II program will be a demo of "Banner Mania" by Andy Wakshul. We are trying to arrange something with Apple HQ

in Columbia to see the new Macs. As always, if there are any changes we will post them on the Columbia Slice Board of the TCS or you may call me at (301)997-9317 evenings. Don't forget, elections are in November and we need you to be an officer or volunteer!

## EdSIG

by Phil Shapiro

The August 23 EdSIG (educational special interest group) meeting saw a number of fresh new faces, along with the regular core members. Peggy Davidson recently bought an Apple IIGS for her grandchildren, and had plenty of questions to ask about hardware and software. So we chatted about the best types of programs for six-year-olds.

One point of discussion centered around "recreational" software—with many of the educational disks being presented in a game format, should people be spending money on additional "purely for fun" software? Sue Racoosin brought this question to the fore by showing a nice commercial IIGS golf game, with impressive graphics. But another person commented that public domain recreational programs could serve the same purpose for a small fraction of the price.

After the golf, yours truly showed how to connect three monitors to an Apple IIc+, using inexpensive Y-adapters and cables from Radio Shack. This arrangement could serve as a substitute for those expensive \$700 overhead projection units. (Although the video signal is slightly diminished by the splitters, causing the screen image to be slightly less bright.) This might be one simple solution to the annoying problem of having the whole class crowd around one monitor.

Next we talked about the use of word processors for use by adult literacy students. AppleWorks and other 80-column word processors



just don't cut it for literacy students. Not only are the letters too small to see, but it would take an hour to fill the AppleWorks screen using the hunt and peck typing method. So, more appropriate for literacy students would be Scholastic's Bank Street Writer, with spell checker and thesaurus, or the ever popular Children's Writing and Publishing Center, published by The Learning Company.

Lorin Evans demonstrated the features of the Children's Writing and Publishing Center, showing how Print Shop graphics can be imported to accompany the 40 column text. The gratification quotient is fairly swift with this program, so it ought to be well received by adult literacy students.

Sue Racoosin talked about the needs of her cognitively impaired students. Sue brought up the fact that these students need to be taught strategies and techniques for remembering. She noted that computer programs can help serve as motivators, and that progress can be made with students who in another age might be dismissed as uneducable.

We wrapped up the evening with a discussion of the coming Low Cost Mac, with its promised Apple II compatibility. Even if this long awaited machine doesn't run Apple IIGS software, it still would be a great boon to the many schools with large Apple II software collections. Word has it that there are over 2 million Apple IIs in the nation's schools (more than all the other computer types combined). With its majority presence, it looks like the Apple II will be a favored computer at least until the turn of the century.

The Sept. 27 EdSIG meeting got off to a good start as members had a chance to use two Apple IIs to preview educational software. Along with the regular public access Apple IIGS, the office also has the old Apple IIe that used to be used to maintain the membership database (currently maintained on a Mac).

A demonstration was given of StoryWorks, a hypertext program for

AppleWorks files. You can use StoryWorks to create branching fictional stories, or branching factual lessons. It displays AppleWorks word processor files in an attractive 30 column font (or in a standard 80 column format, if you want.)

Following this demo, a heated debate ensued as to whether HyperStudio, for the IIGS, was easy or difficult to learn. The concensus was that people with prior Macintosh experience find HyperStudio easy to learn, but people with classic Apple II experience find the learning curve far more steep.

Shari Sternberg, a teacher in Princes Georges County, recounted how she uses Apple IIs in her classes. Her school also has MS/DOS machines, which are used with Josten's software. Shari also shared her experience with using a single computer with a whole class at the same time. This comment prompted a deluge of remarks about "single computer/whole class software" by Tom Snyder Productions.

After the deluge, we chatted about the organization called the Teachers' Idea and Information Exchange. Using educators, this organization of AppleWorks distributes AppleWorks templates, lesson plans, and data disks. There is a yearly subscription fee which is quite reasonable, considering the amount of material they send you. The address of this organization: TI&IE, P.O. Box 6229, Lincoln, NE 68506. You can write for free membership information.

Ginny Spevak spoke about a training course that was being offered for the LogoWriter program. This five week course carried a hefty price tag, so other teachers recommended that Ginny could learn LogoWriter on her own.

A number of books and magazine articles have been written about LogoWriter, which has become a standard in elementary school classrooms. LogoWriter is published by Logo Computer Systems, Inc., in Quebec, Canada.

A question was asked about good reading comprehension software. Grace Gallager claims that some of the best reading comprehension software for the Apple II is published by a small, rarely heard-of company called Continental Software, located in Elizabethtown, PA, if anyone would like to track them down. Apparently Continental bypasses retail software channels, and sells most of their disks directly to end users.

A discussion ensued about obscure software companies, and the gems they sometimes produce. If you didn't belong to a users' group, you'd never find out about some of these hidden treasures.

Finally, a suggestion was made to compile an official list of recommended educational software, including the reasons why the software is so superior. A helpful addition to such list would be a list of the worst in educational software, and the corresponding reasons why. This list could be put onto a public domain disk, for quick and easy distribution to members and nonmembers of the club. Ensuring that this project sees its way through to completion, a committee was not appointed to take any appropriate action.

## IIGS SIG

by Paul Tarantino

The star of this month's meeting was Kim Brennan, with his magnum GS (3+ megabytes of RAM, 195 megabytes of disk storage, Transwarp GS, and who knows what else...mercifully, he left the LaserJet at home this time). Kim was there to offer us a guided excursion into the inner mysteries of the /SYSTEM folder, an up close and personal tour of the wonderful (and perplexing) world of CDAs, NDAs, CDEVs and INITs.

CDAs, of course, are Classic

Desk Accessories, which are accessible from within any program booted from the GSOS finder by pressing Open Apple-Control-Escape. The standard CDA's which are built into GS ROM are the Control Panel, which tells the computer how you want it configured (slots, speed, printer and modem interfaces, text screen colors, clock settings, RAM disk size and the like) and the Alternate Display Mode, which you may have to invoke to run some really old Apple programs. Other CDAs (filetype \$B9) can be added to the CDA menu by copying them to the Desk.Accs subdirectory on the \*/SYSTEM folder on your boot disk.

New Desk Accessories, or NDAs, are also small programs like CDAs that can be invoked from within other programs, but are of a different filetype (\$B8), use the GS SHR graphic screen instead of the text screen, and can only be accessed from within 16-bit GS-type programs by dragging a menu down from the apple on the GS menu bar. NDAs range from the utilitarian (a clock readout) to the sophisticated (a full-function paint program) to the completely frivolous (making grass grow on the screen). One powerful NDA which was introduced with System 5.0 is the Control Panel NDA, which does most of the things that the CDA control panel can do, plus a few more. Like CDA's, new NDAs can be added to your boot disk by copying them into the Desk.Accs folder in the \*/SYSTEM directory. An NDA like Font/DA Installer (shareware, available on a Disketeria disk or from the TCS) will enable you to install NDAs (or CDAs, or fonts) on the fly, whenever you need them, eliminating the need to load every DA in your collection every time you boot the machine, taking up lots of precious RAM space (except on Kim's system) and increasing bootup times. The October Journal has a description of two new Disketeria disks full of DAs, and a download area dedicated to DA's is available on the TCS.

The Control Panel NDA does its work through a collection of Control Panel Devices (CDEVs), represented by a set of icons in the Control Panel NDA menu, which enable you to change the way the GS runs, interfaces with I/O devices, and so on. Additional functions can be added to this collection by copying new CDEV's (filetype \$C7) to (you guessed it!) the CDEV subdirectory in the \*/SYSTEM folder of your boot drive. Several new CDEVs are available, like one which comes with the Applied Engineering Transwarp accelerator card, which enables the user to change Transwarp system speeds from within the Control Panel NDA. One new CDEV which Kim demo'ed is Twilight, a screen blanker like the Macintosh's "After Dark," which can prevent screen burnthrough when the computer is not being actively used by replacing the display with your choice of stars, fish, bouncing Apple logos, or portraits of John Sculley in extremis (I am not making this up).

Yet another category of special purpose subprograms in the GS \*/SYSTEM subdirectory is INITs (initialization devices), small subroutines invoked by the GS when it is booting up. Most of the INITs you would want to use were installed by the Installer program when you built your System 5.0.2 boot disk; some optional bells and whistles which can be added include STARTPIC (which gives you the graphic of your choice to look at during bootup, rather than the thermometer), STARTSOUND (which invokes the digitized music or sound bite of your choice during bootup) and SYSBEEP (which can replace the standard error "boink" sound with any scream, belch, Star Trek quotation or whatever you may have available in digitized form). INIT's must be installed in the SYSTEM.SETUP folder in \*/SYSTEM; some of those mentioned above must be at the head of the directory in order to work. (Handy Hint: read and follow the documentation.)

A crucial Handy Hint for those

of us who are a bit underendowed with RAM and/or disk space: any extra DAs, CDEVs and INITs will take up valuable space in RAM and on your boot drive. It isn't too difficult to configure a 800K boot disk with so many bells and whistles that there is no room left for application programs. This may be fun and instructive, but won't get the taxes done. Likewise, a system with dozens of active DAs or CDEVs may not leave enough RAM to allow you to run Appleworks GS in anything but bog-slow mode. 'Tis better to choose among these toys selectively, only loading those extras at boot which we know we will need, and relying on an NDA like Font/DA Installer to add extras (or remove them) as the occasion requires. DAs, CDEVs and INITs can also be installed but rendered INACTIVE (i.e., dormant until called upon) by selecting the appropriate icon and using Apple-I or selecting "Icon Info" from the Icon menu, and clicking the box to "inactive." Such a DA/CDEV/INIT will not be booted up until it is either selected "active" or (for DAs) installed by Font/DA Installer or File Manager or ProSel 16.

Another Handy Hint for GS users weary of all those tiresome and time-consuming pollings of our seldom-used 5.25" disk drives: using the method above, select the Appledisk 5.25 driver (in the Drivers folder of the /SYSTEM subdirectory) to inactive. This will cause the Finder and all 16-bit GSOS software to ignore those drives. 8-bit programs like Classic AppleWorks will still recognize them, even if accessed through the Finder.

As mentioned above, DAs, CDEVs and INITs abound in the GS Public Domain and Shareware software worlds. Many of the best are available through the TCS and the Disketeria. Help is available from GS Hotline volunteers if you have trouble installing or using them. Go for it!

Because our software copying sessions at SIG meetings have become increasingly frenzied, Gary

asked that future participants speed the process by **FORMATTING** and **VERIFYING** their blank disks before coming to the meetings. ZZCopy and other fast copy programs work even faster if they don't have to format disks as they go (9-second passes with ZZCopy!), so formatted and verified disks will have head-of-the-line privileges at future GS SIG copying marathons. Plan ahead!

A Handy Hint for those of us (like your scribe) who are having trouble finding a market for used Apple GS Memory Expansion cards; consider a tax-deductible donation to the GS-equipped school of your choice, which may not have been budgeted to buy enough RAM to get full benefit from its computers.

## GameSIG

by Steve Payne

Much of the regular monthly GameSIG meeting on August 2, 1990, was taken up with plans for the "gaming extravaganza" at the August Main WAP Meeting, so by the time you read this you should know how successful we were.

The new software we distributed for review at the meeting included:

**Jigsaw!** (Brittania Software, Mac 512K or better): a jigsaw game (as you might have guessed);

**Revolution '76** (Brittania Software, Apple IIGS, with RGB monitor and 1.2 MB of memory):

political, economic and military simulation of the Revolutionary War;

**Task Force** (Fanfare, Apple IIGS): combat game, using "flame throwers, missile launchers, grenades," etc. against "gangsters, mobsters, skinheads, sleazy politicians, armed riffraff, vigilantes and organized scum" in five major cities;

**Gnarly Golf** (Fanfare, Apple IIGS): no greens, but "18 hysterically gnarly holes";

**Great Western Shootout** (Fanfare, Apple IIGS): arcade Wild West showdowns.

We confess that GameSIG broke the ultimate taboo by actually smuggling an IBM machine into the August meeting! Of course it was only briefly, for instructional purposes, and between consenting overgrown kids. But in the current climate it seemed important for members to be aware of what was available on other machines, so Tom Johnston and Reid Hutchinson showed us MS-DOS versions of **Their Finest Hour: The Battle of Britain** (Lucasfilms), a flight combat simulator; **Space Quest II: The Pirates of Pestulon** (Sierra); and the opening sequence of **Ultima VI** (Origin), which we all know *should* have come out for the Apple first (it took several millenia just to boot up the last game, using such arcane spells as "A: Copy U6 C," and even then we discovered we had forgotten to load the "mouse driver" and so had to run everything from the keyboard!).

Getting back to the machines we all know and love, Jamie Kowalski demoed a medieval jousting program he is working on, called "Knights of Yore," and Dave Hakim showed us a shareware **Arkanoid** clone for the IIGS called **Bouncing Bluster**. The meeting ended with the usual pizza run. As always, our next gathering will be on the first Thursday of the month, at 7:30 PM in the main WAP Offices. See you then!

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# Artists on exhibit

by Nancy Seferian

*This column will look at the art and artists of Washington Apple Pi and the techniques and tools used to create the art.*

**Artist Info:** This month's artist is Michael Remy, who works for Award Publications as a Linotronic operator/Graphic artist. He received a degree in Graphic Design and has always had a personal interest in computers and computer graphics.

**Art:** *Dude* (right) and *Flyer* (opposite)

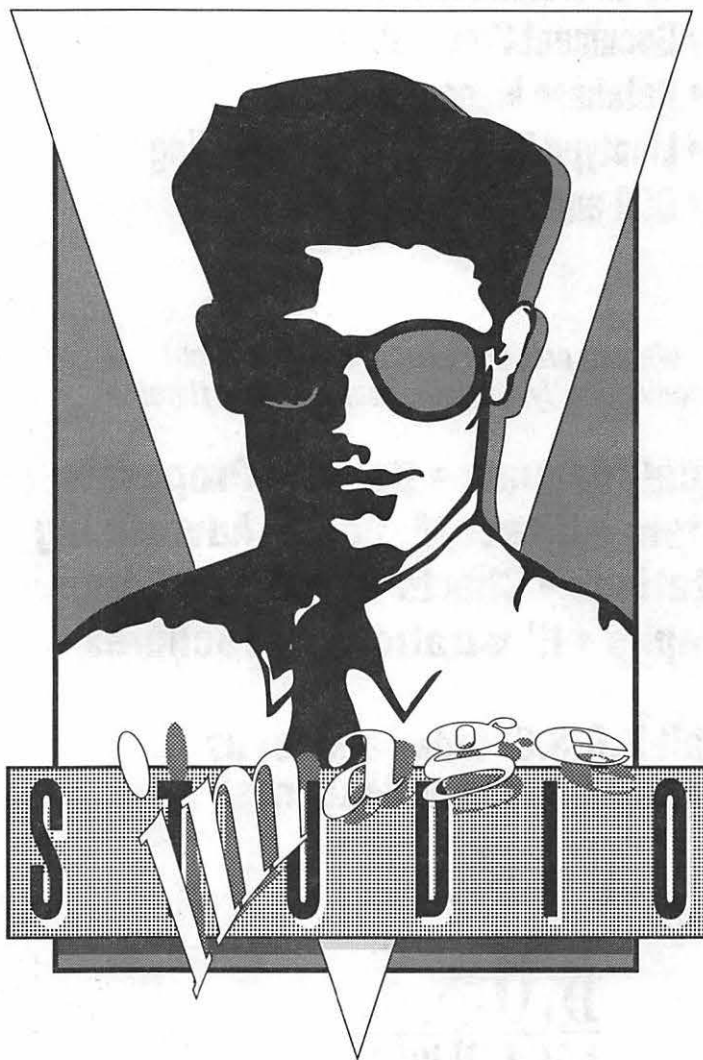
**Tools:** Mac II, TypeStyler, Aldus Freehand, Aldus PrePrint, MacScan, Canon Scanner.

**Procedures:** "The ideas for my work are generated by things I see or experience. If I see something interesting, I try to incorporate it into a current project or design a new piece around it. The piece "Image Studio" is a perfect example of how something interesting motivated me to generate a new design. The central object or the "Dude" happened to catch my eye one day when I was thumbing through a magazine. As I clipped the article out, it was easy to see how the "Dude" could be incorporated into a logo or poster piece. The first step was scanning the image using MacScan on a Mac II. I used a continuous grey scale since the original image was in color and I planned to use the scan as a template in Aldus Freehand. The scan was then saved as an encapsulated postscript file (EPSF) in MacScan and imported into Freehand.

"One of the advantages of Freehand over Illustrator is the ability to draw on the page while you

are in preview mode. This allowed me to draw the image with the various pen tools and place colors as they appeared on the original scanned image. After tracing the scan into Freehand, I worked with various shade combinations and backgrounds and decided it was time to move into TypeStyler and generate the style of type I wanted.

"When working with TypeStyler the user can choose to use the fonts available with TypeStyler or to convert Adobe and other compatible fonts into TypeStyler fonts. If the user plans to use a font not available in TypeStyler, the desired font can be easily converted by TypeStyler. The fonts I used, Bodoni Poster and



*Dude*

Helvetica Compressed, were not available fonts in TypeStyler so each font was converted. Before opening the program, the printer fonts for Bodoni Poster and Helvetica Compressed were placed into my System folder and each screen font for Bodoni Poster and Helvetica Compressed was opened by using the suitcase command under the Apple Menu. After I created a new document in TypeStyler, I converted each font by choosing the 'Font Convert' command under the Option Menu in TypeStyler. Next I used the text tool and created a type pattern by going through a series of menus that allowed me to select such type characteristics as point size, letter spacing, fill patterns and drop shadows. After pulling, compressing, bending and redrawing several times, I had the type style I wanted and the file was exported as an EPSF so it could be placed into the Freehand document created earlier.

"One of the great advantages of using the computer as an art medium is the ability to change the piece time and time again without having to start from scratch. I can not begin to count how many combinations of shades, shadows, fill patterns and layout changes I went through until the outcome was satisfactory.

"The next piece was an in-house sales promotion I did for a local department store. Again the combination of TypeStyler, Freehand and MacScan was used to generate the type and layout desired—except this time I used the original scanned images instead of redrawing them in Freehand. The original art work used

for the women was black and white photos from a swimsuit catalog. I used a continuous grey scale scan to get the different tones of the original photos and saved them as EPSF files so they could be placed into Freehand. After scanning the women, I was not pleased with the clarity and contrast, so each scan was opened in Aldus PrePrint, which allows you to manipulate target information files (TIFF), EPSF and scanned images.



Flyer

After opening each file in Aldus PrePrint, I increased the contrast and sharpness until I was satisfied with the outcome.

"The last step I made with the promotional piece was to combine all the files in Freehand and arrange the layout until the output was satisfactory."



*Helping each other*

## WAP'S Mentor Program

by Manny DeVera

### *Mentor and Protégé Program (MAPP)...*

This month's Journal includes a sheet describing WAP's Mentor and Protégé Program. The initial implementation of this important project is now taking place. Please complete the survey form and mail it to the Pi Office. While there is no deadline, we ask that you mail the survey as soon as possible. The first available group of protégés (new members who have joined within the past year) will be matched as best we can when we receive your forms.

To start with, we can think of no better resource than Washington Apple Pi to find information, learn how something should be done, or develop computer skills in using the Apple or Macintosh. When I bought my Mac some four years ago (with a group from the Pentagon) there was one interesting denominator—we all joined Washington Apple Pi. Truthfully, much of my continued interest and knowledge advanced because several individuals willingly shared their time and patience to guide a novice like me so I could use computing in my profession. Like it or not, they now have a friend for life. As with many other Pi members today, we share these same experiences.

Unquestionably, the activities that a mentor and protégé "should do" are happening today. And to a great extent, Pi volunteers who are either on the Board of Directors, SIG chairs participants, or Library/Hot Line Volunteers, are mentoring other Pi volunteers. The suggested mentoring activities listed in the insert sheet are indeed taking place but on a different level and a smaller scale.

*By establishing a formal Mentoring and Protégé program (MAPP), we hope to accomplish the following goals: (1) expand Mentor and Protégé activities; (2) increase participation among Volunteers; (3) develop the Apple / Macintosh skills of our members through one-on-one social interaction; and (4) most important, have fun.*

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*...we can think of no better resource than Washington Apple Pi to find information, learn how something should be done, or develop computer skills in using the Apple or Macintosh.*

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Mentoring is simply sharing and giving your knowledge to other people. It can take many forms and is really a personal choice by the mentor and protégé. By this I mean, mentors can focus on long term goals of the protégé (perhaps for as long as one is a Pi member) or until he/she accomplishes a particular goal (one masters MS Word, Appleworks, Excel, or until the protégé himself decides to become a mentor and takes on a protégé). What I'm really saying is—the relationship between mentor and protégé can even be mutually defined and structured as the participants see relevant to accomplish their individual needs and Pi objectives.

A mentor should develop ideas and activities to help the protégé along, keeping in mind that those being mentored need "eyes that see

and ears that hear." In turn, a good protégé reciprocates by being willing to learn, appreciative of the mentor's counsel, and a responsible Pi member.

A vital quality in the mentor and protégé is that they both must "care." Success or failure in the relationship is a joint responsibility. (Mentoring is commonplace in the business world. At IBM they may call it Standard Executive Management Development, at Apple they call it Total Quality Management, and in the military we call it "footlocker counseling.")

As this program evolves, we will make the necessary changes to improve it. Our intent is to make mentoring self-perpetuating. As the

membership continues to grow, so too will the Mentor and Protégé Program (MAPP). We are now taking the Pi members who have joined within the past year and wish to participate then matching them to mentors. At the time of this writing we have forty protégés and mentors.

For now, we again urge that you participate either as a mentor or protégé. Please—carefully read and complete the insert sheet; then mail it to Nancy at the Pi Office.

If you would like to help, have questions or suggestions, please call me at (703) 818-9626.

All you ever wanted to know...

# Newsletter Production— Behind the Veil

by Lee Raesly

This will be a “maybe now-and-then column” on editing your club’s newsletter. It will depend on you. If you send me lots of tips on how to do things, letters showing me how you do your newsletter, sources for Clip Art, graphic supplies, and even the perennial bug-a-boo of Editors, “How you successfully get your members to write articles for you”; there may be a second column.

I envision these articles as a series of “How to’s” that could be given to a new editor who has never done any editing before. This would get him started as an editor. It would also include advanced tips and ideas for the experienced editor.

I have “played” editor for several clubs in the past. As well as “gotten to be” an Associate Professor at a local University teaching computers and publishing. But I will try not to let that get in my way here.

First, let’s talk about the three types of publishing. The first is the old standby, KCP. This is where you type articles out, glue them (more on that later) in a format, and make copies. Usually, (since the computer people *stole* our desk metaphor) this is done on the kitchen counter, hence—Kitchen Counter Publishing.

This is not meant disparagingly, for this is a tried and true method that works. Long before computers were ever heard of, people were assembling newsletters by this method.

Second, of course, is DTP—DeskTop Publishing. Here I mean it to include doing everything on the

computer, usually with a desktop publishing program. This means doing the layout, graphics, composition and final printing as a camera-ready copy (or perhaps Xerox-ready copy would be more accurate for most of us). Usually, most people do the actual text entry first in a word processor so they can use spelling checkers, thesauruses, etc. Then they import the text file into their DTP program.

The third method I refer to as CTP (or Card Table Publishing.) Here, which most of you are doing based on my information, is a combination of KCP and a sort-of DTP. Usually, articles are written on a computer and printed from there. Then these are stripped into some type of a layout sheet. Definitely a time-saver over a typewriter!

Although the computer program is usually a Word Processor program, this is not always true. I know of one AMA (that’s *modeling*, not *medical*!) club editor who uses a Spreadsheet to print his articles. Don’t knock it—I did that for several years when microcomputers first arrived and money was tight. It works. You can even “full justify” a column with it.

A moment about which computer to use. Actually, it makes no difference. The key is the Word Processing program. This will allow you to move copy around within your articles, do spell checking and use a Thesaurus easily. It will also allow writing to be done in “fits and spurts” without worrying about alignment of the new copy on the page with yesterday’s work.

Some Word Processors can even import graphics directly into the text,

making your job of “spicing up” your newsletter easier. Of course a full-featured DTP program is best. Again, each will have techniques that some like best, so the particular brand is relatively unimportant.

## Adhesives

Let’s talk a moment about the adhesive you use to do your paste-up. The best is a small, hand-held waxer. It costs about \$35-\$40 mail-order. Waxing has the advantage that the adhered article is removable. You can shift it around, it doesn’t dry fast at all, and you can get permanent adhesion any time you want. To get permanent adhesion, use a wooden burnishing tool from any graphic supply house. Even when permanently “stuck”, you can still remove it a month or more later. This is great for graphics that you think you may wish to reuse.

## What not to use

First, don’t use rubber cement! Rubber cement makes lumps and ridges in the paper which can distort your printed copies. Also, if you put it on too heavily, rubber cement can bleed through the paper. Finally, it is very difficult to move the paper when wet and impossible to remove once it sets.

Last, don’t use mucilage. It has the same problems as rubber cement, only more so. Mucilage has the same ridges, bleeding, etc., and it dries out in the bottle too fast.

The new dry adhesives (such as Uhu) are much better than rubber cement or mucilage, but they still have the disadvantage of being permanent. A hand waxer is far superior and doesn’t cost much.

## Printer Ribbons

If you are using a DTP program and have access to a Laser printer, that is great. If not, there are several ways you can sharpen and darken your copy.

The darkness of your original (no matter what type of publishing

you use) is extremely important to the quality of the copies you send to your members. There are several things that you can do to get better print quality.

The first one, obviously, is to use a new ribbon. This applies to either a typewriter or to a printer. If you are using a typewriter or letter quality printer, use a carbon ribbon. It should preferably be a one-strike carbon, not a multi-strike ribbon. If you are using a dot matrix printer, set aside one ribbon to use only for your newsletter printing.

There are several things you can do to darken a ribbon. If you have a re-inker, re-ink the ribbon before using it. Be careful not to over-ink the ribbon. If you do not have a re-inker, you can open the cartridge and spray *lightly* with WD-40. Let the ribbon set for several hours, close it and reinstall the ribbon.

Also, you can spray the printed text lightly with a clear acrylic spray after printing. This will darken the copy nicely. If you spray too heavily, it will run and smear. Generally, spray the text *before* you paste it to your layout sheet.

If you are using CTP and printing your text with a computer, you can cheat a little. Plan your entire layout 10% larger than your finished size. Thus, you will need a layout sheet of at least 9.35" (a ten-inch sheet will do, just draw the 9.35 representation with your blue pencil) by 12.1 inches (again, a 13-inch sheet will work fine).

Now, lay out everything 10% larger. The columns will be 3.85 inches wide, etc. When you take it to be Xeroxed, reduce it to 91% of original size. Try it. This will sharpen all the printing and text, and yet hold the proportions you have set—a poor man's laser printing!

### *Get the gray out*

Editors are continually trading off two different values: you want to get as much information as possible in your newsletter, but at the same time, you want to break up the gray

"sameness" of a solid typewritten sheet of paper.

Try this: type (or with your word processor, print) a complete sheet of 8 1/2 x 11 paper. If you have a computer, it will be easy. Start at the upper left hand corner, and print the entire width of the page. Print the full 66 lines with no indents, no bolds, no margins—just solid typing. This is the maximum amount of information you can put on a letter-size sheet of paper. Now hold it at arm's length. It will look like an overall gray sheet. Now try to read it. It is hard to get your eyes to follow the lines and difficult to read.

So there are two things evident here that you need to do: 1) get the gray out, and 2) arrange the text and other information so that it aids the reader's eye in following the text as they read.

The easiest, of course, is to add a margin—all the way around: top and bottom, left and right. While a letter generally has a 1-inch margin, most newsletters use 1/2 inch. Most DTP programs can give you this automatically. This helps.

Next, place it in two columns, instead of a single column. Use a 1/2-inch "alley" between the columns, as this will give the page a better balanced look. Doesn't that look nicer? Now indent each paragraph—a further help. As you can see, the grayness is disappearing—it is easier for your eyes to follow the short lines, then drop down to the next line, rather than trying to go across the full page.

Most of you are composing in this manner, but now you understand the rationale behind what you have been doing intuitively. Let's take it a little further. Get the gray out! This is really breaking up the overall grayness of text print. We want to get some white into the page.

### *Two-column KCP*

If you are laying out two column pages by hand, several tools will make your job easier. First, a small

drawing board of soft basswood or birch, about 18" x 24", and a metal T-square. You will use these to align your sheet of paper square with the drawing board. Also, you will need a box of push-pins, a metal 18" ruler, and a non-reproducible blue pencil. All of these are available at any graphic supplies store.

To make your two-column layout, square your paper with the board and pin it lightly. Now measure 1/2 inch in from each edge and place a non-reproducing blue mark there. Next, you need to measure for the left column center edge.

Since the sheet is 8 1/2 inches wide, and you want a 1/2 inch left and right margin, with a 1/2 inch alley between the columns, that leaves you with 7 inches of text. As the columns are separate, each column should be 3 1/2 inches wide. So mark the paper in 4" from the left edge, and then draw your lines. Now if you do the same for the right side, you have drawn two boxes in non-reproducing blue, each 1/2 inch from the edge and from each other, and 3 1/2 inches wide. It is easy to adhere your copy within that space.

### *Reader cues*

Reader cues are like signposts on the highway of your newsletter. They guide the reader to where you want him to go. They add visual relief and color to your newsletter. They also make your newsletter more professional in appearance. They are easy to do, even with KCP. Some of the more generally used reader cues are headlines, subheads, continuation heads, table of contents, pull-quotes (often called blurbs) and other markers. Even illustrations and graphics can serve as reader cues.

Let's talk about just one of them today: the pull-quotes. Pull-quotes are quotations pulled from the body of your text to catch the readers' attention or demonstrate the tone or subject of the article. They are sort of a support for headlines and subheads. They grab the reader. Properly done, (Please go on to next page)



they also "break up the gray" and add visual interest.

Usually, they are set between two darker lines to differentiate them from subheads and are done in a larger type than the body type, and bolder. They can be an effective technique for you as an editor.

In DTP this is easy to do. Just place a text box in the column and watch your other text flow around it. Then enter your quotation. If the quotation is pulled from a portion of a sentence, lead into it with an ellipsis (three periods, like this ...)

Use your line tool to draw a line above and below it. Don't worry about centering yet. Now take your I-Beam and highlight the text in the box and then select your FONTS menu bar (usually at the top of the screen). Here choose bold and select the type style and size that you want. Now go back and center (vertically) the lines you drew.

Now back to laying out pull-quotes without DTP. Here, cut your column of text and lower the bottom portion about 1 1/2 inches. Now, either using *bold* and *wide* from your computer, or letters from an alphabetical sheet such as LetraSet, place them on another sheet of paper. If you are transferring from a LetraSet sheet, use a light blue non-reproducing pencil to draw a line on a small piece of paper. Transfer all the letters (by burnishing them with the wooden tool) to make your quotation, then wax the back of the paper and align the text. You may want to cut the quotation to make the text cover two or three lines.

To place your solid lines above and below the pull-quote, use a roll of lines such as FORMALINE. These are available in a variety of sizes and widths. They also come in different designs that you can use as borders. They even have rolls of different size corners for constructing boxes, etc. Black is, of course, the best color to use. Your graphic supply house is the place to find them also.

So now you can place pull-quotes even without a DTP program! It is simple and easy. Once you have done it a few times, you will find it "duck-soup."

### Fonts and styles

Most typewriters are either Elite or Pica. Pica is 10 picas size (and 10 characters per inch) while Elite is 12 picas size (and 12 characters per inch).

However, fonts are sized in points, and the ratio is backwards. On a typewriter, the larger the picas, the smaller the size. In fonts, the larger the points the larger the type! Generally, you can consider that a 12 point font will print very close to 10 Pica size, while a 10 point font will print very close to a 12 Elite size. Thus, if you are printing oversize and reducing as described above, a 12 point font size will reduce and look like a sharp 10 point font size (or Elite, on a typewriter).

When you choose your headline, subheads and pull-quotes type size, you want to have them appear balanced in the newsletter. I prefer 24 Point all caps for headlines, 18 point all caps for subheads, and 18 point upper and lower case for pull-quotes. This will enable your reader to differentiate between them and place them in relative importance.

### Headers and footers

A nice touch for your newsletter which will add visual appeal is a header or footer on each page (except the front and back covers.) Usually, editors use the newsletter's name (or organization name if the newsletter does not have one), the month and year, and the page number. Generally, this order is considered the relative importance of the information. So start on the left and place the name, then the month and year, and on the right the page number. Some editors like to place the word page before the actual number, making the information easier to understand.

With a DTP program, this is fairly easy. Using KCP it is a lot like placing a skinny pull-quote, so let's look at DTP first.

The simplest is the text information with a line above and below it. Place a text block at the top of the sheet, staying within the margins you have chosen. Thus, if you use a 1/2 inch top margin, place the top of the box 1/2 inch from the screen top. Then place your text in the box in the order described above. You may wish to highlight the text using the I-Beam and make the text bold.

Now place your page numbering symbol (usually indicated with a pound sign (#)) at the right side of the text block. It will print on top of the block, giving you the page number. If you wish to have the word "Page" show, enter it in the text block slightly before the page number icon.

To draw a black line above and below the text, use your line drawing implement; and choose the size of black line you wish. Simple.

If you wish to have the information in the header in a square box, leave out the lines and click on the box to select it. Now go to "special" and select "frame border." It should show immediately on your screen as a framed box and will print that way for you.

If you want to do a box with rounded corners (if you don't have a rounded corner text box, use this technique), first, select the "Rounded Box" drawing tool. Draw the round box slightly larger than you are going to want the text size. Now select "White" as the fill pattern for the box. Then go to "Special" and select "Frame Border." This will give you an empty box with rounded corner when printed. Now place a text box INSIDE the drawn box. Do NOT frame the border of this text box. Insert your text (either bold or not, as you like) and place the page number icon in the right end of the text box. Now what you will have printed is the drawn rounded box with the text and page number inside it!

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## Paragraphs

A final subject this time: how to use and construct paragraphs.

Paragraphs should be 2 or 3 sentences long. Keep your sentences short. A long paragraph is hard to read and turns the paper gray. It is difficult for the eyes to "keep their place" with a long string of text. Always indent a paragraph as it moves the eye *into* the page. *{Ed.— although we do this here, by popular demand, a number of reputable organizations do not indent. Do what suits you best.}*

Please don't skip a line between paragraphs. Use other methods of gaining white space. A skipped line between each paragraph will be short and choppy in appearance and make it difficult for the reader's eye to follow your text. Don't! Don't! Don't!

This will get us started in this series. One source for graphic supplies is Visual Systems, Inc., 1596 Rockville Pike, Rockville, MD 20855. They have a 356-page catalog and do a mail order business.

Send your tips, techniques, sources and other goodies to me, and maybe we will be here again. What computer and software do you use? What peripherals? How do you get whatever you use to perform as you wish? Any special secrets of your work? Send them all to me—if this is to be successful, it depends on you! My address is:

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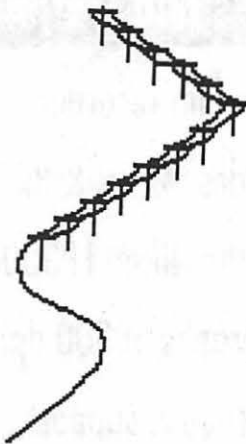
Take Care, Now! Lee...

# The...Joys (?) of Telecommunicating

by Ralph J. Begleiter

This isn't strictly-speaking a "MacNovice" story. But MacNovices will find it interesting nonetheless, because someday you'll be faced with the task of sending computer data (a letter, spreadsheet or other document) by wire from a place where even the telephones barely work.

Here's the scenario: Journalists arrive in Moscow loaded to the hilt with "hot" news from their last stop on a multi-nation diplomatic mission with the U.S. Secretary of State. There was barely enough time at the last stop to "unload" all the news by dictation, fax or computer to home offices six time zones away. En route to Moscow, aboard the aircraft, you've crafted your news reports on a laptop computer, hoping you'll be able to send it to your home office (eight time zones from Moscow) via phone line.



But you know such a feat has never been accomplished before by your group of journalists. In the past,

they've had to travel to their local offices to file stories, because the telephones there are marginally better.

From previous experience, you know that telephoning in Moscow is still about 15 to 20 years behind the state of the art in the West. Phones are not installed with modular connectors. Lines are crackly; your conversations are often "crossed" with others. There's no such thing as "direct-dialing" international calls from a hotel. All calls go through an operator somewhere in Moscow Central. And in spite of Mikhail Gorbachev's glasnost and the faltering Soviet economy, despite the incredibility of the workload it would present, you still suspect the KGB is monitoring every call by an American in Moscow.

You arrive in one of Moscow's "best" hotels, the Mezhdunarodnaya, a sterile high-rise built by Armand Hammer probably a decade ago. Its veneer of modernity is quickly belied by crumbling concrete, signs of poor construction, and burned-out light bulbs symbolizing the unavailability of spare parts for proper maintenance. You just know the telephone system hasn't been maintained (much less improved) since it was installed.

It's midnight, and the "floor attendant" is listening to her radio right outside your room door as you unzip your computer case on the bed. Dreading what you'll find, you grab the telephone and trace its wire to the wall to find the connection. This project itself requires moving a bed which, like the phone, hasn't been moved since the hotel was built.

Amid the dust you discover the telephone is hard-wired into the wall behind a cover plate. No modular connector. Not even an old-fashioned telephone plug.

You've got to find a way to connect your computer to the phone line. You reach into your bag of tricks and pull out the miniature screwdriver you carried just for just such an occasion. Dismantling the wall plate, you wonder if the floor attendant outside knows what you're doing, or if the KGB men in the basement of Lubyanka are "tuned in" to the sounds of your tampering with the phones in your hotel room. It even crosses your mind to wonder if the mirror next to the bed conceals a camera recording your efforts.

A reporter for the Wall Street Journal is hovering over the project, hoping it works so he can file his story, too. A Chicago newspaper reporter is awaiting the results, too.

Inside the wall, beneath about a yard of electrical tape, the telephone's four thin wires are connected to four screws. Which ones are the two actual telephone connection? Who knows? You take a chance on red and green (knowing that's the international standard, and assuming the Western technicians who installed the phones in the first place might have followed that standard).

From your magic bag, you extract a telephone cable with a modular jack on one end and a pair of alligator clips on the other. Tentatively, not knowing about Moscow's telephone line voltage, you attach the clips to the red and green wires inside the wall. The other end of the cable goes to your computer.

You have not disconnected the telephone itself, because you know you can't direct-dial the call. An operator must place it. With luck, the operator will still be on duty and an international line might be available. You book the call and in 15 minutes she calls back. You reach your office in the U.S. and explain your situation. The telephone connection is barely audible. You





just know it will never support touchy data transmission.

The news desk at home promises to call you back immediately, hoping the connection will be better. It is.

Now you set up your computer to transmit its data, ready to go at a single keystroke. Your colleague at home transfers the call to your firm's computer data line.

Ring. Ring.  
Shrill tone.

You punch the transmission key on your laptop. Your computer takes control of the line. Your hands are sweaty now, as you wonder if the two computers will "talk" to one another.

"LOGIN," says your laptop screen. Success!

You begin making the data transfer immediately, delaying for later any opportunity to check your electronic mail or read the news wires. Ten minutes later, the transfer

is complete. You check the system to make sure it's there. Then, hardly believing the phone line is holding, you check your E-mail and read some wires. You leave a message for the news desk, thanking them for their help and ask-



ing them to call you back in five minutes, after you log off and clear the line.

In a few minutes, the office calls back. Meantime, the Wall Street Journal had hooked up his computer and got set for transmission. We accomplished the call transfer to the Journal's computer line, and another data transmission was successfully

accomplished.

Before retiring for the night, the makeshift computer connection was dismantled and the telephone connection restored to the wall. If the KGB hadn't been listening, only fingerprints would have disclosed the clandestine operation.

For the record, the laptop used was the new Toshiba T1000SE, equipped not with a Toshiba modem, but with a "Megahertz" MNP5 modem. (Don't ask; I don't know. I think it has to do with error correction and speed of transmission.) The transmission was conducted at 2400 baud (a standard measure of data transmission speed). The alligator clip wire was a "home brew" with parts from Radio Shack.

The screwdriver was a last-minute brainstorm at packing time. Definitely—don't even think of leaving home without it.

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# Apple Conventioneering

by Robb Wolov, M.D.

I love computer conventions—they satisfy some primordial rumblings of hardware and software lust. My problem is that rarely if ever do I get to go to any! (The scheduling and lifestyle problems of a medical resident in training besides) Naturally, I protested when told that in the line of duty, I *had* to go to the recent Federal Computer Convention (FCC) held here in Washington.

The spectacle of a convention floor filled with such industry heavy weights as Sun, Amdahl, IBM and Apple all hawking their latest and greatest products is really something to behold and gives you a quick and dirty impression of industry trends, at least what the major players think will be trends. The FCC is a veritable cybernetic Turkish bazaar.

Apple as usual was there in force, having long ago declared their intent to go after the federal market, the largest single purchaser of computers of any size or category. Frankly, Apple was showing nothing new, the FCC predating the official announcements of the new entry level Macs. But, it was nice to see the slick integration of resources that we Mac'ers have long since taken for granted, and that the MS-DOS world is still scrambling to emulate.

With all the renewed interest in graphical user interfaces (GUI's) for MS-DOS machines, specifically Windows 3.0, integration and connectivity are still the qualities that differentiate Apple in today's market. If you don't believe me, just watch a DOS'er try to connect a printer let alone install the fonts or configure their system attaching almost any device.

I'm a recent novice to the world of Unix on non-Apple hardware, so it was of interest to me to get to play with A/UX 2.0 on a Mac IIx. I'm certainly no judge of Unix dialects, and a quick run through on a convention floor hardly constitutes a test, but it was impressive to watch Unix running in one window, the conventional Mac operating system running in another and through a software emulator like SoftPC, MS-DOS going in yet a third.

Unless you are looking for Unix specific differences, at first glance (and even second) Apple's Unix looks just like the old Mac interface. It seems to this observer that most if not all the features and capabilities that the new operating systems like System 7 or OS/2 aspire to seem to have already been solved in Unix. It was just awaiting the more powerful hardware needed to run it and a user friendly interface to make it accessible to non-Unix gurus.

I came away from the Apple booth with the feeling that I was looking at the root of what will eventually be System 8. I'll go out on a limb and prophesize (heck, you won't remember if I was wrong!) that a few years from now neither A/UX or the Mac System will exist as distinct products, but as an amalgam which will be System 8. (...ok, crystal ball off.)

The strongest impression that I got after hitting the exhibit floor was the ultimate confirmation of the Mac's interface. I've never seen so many disparate machines in my life that looked so much like a Mac from a distance. It seemed as if everyone was running a graphical user interface. NeXTStep, Open

Look, X-Windows, MS-Windows all were running on every conceivable variety of machine. As testament to the power of GUI's in general and the the Mac interface in particular, I was able to walk up to machines with which I had little or no experience such as IBM's Risc/6000s and Sun SparcStations and was able to get some semblance of useful activity out of them on first crack. Try that with the old cryptic command lines...

A visit to the NeXT booth was an eye opener. A few months ago in these pages I predicted a hardware/technology war that was shaping up between NeXT and Apple. The opening salvos have since been fired. As predicted, Steve Jobs has been the first to market with 68040 machines. What was not predicted was that a second offensive was going to be opened on the price front.

We all know that Apple's pricing structure has been a bone of contention with both Cupertino and their customers. Sun Microsystems, with the release of their low cost Sparc-Station SLC fired the first volley of a price war in the workstation arena. Apple, who is also trying to sell the Mac IIx to this market must have taken notice.

NeXT on the other hand has been rather fuzzy as to who their target market is. Frankly, their sales have been surprisingly lackluster for what I think has been an innovative package. Was the NeXT a low cost workstation for engineers and scientists or a high powered personal system? Their original stated plan to market a "scholars' workstation" was belied by the original 68030 machine's \$10,000 list price.

Just as the original Lisa might be thought of as the prototype Mac, the original '030 cube from NeXT laid the groundwork for their new line of machines. And, that new line hits Apple squarely on both technology *and* price.

Jobs has released three new machines all powered by 25 MHz, 15 MIPS 68040 cpus. The original '030 has been discontinued. Since the cube is nothing more than a four



slot card cage with the entire computer on a single card, the original cubes can be upgraded to the new "NeXTCube" by swapping cards. A swap will cost \$1495 list with educational and government prices less than \$1000. This no longer makes Apple's MacII to IIfx upgrade look like such a bargain. In addition, all the new machines have both thin wire and twisted pair Ethernet built in as well as SCSI-2 ports. Ethernet is still an extra-cost add-on for the Mac and no Mac has yet sported SCSI-2 which is the new industry standard allowing faster data block transfers and inter-device communications as well as being backward compatible with older SCSI hardware.

NeXT has also made available a built-in CD ROM drive for the cube as well as a 1.4 Gigabyte hard drive (yes Virginia, that is gigabyte as in billion!...two of which will fit in a cube). We'll have to wait for another day to discuss the NeXTDimension color card that does 32-bit color with real-time, full motion video and hardware graphics compression.

What will give Apple fits (as well as Sun to mention others) are the two other new machines. The NeXTStation is not quite the cheap scholar's workstation first envisioned, but it more closely hits the mark than the full bore mini-mainframe which is the cube. The NeXTStation

is a single board, 25 MHz 68040 computer with 8Megs of RAM expandable to 32 Megs, built into a flat black "pizza box" enclosure, maintaining the family resemblance. The same high resolution 17" 92 dpi grayscale monitor as used in the cube is supplied, except that now all monitors have microphones built in for voice mail and annotations.

Like the new cube, two SCSI-2 ports are built in as well as both thin-wire and twisted pair Ethernet. The controversial Canon 256 Meg optical drive is now optional and only available on the cube. The standard floppy drive for all machines is the new Sony 2.88 Meg 3.5" floppy that is also IBM compatible. When asked why not Mac disks, I was told that they felt that enough Macs were in the field with SuperDrive that their users could write Mac data to IBM formatted disks. I'm not so sure of that, especially as I sit here typing on my original Mac II with its 800 K floppy.

The NeXTStation comes standard with a 105 Meg hard drive with a 340 Meg being optional. The software bundled has shrunk just a bit from what was supplied with the original cube, but is still impressive. Mathematica has been unbundled except for educational purchasers as has the Sybase server and Franz Common Lisp. However the new 2.0 Unix/Mach based operating system

now boasts the capability of directly sending its Display Postscript derived output directly to a FAX.

That is an impressive list of hardware and software that Jobs is marketing for \$4995. When you stop to figure what the real street price will be for educational and government markets (roughly in the low \$3000s) you can begin to see why there may be some head shaking going on at Apple and Sun. A full color version is also available with 16-bit color built-in as well as a 16" high res Sony trinitron monitor for \$7995 list. This is the IIfx's competition. Educational and government prices have not been finalized at this writing, but when you stop to think that monitors, large hard disks, Ethernet and software are all part of the price and are extra cost extras on the Mac, there will be some bean counters up at night figuring.

### While awaiting System 7...

Feeling low waiting for System 7? (I think Godot took less time coming!) Add some excitement to your life. You too can be an unofficial beta tester for System 7 or at least one feature of it. As you may already know, Multifinder will cease to be a separate entity with 7 and will in essence be the Finder. For those of you who are using pre-release beta Multifinder 6.1B9 (it's available on many BBS's such as the Twilight Clone and our own TCS), you can try out an undocumented feature (read, "we're trying this out in System 6 to see if it breaks in 7"!).

If you create a folder named "Background Folder" and put it in your System Folder, any application you place in that folder (it may not work with more than one at a time) will be launched and put in the background when you start up. This is different than just setting the application using "Set Startup" because if it's launched from the folder, it goes into the background and the Finder's windows are drawn in front of it.

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## Lessons from a New Mac Owner

by Christopher S. Lee

Having worked with Macintoshes at the office for three years, and after two months of researching the Macintosh marketplace, I finally decided to buy one. I learned a lot during the research process.

If you know exactly what you want and do not need guidance from sales reps, go to Computer Age. They usually have the most competitive prices in town. If you need guidance then go to your nearest authorized Apple dealer. You may end up paying a few dollars more, but the support is usually worth it. Some stores are willing to match prices if you can find a better deal, so it pays to comparison shop.

At some stores the sales reps treat walk-in customers poorly, or make rude comments about the Macintosh. Should you encounter such a store, the best thing to do is tell the manager about the sales rep. If the manager does not handle the situation to your satisfaction, go to another store. Vendors with rude employees do not deserve to be patronized.

Federal government employees may be eligible to purchase a Mac at \$1 over the GSA schedule. Contact Falcon Microsystems, ComputerLand Mid Atlantic, or Frederick Computer for further information. Many universities offer deep discounts to full time students. Students should check around campus to get more details.

There are two basic types of keyboards: the standard model, and the extended model. The primary difference is that the extended key models have function and cursor arrow keys. Ehman offers an extended keyboard, which looks exactly like an Apple extended keyboard, for under \$100. In addition, WAP

members receive a 10% discount purchasing Ehman products. When ordering, ask for the user group sales rep.

When purchasing mail order, first call some people listed on the hotline to ask their opinion of the mail order house—some companies are better than others. And when placing a mail order, always use a major credit card. That way any problems which may arise can be resolved through the credit card issuer.

MacConnection will waive the \$3 shipping fee for WAP members making mail order purchases for software and peripherals. Simply mention to the MacConnection operator you are a WAP member.

If your Macintosh case is opened during the one-year warranty period by anyone other than an authorized Apple vendor, the warranty will end on the spot. Should you decide to install more memory, make sure an authorized Apple vendor performs the actual installation. Most authorized Apple vendors are willing to install memory and hard drives for about \$30.

When shopping for an extended warranty (which is highly recommended by knowledgeable Mac users), the AppleCare warranty is preferable. Some dealers offer their own extended warranties, but only the AppleCare warranty is accepted by all authorized Apple dealers.

If you decide to purchase a dot matrix printer, you may want to consider purchasing an IBM-compatible printer for under \$200, then purchasing a special printer cable for under \$90. The cable will emulate the Apple Imagewriter, and will provide virtually the same

quality output.

There are two major types of laser printers, Quick Draw and PostScript. The PostScript printers allow users to produce the fancy fonts and graphics. Quick Draw laser printers produce 300 DPI output, but without the graphics and font options that PostScript provides. PostScript printers are invariably more expensive than Quick Draw printers.

Most Hewlett-Packard laser printers require the purchase of additional font cartridges in order to take advantage of all the printing features. Therefore, do not forget to factor the cost of additional font cartridges into your buying decision.

If you are buying a modem, look for one with MNP error correction. The MNP feature will provide cleaner transmission of data to and from other systems that have the correction capability. Remember to get the cable for the modem. The Pi office carries modem cables for the Mac, at a cost of \$15 plus sales tax. After you get the modem, call the Pi office to obtain an account number for the Telecommunications System (TCS). The TCS has an enormous wealth of information and is well worth the \$6 yearly fee (\$.50/month prorated).

The Macintosh system I finally purchased was a Mac SE with two internal super drives, an internal 40 MB HD, and 2.5 MB of memory. I purchased the keyboard from Ehman, and bought a used U.S. Robotics 2400 baud modem from a Pi member who advertised in the Journal. I am confident my new Mac will keep me happy for quite some time (or at least until System 7.0 is released).

For those that are considering buying a new Mac, my best advice is to contact the Hotline advisers listed in the Journal to get recommendations. And take notes on what you find out. Good luck, and remember: do not be afraid to ask questions of your fellow Pi members.



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# Learn to Speak French

by Babette Leshinsky and Sandy Kowalczyk

We reviewed *Learn to Speak French* in the 2 CD-ROM version. It is also available on a single audio CD (for use with a regular CD player) accompanied by 15 diskettes of HyperCard stacks, or in a diskettes-only package. The diskettes contain all the interactive CD control buttons in case you get a CD-ROM at some later time. The diskettes are not copy protected, and you are encouraged to make copies and store the originals safely because the stacks can be modified.

It will run on any Macintosh with 1 MB or more and HyperCard 1.2 or better. You also need an 800K disk drive, a hard disk, and a CD-ROM drive to use the program interactively. The program is divided into 36 lessons, ranging from *Greetings: Getting Acquainted*, to *Ordering a Meal* and *A Household Emergency*. You can load all or part of the stacks onto the hard drive at one time, depending upon the space available. If you use a conventional CD player, each lesson is assigned its own track for easy access.

Not experienced Macintosh users, we approached the educational representatives at Computerland in Clinton, MD, for assistance in using the program. The manual assumes a working knowledge of HyperCard, and there are no instructions included for installing the stacks on your hard drive. Repeated attempts to hear the native French speakers introducing the lesson by describing the setting, and then reading the dialogues were unsuccessful. Computerland's Mary Ann Hourcle and Steve Wilson were invaluable. A call to HyperGlot revealed a friendly and cooperative staff, but the

developer was at Mac World so no answers were forthcoming. Finally Steve determined that external speakers were necessary in order to hear the dialogue from the CD-ROM. This was not apparent from the documentation included with the program.

Once past this rocky beginning, the program proved to be straightforward and easy to operate. Push buttons to operate the CD and choose the various activities available for each lesson are easy to identify and use. Each lesson is almost identical in format so that it is easy to become familiar with the setup of the program. The orientation stack allows you to choose a lesson by number and title, or by grammatical topics covered. Each lesson consists of a card which describes the setting, occurrences in the day-to-day life of a Mr. Thomas, who is travelling in France for business and pleasure. From the setting page, you select the buttons for : Dialogue, Listening In, Closer Look, Exploring, Practice, Test, Instructions or back to Orientation.

The Dialogue is always spoken in French, although you can see the English translation by clicking on the screen, and go back to French by clicking again. An additional card available called Functional Notes gives information on contemporary French life. Listening In provides an opportunity to practice writing what you have listened to. There are sentences from the dialogue with "fill in the blank spot," where you write the correct response. There is a Check button on this page to see if you are correct.

Closer Look is a dictionary in

French and English for that lesson. You can choose to see French, English or both. You can hear individual words or phrases by clicking on them, or hear all of them with the Hear All button. There is also a Notes button which contains information on the vocabulary and additional related words. This portion of the program has excellent digitized sound.

The Exploring section describes grammatical topics and usage. The Practice section has various activities for reviewing what you have learned. This is usually rewriting sentences, or sorting out words presented in a jumbled order. The final section is Test. One part of this is Listening which is like the earlier version, but has different words omitted, and the other is Communication which sets up situations that require you to enter a response. This part of the program can be edited to allow for additional correct answers.

Learn to Speak French seems targeted for novice and intermediate learners for the vocabulary and grammar covered, and more advanced learners for the auditory part. In terms of grammatical concepts and vocabulary covered, it is equivalent to perhaps one intensive year of French. The four native French speakers reciting dialogues and settings speak at a good conversational speed, and this is one of the most positive features of the program. (It may seem too rapid for beginners, but the interaction provided by CD-ROM is an excellent way to repeat any aspect of the lessons as necessary.)

We were disappointed, however, that there were no graphics or songs, with the exception of the introductory screen. As a teacher in grades 7-12, Babette was interested in looking at the program from the perspective of use in the school setting, where students' interests and motivation vary widely. Because of the almost identical format in each lesson, this software would probably best serve college students or adults really interested and motivated to learn.



The program is advertised as "A complete French course based on the Foreign Service Institute's Metropolitan French course." The patterns are a bit monotonous for regular use in a high school classroom setting. It could be used for review of concepts, and because the quality of the recitation of the dialogues is excellent, it could be used occasionally to supplement the regular curriculum.

*Learn to Speak French on CD-ROM or audio CD with diskettes is available from HyperGlott for \$249.95. The diskette only version is \$149.95. Besides the 3 versions of this product, HyperGlott has many other foreign language products available for Macintosh and IBM or compatibles. These include Pronunciation Tutors in French, Spanish, German and Chinese, which are digitized and contain about 300*

words that emphasize various points of pronunciation. The point and click ease of use allows for repetition of phrases as often as necessary (\$49.95-\$59.95). *Tense Tutors* (in French, Spanish, German, and Italian) allows you to choose the tense to practice and is user modifiable. The provided words are digitized, and you can add more sound with *MacRecorder* and *SoundEdit 2.0* software and, of course, a native speaker. These have a built-in record keeping system. (\$59.95). *Word Torture 3.0* is a vocabulary drill in French, German, Spanish, Russian and Italian which comes with 1,400-1,600 words, a record keeping system, and the ability to add your own words up to about 3,000 (\$39.95). They also have *KanjiMaster* which has over 325

kanji characters on 12 diskettes with high quality digitized sound (\$149.95), and other foreign language programs. Many of these are available mail order (at least from Educational Resources) for less.

The people at HyperGlott are friendly and helpful so there should be no problem with program support. If you write or call, they will supply a catalogue with lengthier descriptions of these programs. The HyperGlott Software Company 505 Forest Hills Blvd. Knoxville, Tennessee 37919 (615) 558-8270

*Babette and Sandy teach at the Key School in Annapolis, MD. Babette is a French teacher in the Middle and Upper School, and Sandy is the computer coordinator in the Lower School.*



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# PowerDraw vs 3.0

by Hans Hoffman

With all software, it's "horses for courses." As a result you can only comment on a program with either a certain degree of bias if you are a user, or else limited knowledge if you are a reviewer.

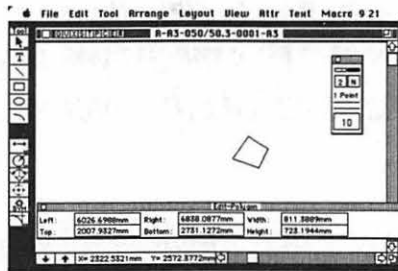
Until you use a program for quite a while, on real jobs, you can't find the strengths or weaknesses. It might seem that a particular program has an assortment of great features, however they might be inaccessible or awkward during actual use. Conversely, a very simple technique can be used on a variety of uses more effectively than many great specialty techniques. Unless you use a particular technique often you tend to forget how to use it and might have to look it up in the book. Similarity of techniques is almost as important as their cleverness.

**Selecting a CAD program;** If you are a practising draftsman, architect, or structural engineer, then you will already have an established way of doing your drawings. Whilst you are evaluating series of CAD programs you should try to reproduce those techniques. A particular program might have a great way of drawing tangents to circles, while being slow at redrawing large size drawings. This could be terrible if you only do simple layouts which don't have tangents but are very large. Similarly, 3D capability might be a wonderful sales feature, but might rarely be used. Another factor for small businesses is the ability of a CAD program to work in limited Hard disk space/RAM and Screen size. It might be difficult to justify \$20,000 expenditure for a CAD setup to start with.

*Now for PowerDraw;* I have

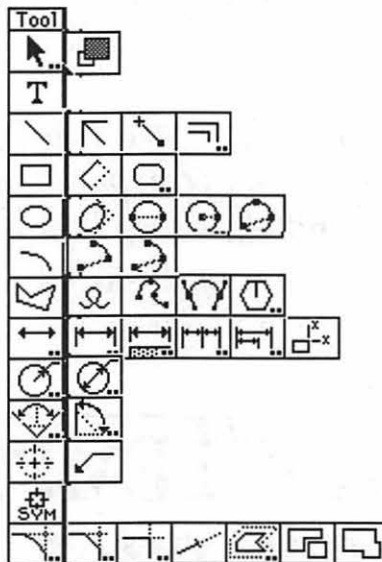
always looked at this CAD program as a computerised drawing board. It enables you to work quickly and efficiently (making money) with simple techniques on limited equipment configurations. One of the strengths is keyboard commands.

I know that the mouse made



Macintosh; however, for speedy work, menus are out. This has been enhanced by being allowed to specify any key combination for any operation. Somewhat like having QuickKeys built in to the program.

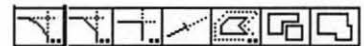
**TOOL PALETTE:** These are



arranged at the left of the screen. The tools are arranged in set according to use. The fact that the tool bar is only single width helps with small screens. Tool complement includes *Pointers, Text, Drawing tools*; lines, rectangles, polygons, circles, ovals curves, bezier, freehand, *Dimensioning, Symbol* placement, and *Modifiers*. The latest version has a single width tool palette (to save screen space) expanding to the right of the tool bar. This enables more than one tool to be accessed. The latest tool accessed scrolls to be visible. Tool defaults can be set, and shown in a special default window.

**MODIFIERS:** These were menu items in Version 2, but are now tool selectable. Modifiers are such items as Filleting, Chamfer, Trim, Break, Clip and Combine. The use of these is very intuitive and are single-tool selected, avoiding having to learn the complicated sequences of some other CAD programs.

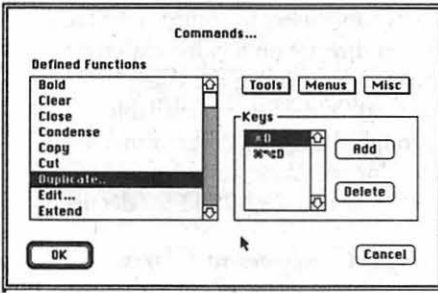
**KEYBOARD EDITING:** Can be done by drawing the object any



size, then pressing the tab key. An edit menu appears and the required values can then be typed in. After pressing the Return key to confirm the selection the shape will be redrawn correct size. Non-editable sizes are available at any time from the information menu in the scroll bar. Horizontal and vertical formats are available depending on screen size.

**KEYBOARD COMMANDS:** Here PowerDraw design shows its money-making traits again. Once you have the hang of the program you get bored with the menus. Keyboard commands are essential. QuickKeys was certainly a help, but some commands (like tools) were not easily accessible. In PowerDraw you can access almost anything, using an in-built menu. It's great!

**TEXT:** Version 3.0 now has



multiple text styles and sizes possible in the same text box. Operation with large volumes of text is a little slow, although for a true CAD user this is no problem.

**SNAP:** Dynamic snaps are provided to any location of an object. Feedback is indicated at the top of the screen.

**LAYERS:** Drawing layers are available, limited only by memory space. You can work on any (but not all) layer whether it is at the top of the layers or not. You can also hide all non-important layers.

**EDITABLE:** Line weights, Dashes, Fill and Hatch Patterns, Colors.

**PLOTTING:** A built-in (MacPlots II) plotting program covers most wellknown plotters with sophisticated techniques. But more usefully, plottings can be Spooled to Disk and plotted on another computer by transmission on disk or by terminal program. A simple copyable Spool program can be used on another simpler computer to plot the drawing, saving time on the drawing computer.

**FILE HANDLING:** Unbelievably the programming of version 3.0 has actually improved the loading and saving speed of files. Operation has also stayed fast. File size has increased about 50%.

**MACRO LANGUAGE:** A powerful Pascal-like macro language is provided. However, to save amateurs in programming a lot of time, many pre-made macros are provided, offering some very useful techniques such as; to find which layer an object is on, merging drawings, projection lines, deleting

parts of a drawing, curved text, and a comprehensive range of perspective techniques which are an excellent alternative to 3D.

**3D and PERSPECTIVE:** A 3D program was available for version 2.0. This is now nearly unnecessary with the new perspective Macros.

**IBM COMPATIBILITY:** An excellent DXF file converter is available. One thing it does not do is produce PowerDraw 2 files.

**HARDWARE:** Whilst certainly - the faster the computer - the better the working conditions, it should be possible to use PowerDraw 3.0 on a simple Macintosh SE/20 with just one Megabyte. It works well on the MacPortable.

For international users, a Macintosh Plus won't work because of the "dongle" protection scheme. PowerDraw 3.0 works well on small screens because of the economic use of the screen area. Unlike Claris-CAD, the files do not have pallettes attached so more screen is used for active area.

**DOCUMENTATION:** An excellent ring-bound book is provided with sections for advanced users, and macro programming.

**COPY PROTECTION:** As a result of many complaints from users, Engineered Software changed its protection from disk-oriented to "Dongle" protection, for international users. For Australian purchasers an "ADB key" must be attached to the Desktop Bus (For the US users serial number sensing (checks networks at startup) is used). Placing the ADB key in-line with the keyboard seems to cause trouble with the plug connection, so using the extra socket at the rear of the computer is the best way out.

**WARNING:** This kind of protection is not a problem for SE and MacII owners, however the old MacPlus is now UNUSABLE and the MacPortable ADB seems to lack enough power to drive the Dongle. Apple Computer is issuing a new System version 6.05 which may fix this problem. This is a pity because

PowerDraw is ideally suited to both machines.

**THE COMPANY:** PowerDraw is a derivative of MacPlots II. The Computer Shoppe, who originally produced MacPlots II, found that there were many complaints about output of CAD programs like MacDraft. They then set about producing their own CAD product. Based on MacDraw, the program started as a limited frills productivity tool. A strong feature of PowerDraw is the technical support offered. Having tried local representation, Engineered Software now sell direct to Australian users. Technical support is available and very good. FAXed messages are also very useful. Programmer support is - I feel - much more useful than the most dedicated local dealer. Unless the dealer is a full-time practising draftsman, he/she won't have the experience with such a powerful product to be able to answer most tricky questions, so direct access to the programmers is best.

Upgrades are a fact of life in the computer business. Some are great, making good programs better. Some are terrible, making small programs large - too complicated - too expensive - too slow - need bigger faster computers to run them - and many other horrors.

The Engineered Software programmers have always kept up a good dialog with their users - sometimes because users have been pushy. This has led to improvement based on "Wish Lists." The latest version comes with a request for further wish lists for the next version. This makes for a good user-oriented program, rather than having features for the sake of them.

**SUMMARY:** In a short review it is not possible to cover all the great features of PowerDraw 3.0. Suffice it to say that it is generally a money-making program, particularly suited to the small Drafting Service or Architect. Being able to specify your own keyboard commands makes

(Please turn to next page)



# Notes on the Mac

## *New Macs Due Out in October*

By the time you read this, three new Macintoshes should have been announced (on October 15th). The Macintosh Classic should have a street price of less than \$1000, with a 68000 based processor, and a built-in monochrome monitor (in a compact design, like the Plus). The other two are modular designs (like the Mac II family). The Macintosh LC, expected to retail for \$2,800, is

(Continued from page 33)

operation faster. It is simple to learn and use, with consistent techniques for its operations. This program is an excellent computerized alternative to the drawing board. I would thoroughly recommend potential purchasers to contact Engineered Software for a sample of PowerDraw. That is the only way to see if it will suit your needs - I'm sure you will be sold.

**PowerDraw 3.0, US\$ 795,**  
Credit cards are accepted.  
Engineered Software (The Computer Shoppe), P.O. Box 18344  
Greenboro, NC 27419, U.S.A  
Phone: 919-299-4843, FAX: 919-852-2067

*Hans Hoffman is head of the Project Planning Department of Medical Applications, a leader in medical electronics equipment. For many years, his private activities included the editing of the magazine of the Apple Users Group (Sydney).*

68020 based, and has built-in color. Apple is working on an interface card for the LC that will enable it to run Apple II software, hoping that LCs equipped with the new board will be purchased by schools, allowing them to run their existing Apple II software as well as Macintosh software.

Finally, there is the new Mac IIsi, with a 68030 processor, built-in color and one slot. The LC and IIsi will come with a microphone and built-in audio recording capabilities. Users will be able to record to the Clipboard, cut and paste sounds, and record system alert sounds. Third-party software will permit these sounds to be integrated with applications, such as voice mail. These new Macs will also use new one-inch high hard drives, similar to the one used in the Mac Portable. There will also be a new Mitsubishi-designed color monitor, 12 inches diagonal, for \$300 less than Apple's current 13" color monitor. These new models will most likely mean the end of the Mac Plus, SE and IICx. The Classic will be priced lower than the Plus and SE, and recent price cuts in the IIsi line have made it less expensive than the IICx.

## *New Video Utility from Apple*

On September 7th Apple announced VideoSync, a utility that makes it possible to record the Macintosh screen with standard consumer video equipment. Once the VideoSync file is copied into the System Folder you can adjust the timing of an Apple display card from the Monitors Control Panel. This makes the Mac screen image appear stable when viewed by the camera.

There are also third-party products that enable users to record the Mac's screen directly on a video cassette recorder (bypassing the video camera). VideoSync is available through the Apple Programmer's and Developer's Association for \$35. Call APDA at 800-282-2732 for details.

## *HyperCard goes to Claris*

Apple has transferred responsibility for HyperCard to Claris. According to at least one source there will be several significant changes beginning with the distribution of HyperCard Version 2.0 of HyperCard in November. In case you missed last month's column, Claris is once again a wholly-owned subsidiary of Apple, after having been a semi-independent entity for two years.

## *IICI Trivia*

A recent message contained some IICI trivia. It's said that if you set a IICI's clock to 9/20/89 (the IICI release date) and reboot while holding down the Command, Option, C and I keys simultaneously, you will see a color picture of the IICI developers team. To continue the reboot click the mouse button. A similar process may work on the IIfx, substituting the F and X keys for the C and I, with the clock set to the IIfx release date (which I don't have).

## *New Viruses Discovered*

Several new viruses were discovered in August. A new version of the nVIR B virus, known as "prod," was detected in England. It works similar to nVIR B, and causes system crashes, swollen application sizes and an inability to launch applications. The next two viruses were discovered at Cornell University. MDEF2 (also known as Garfield B or Top Cat) attaches itself to system files and applications, and causes menus to act unpredictably. CDEF acts similar to WDEF, attaching itself to the invisible Desktop file, causing frequent





crashes. You can eliminate CDEF by simply holding down the Command and Option keys while rebooting to rebuild the Desktop file. To protect against these new viruses, be sure you use the latest version of your favorite anti-virus program.

### *New GENie Service Announced*

Beginning October 1st GENie, the on-line service of General Electric Information Services, will introduce a flat rate subscription fee service called "Star\*Services." The new service will have a monthly minimum charge of \$4.95, which comes with unlimited non-prime time access to many of GENie's features. The computer specific RoundTables will not be included in Star\*Services, so you'll still pay a per-hour charge when in those areas.

Also beginning October 1st, the hourly rates have changed. The new rate is \$6 an hour (non-prime time, which is 6pm to 8am, and all weekend) at all three access speeds (300, 1200, and 2400 bps). This is a \$4 an hour reduction in the 2400 access rate. The prime time (8am to 6pm) rate remains \$18 an hour. Many of the current GENie users were unhappy with the switch to a monthly minimum, saying it would cost them more to use the system.

I feel the monthly minimum is a good move, both for GENie and for the systems users, for several reasons. Since the access price is the same for any speed, there is no reason not to use 2400 now. If, in the past, you used GENie for 2 hours (or more) a month, the reduction will save you money. Over 100 services are included in the Star\*Services plan, many of which the average user will find useful. And finally, the unlimited flat rate fee will enable present and new users to learn the GENie system at a more leisurely pace. Learning a new system can be daunting. I remember my first attempts at navigating GENie; it's hard to forget that the clock is ticking, running the charges up. Under Star\*Services you'll be able to take as long as necessary to learn

your way around GENie, which in turn will save you money when you decide to enter any of the areas which charge \$6 an hour (like the Macintosh Roundtable). Once you're familiar with the menus, it's not hard to log on, retrieve messages and/or files, and sign off in a minimum amount of time. Call GENie at 800-638-9636 for details on the new Star\*Services plan.

### *TCS News*

You may recall that last month I wrote about the new Zmodem file transfer protocol available on the TCS for downloading files. The TCS Committee has been hard at work during the last 30 days, and there are several new features to announce. TCS users can now up or download with Zmodem, as well as Ymodem and Xmodem. Our Xmodem protocol has been enhanced to include 1K and 4K packet sizes, along with the 128 byte standard packet size. These enhancements mean you'll be able to achieve much higher transfer rates, saving you time.

Another development on the TCS is the addition of 9600 bit per seconds (bps) service. Until recently we were only able to offer 300, 1200 and 2400 service. Late in September the TCS programmers decided to make another attempt at implementing 9600 bps service. After a full day of programming, debugging and testing, the effort was a success. It was exciting to see the system operate at 9600 bps—users will need seat belts when they log onto a 8 MHz node of the TCS at 9600 bps! The TCS only has one 9600 baud modem available at this time, but we are discussing different options for upgrading the other systems. There are many questions to consider, such as how many systems should we convert to 9600, which brand of modem to purchase, etc.

If you don't own a modem, and have never used the TCS or another on-line service, you're missing out on a lot of opportunities. There is a wealth of information available once you're on line, and many files that

you can download, to make using your computer more productive and/or more enjoyable. Add to that the stimulating conversation and discussions that you'll find in the message base areas and it becomes very attractive. Using an on-line service is also the fastest way to get answers to your computer related questions and problems. It's not unusual for someone to post a message asking for help with a specific software package or hardware problem, and find several answers within a few hours, or a day at the most. I would urge you to consider purchasing a modem and start taking advantage of these opportunities. If you're unsure of how to start, call one of the Hotline volunteers listed in the Journal, or stop by the Pi office on any Saturday afternoon. The TCS Committee is at the Pi office each Saturday afternoon (for system back-ups and maintenance), and would be happy to talk to you about entering the world of telecommunications.

### *New Files on the TCS*

The following files were uploaded to the Macintosh File Transfer area on the Pi TCS during the last thirty days. This listing represents only a small portion of the files available for downloading on the TCS. Call the Pi Office at 301-654-8060 to obtain a password.

- File area 13 - Mac Fonts
  - 037 INFRMLOBL.CPT Informal Oblique. ATM compatible. Nice!
  - 036 HDLBRG.SIT German laser font
  - 035 SLABFACE.CPT Winner of CompuServe font contest
- File area 14 - Mac Games
  - 093 DROPPER.SIT Tetris-like game in color
  - 092 PARARENA.CPT Futuristic basketball/skateboard. Fun!
  - 091 CRANK.IT.CPT Simple physics demo
  - 090 PENDULUM.CPT Simple pendulum, user controllable
  - 089 BOUNCE.CPT Bounce shapes in a window
  - 088 COLORRISK.CPT Updated RISK game with color
  - 087 LOGODAEDALUS.CP Boggle-like game, large dictionary

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 703-878-1263

**File area 15 - Mac Graphs**  
 086 I.OWN.SIT Mac poster, see browse  
**File area 16 - Mac Hypercard**  
 087 CHEMIST2.CPT Chem flash cards, abbr. of all elements  
 086 CHEMISTR.CPT Chem flash cards, abbr. of 35 elements  
 085 FOOTBALL.CPT Predict the winner of NFL games  
 084 NUTRITION.CPT Nutrition tracking/analysis stack  
**File area 18 - Mac Utilities**  
 255 FILEVISION.CPT FileVision I, shareware  
 254 MOUSEODOMETER.S MouseOdometer, track mouse mileage  
 251 COMP.EYES.CPT Demo of ComputerEyes/Pro, see browse

250 ICONWRAP.SIT Wraps icons at startup to new line  
 249 COLOR.EDIT.CPT Edit the Finder's color menu  
 248 PLAY.EM.ALL.CPT Plays the installed beep sounds  
 247 MOUNT.EM.CPT FKEY to mount/unmount SCSI devices  
 246 LIST.APPS.CPT Creates a list of applications  
 245 SYS.ERROR.CPT Extensive list of error codes, in a DA  
 244 CALENDAR.CPT SmartCalendar version 2.3  
 243 MAXZOOM.CPT MaxAppleZoom version 1.3  
 242 HEAPHELPER.CPT MacPaint files showing use of HeapFixer  
 241 HEAPTOOL.CPT CDEV to help manage system heap

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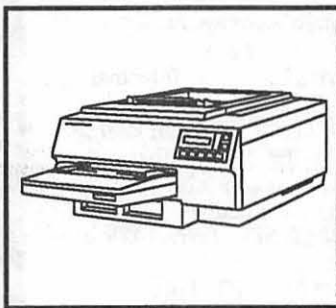
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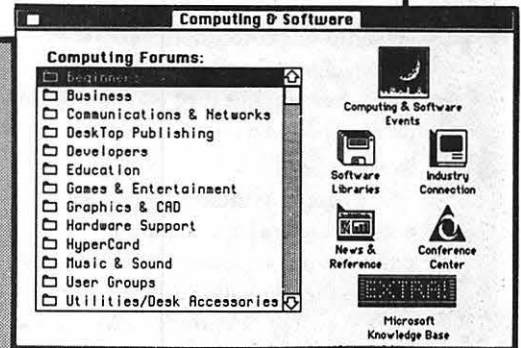
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# Draw Tools

by John Markey

Paracomp's DrawTools adds three powerful Desk Accessories (DAs) to the MacDraw II arsenal. And formidable they are, but they may not be for the "casual" MacDraw II user (if there is such a thing).

These DAs attach themselves to the MacDraw II application itself, rather than your already noblesse obese System file, thus allowing yet three *more* (Yes, 18) DAs while in MacDraw II.

### So what'll they do?

"Sizer" provides a capability to report on height, width, diagonal and angle of rotation for objects you select in MacDraw II. The enclosed surface area is automatically computed for any filled object drawn with a closed-area tool, i.e., circle, ellipse, square or rectangle. Alternatively, absolute dimensions and rotation angles can be specified directly via the Sizer dialog box. These dimensions may be input, or read, directly in feet, inches, centimeters or in standard American feet-and-inches (5'-6 and 43/64") notation in "Architectural" format using any scale you can invent with the standard MacDraw II Rulers.

Good stuff. I found Sizer to be the most useful tool in the package; a logical and very powerful extension of the MacDraw ruler utility. While this is not truly CAD (Computer Aided Design) stuff, it could be a lifesaver for anyone who does engineering drawings in any scale other than cubits.

Negatives? Window slamming! The documentation correctly states that once Sizer has been summoned, "just click on the Sizer dialog box to reactivate it." This is certainly true—technically. But, what really happens is that, when you click on your MacDraw document, the document

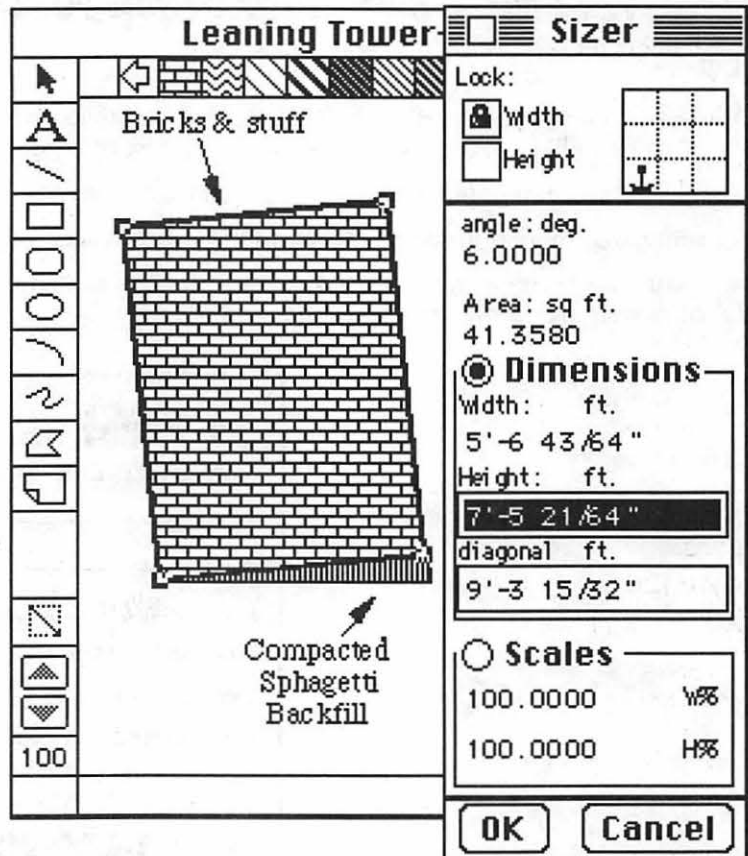
obediently leaps to the foreground, burying the Sizer box behind it! Oh yes, the Sizer box is still "there," you just can't get to it without pulling down the DA again—maddening if you're jumping between Mac Draw objects and Sizer (as you surely must). Sure, you can avoid this Kabuki dance by resizing your MacDraw document to about half-screen size so that it doesn't cover the Sizer dialog box. For 9-inch screen MacFolks, this could be a genuine hassle. More fortunate folks with those Great Big Mac Screens could, I suppose, drag the relocatable Sizer box outside of the MacDraw document. (MS DOS sufferers probably think that this is the way the world is supposed to work. So, what's

the problem?)

Again, Sizer cannot compute the area of an irregular object. But, who could expect such a thing? Well, just for a moment, I thought about all that integral calculus. What if it *could*... No, it couldn't possibly! No way! But, well, maybe... Could it be? Who knows what a Mac might do... Alas! Dust off the ol' calculus books in the attic—maybe next year.

Sizer does *not* support MacDraw's Undo command. This means that you are not really free to experiment with what-if resizings. You change it—you bought it. So don't make no mistakez!

The Adjacency DA moves any two selected objects together so the nearest sizes just touch. The objects move in one or two dimensions, whatever it takes to make them adjacent without altering their own dimensions. If this sounds like magic, it is. The program's logic for deciding whether to shift objects vertically, horizontally or both are intuitively consistent after a few minutes experience. Like most good Mac applications, it anticipates what you're *really* trying to do. For special situations,







there are logical and intuitive provisions for circumventing the default assumptions and having it your way.

Overall, an impressive piece of object-manipulation coding. Probably indispensable for Big Time Power Design Kahunas. I loved it but couldn't imagine why I needed it. **Adjacency** also does *not* support MacDraw's Undo command. To err is human, to Undo is not allowed!

The third DA in the package presents a new **DrawTools** option on the top menu bar. When pulled down, you can have your choice of: Fillets, Extend or Clip, Snap Start, or Snap End.

**Fillets** lets you build those fussy little arcs necessary to depict the real-life intersection of lines and/or other arcs. Arcane, you say? Think of it as a slick way of turning a MacDraw II depiction of a lollipop into a drawing of a ping-pong paddle. You might be able manually to compute and draw those arcs connecting the circular object with the handle. Not easy. This tool does it correctly every time (after some practice).

**Extend or Clip**, another tool provided via the Tools DA, allows you to extend any line until it exactly meets the center line of the nearest edge of another selected object, or to clip a selected line at the edge of another object. Hard to visualize? Think of it this way. You want to draw a set of barbells. You draw two circles and a line connecting them. The interconnecting line is too short. Use **Extend or Clip** to make the line exactly connect the circles. If you drew the line too long, same deal. The software knows what you mean. Obviously, some shift-clicking is involved, but it is much easier than it sounds. Also allows fancy stuff like clipping corners to depict chamfers. Nice capability for CADs. Maybe I just don't draw enough barbells.

**Snap Start** moves a selected line's start point to the closest point on another selected object. **Snap End** does the same thing for the end point of that line. While this only works for lines, clever folks will soon figure out how to trick their Mac into snapping non-line objects together by constructing temporary lines tangent to the

objects they really want to stick together, and then quietly deleting the bogus temporary lines.

Again, none of the above tools support the Undo command. Pay attention! This is the final warning to Cavaliers and Klutzes.

#### Installation Notes

The DrawTools installer appends the three new menu choices under the MacDraw II Menu. You'll need MacDraw II, a Mac Plus or better with Finder/System 6.0 and on. DA aficionados need not fear the dreaded maximum 15 DA limit. These DAs get appended to MacDraw II rather than to the Mac's System file, for a possible 18 DA array while you're in the MacDraw II application. The side effect, of course, is that MacDraw II now weighs in at about 130K heavier than it already was.

While the manual states that Draw Tools can be installed on a two 800K floppy drive Mac, I would not try this unless your Mac is dedicated to doing only MacDraw II stuff and your system file is pretty skinny. Even then, you probably won't have enough room to swing a large cat. You may need to increase the Application Memory Size in the Get Info Box when running under MultiFinder. On my version, the application size went from 468K to 586K, but I left the sizing at the "Recommended Application Size" of 900K. Nothing untoward happened.

(Seems like only yesterday when a floppy disk held only 400K and there were only 128K of RAM to do the whole enchilada?) The manual doesn't reveal how to remove DrawTools if you decide you need the space back, so you'd better preserve your original MacDraw II on another floppy before you start installing DrawTools.

One final installation note. Read the installation instructions! Yes, we know Real Macers Never Read Manuals, but you'd better read this one—*before* installing!

#### Evaluation

I hate reviews that end with the "do-whatever-you-need-to-do-baby" recommendation. I use MacDraw II every day, professionally and personally. My personal feeling is that these DAs provide exceptional capability that I don't personally need. Oh, yes, I'd like to have Sizer available at all times, but that window-slammng is really annoying. The capabilities provided by the DAs in the package are, I suspect, more tolerable and most meaningful to users who are trying to extend MacDraw into the Computer Aided Design arena.

For those users, I've tried to provide some basis as to what to look for when trying this software at your local emporium. Do try it out. I found no bugs. I have no complaints. So—do whatever you need to do, Baby!

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# Bits & Bytes

by Lynn R. Trusal

## On Location

"On Location," the new program by Mitch Kapor, founder of Lotus, is a much expanded version of the capabilities of the Apple "Find

File" command. I am impressed how fast it can find either the name of files or search the entire text of all files. It is almost as fast at searching as typing in the word or phrase to be searched.

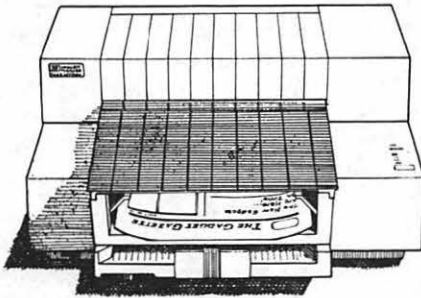
In order to achieve this speed, it is first necessary to build an index of the file names and/or text of each file. The first is relatively fast while the later took about 12 minutes to index all the text of about 1,500 files on a 100 MB hard disk. I think that is very reasonable.

File names can be searched based on "starts with," "ends with," "matches exactly" or "contains," while text within the files can be searched as "matches exactly" or "matches root of."

I decided to search for "file names" that "contained" the word "Mac." I started with 1,528 files but as I typed "M," "On Location" immediately told me that there were 525 files names that contained an "M." I then typed "MA" and found there were 154 matches while the entire word "Mac" yielded 55 instances.

Searching "all the text of all files" for the word "Mac" took about 5 seconds which is also fast consider-

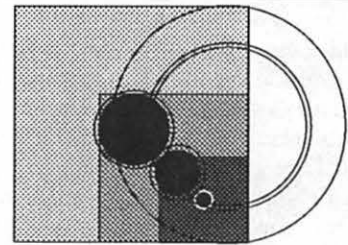
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On Location is more than just a "find file" utility. It can also, "open, print, delete, rename, and copy" files too. If you have one or more large capacity hard disks, On Location is a must! Check it out!

**Legal Matters**

1. Jasmine emerged from Chapter 11 bankruptcy in July. Chess SA, a French company, is largely responsible for saving Jasmine through purchase of a majority of the company. Creditors who purchased drives that were never received will be reimbursed over 5 years and and other creditors will get Jasmine preferred stock. Jasmine had 4,500 creditors of which 20 accounted for 70% of the total debt. Rodime has also agreed to take back its remaining drives and repair them at Jasmine's expense. (Source - MacWeek and others)

2. Martin Marietta Corp. has decided not to reenter the bidding

for a Department of Defense contract called the "Air Force Worldwide Military Command and Control System," even though the award to Honeywell Federal Systems and Apple, was successfully protested by Martin Marietta to the General Accounting Office. Although Honeywell has already supplied thousands of Macintosh-based systems, it is not known if Honeywell will have to re-bid if the Air Force is required to reopen the contract.

3. Truvel Corp. has also filed for Chapter 11 bankruptcy protection following its failure to repay \$1.5 millions in bonds. Truvel was known for its TruScan scanners for both the Macintosh and MS-DOS computers. Truvel assets may be acquired by Vidar Systems Corp. of Herndon, VA.

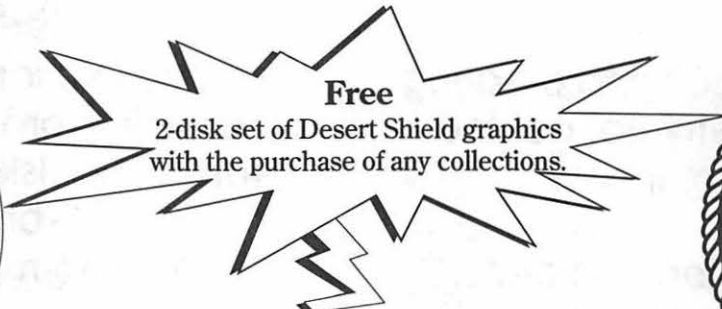
4. Connor Peripherals and Seagate have ended their dispute. The suit arose from Seagate's

acquisition of Imprimis Technology Inc. and the "thin film head" technology which Imprimis supplied to Connor Peripherals. Seagate is required to continue to supply the heads to Conner until 1991 under the terms of the contract.

5. In October, I mentioned settlement of a lawsuit against Apple for its public financial statements. If you purchased Apple stock between January 17 and 27, 1989, write to the following address concerning the settlement of about \$6 million. Claims Administrator, Zeid, et al. and Hussey vs. Apple Computer, Inc. et al., P.O. Box 5100, Larkspur, CA 94939. Unfortunately, the claim must have been made no later than 15 September 1990 or by a later date determined by the courts. Therefore, this date "may" have been extended, but it may also be too late. Basically, the refund was determined by subtracting \$38 from the price paid per share. A \$40.50 per share purchase price for 100 shares would result in a refund of \$250.00.



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### Tips

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1. Placing graphics in Word 4.0 is not always easy. First, place the graphic anywhere in your document using the menu command "Insert Graphics." Go to "Print Preview" and click on the "show margins" icon. Now you can drag the graphic to the place you want it. Next, click the cursor on the gray area off the page and the text will flow around your graphic. (Source - "Mac's Headroom" column in Mouse Droppings, published by the MUG of Corvallis, Washington.)

2. You can save space in your archived PageMaker documents by purging all deleted graphics and temporary data built during the text editing process by saving as a new document. Select "Yes" in the dialog box when asked if you want to replace the existing document. Now compare the old document with the

new in the "Get Info" box and note the shrinkage. Last, trash the old file. (Source - Mouse Times, of the Santa Barbara MUG.)

3. The LaserWriter Driver 6.0, when used with System 6.0.4, would not print in the background. I simply went back to LaserWriter driver 5.2 and the problem was solved. I don't know if System 6.0.5 would have solved the incompatibility problem or not.

### 16 and 64 MB DRAM Chips

Samsung Electronics has developed a 16MB dynamic random access memory (DRAM) chip which is equivalent to 36 million transistors. With this development, South Korea is about on par with Japanese chip-making technology. IBM developed such a chip in February and NTT of Japan did so in April. Samsung hopes to be in commercial production by the end of 1991.

Samsung is the premier chip maker in South Korea and first developed the 256 K DRAM in 1984 followed by the 1 MB in 1986 and the 4MB in 1988. Therefore, each generation of chip takes about two years for development. When first commercially available in 1991, one 16MB DRAM is expected to cost about \$300.

Now that 4MB DRAM chips are being accepted as the next RAM standard, and 16MB is not far behind, Hitachi has developed a 64 MB DRAM chip. It uses unconventional technology and it may not be possible to put the chip into actual production using a technique called "electron beam etching." This technique uses the direct etching effect of an electron beam to create the path for the electrons compared to the conventional technique which uses acid to etch a mask design. The Hitachi chip packs 140 million circuits into an area the size of a thumbnail.



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## *New Hand Held Scanner by Caere*

Caere Corp. has announced an interesting hand-held scanner called the "Typist." This is the company that markets "OmniPage," perhaps the best of the OCR programs.

Typist can be used with a Macintosh or MS-DOS computer. On the Mac it is a DA which can be quickly activated by depressing the control bar on the scanner, scanning a 5" path followed by automatic OCR conversion and insertion of the converted text at the position of the cursor in a word processing program.

The scan rate is listed at 2 in/sec (500 words/minute) and is reported to be able to integrate multiple 5" scans down a page, discarding duplicate text and integrating it together into a complete article. That I have to see to believe...

Because the Typist uses OmniPage technology, it can perform OCR "on the fly" on a variety of fonts ranging from 6 to 72 point size. Graphics can also be scanned and saved as line art or as dithered patterns in PCX, TIFF or PICT formats.

The Macintosh version will list for \$695 and should be shipping now; the \$595 MS-DOS version will ship towards the end of the year. Remember, although the Typist does not offer all the advantages of a flat-bed scanner, it does include the OmniPage technology which, combined with a flat-bed scanner, would cost 2 to 3 times more than the Typist.

If you are in need of a text scanner with OCR capability, the price is right so check it out. (Source - *InfoWorld*, *MacWeek*)

### **Real Bits**

1. The prices of 4 MB DRAM (dynamic RAM), should continue to drop as manufacturers increase production. The Korean chip maker, Samsung, increased monthly production from 100,000 chips to 500,000 several months ago and

plans to hit 1 million by the end of 1990. The Japanese are not to be outdone and will be producing 20 million chips per year by the end of 1990. Therefore, there is expected to be a surplus of 4 MB chips by mid-1991. (Source - *Investors Daily*).

2. This was the first MacWorld in Boston that I have missed in 4 years and I am going through Macintosh Fever Withdrawal (MFW). I hope whoever got my cancelled hotel room enjoyed the show. There will be an Asian Mac Expo south of Tokyo in February next year.

3. An AppleLink message described a potential Trojan Horse virus. It was called "Steroid" and was an "init" which claimed to speed up QuickDraw on Mac's with 9" screens. The init contains code that checks whether the system date is July 1, 1990 or later. If it is, Steroid ERASES all mounted drives. Since this is after July 1, 1990, it is too late to serve as a warning, but it is not too late to warn all that downloading "Inits" from BBS is not without risk. If it is a new virus, existing anti-viral programs may not be effective. (Source - *Boston Computer Society*, *Open Window Newsletter*.)

4. Apple has cracked down on the "gray market" by withdrawing sales authorization from seven dealers including 3 Computerland dealerships. Some feel that Apple is indirectly encouraging gray-market sales by rewarding high sales volume with higher profit margins. (Source - *MacWeek*)

5. There is a new minor version of Microsoft Word 4.0 called 4.0B that addresses minor enhancements. Improvements include better compatibility with the Mac IIci and IIx, large screen and multiple monitor compatibility, fractional width support with the ImageWriter driver particularly with Adobe Type Manager, among others. It is available free of charge to registered owners by writing Microsoft at 1 Microsoft Way, Redmont, WA 98052-6399. I did receive it in the mail from Microsoft after writing to

them from Japan. (Source - *MacWeek*)

6. It's official! John Sculley is the highest paid executive in the computer community. Sculley's salary for FY 89 was \$2,251,175. In second place were executives from Compaq, Oracle, IBM and Hewlett-Packard.

7. Seiko has lowered the price of a PostScript compatible color thermal printer with their introduction of a new model costing \$7,000. It is a 300 dpi printer which uses a custom RISC chip to speed the PostScript "compatible" output. This is the cheapest color thermal printer to date offering PostScript compatibility. (Source - *PC Week*)

8. Apple has discontinued the AppleFax modem. (Source - *InfoWorld*)

9. Claris has acquired the rights to a Macintosh version of AppleWorks. It is a Macintosh version of AppleWorks developed for the IIgGS. It will probably not be released for a year and may not include all the modules of the IIgs. (Source - *InfoWorld*)

10. Hewlett Packard recently cut the price of the HP Deskwriter ink-jet printer \$200 from \$1,195 to \$995. (Source - *InfoWorld*)

11. Adobe Systems has released another upgrade to its popular "Adobe Type Manager." Version 2.0 shipped in August and is said to be twice as fast, and offers improved on-screen quality. A new included utility called "Font Porter" permits users to install bit-mapped fonts by dragging them into the System folder. This is a feature that will be included in Apple's System 7.0. (Source - *InfoWorld*)

*Lynn R. Trusal, Ph.D. is a Lieutenant Colonel in the U.S. Army stationed in Tokyo, Japan and may be reached at the PSC Box 1892, APO San Francisco 96293. The opinions expressed in this column are solely his own.*



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*Does your output service  
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## Apple II/III

### Apple II

<b>General</b>	
John Wiegley after 2:15	(703) 437-1808
Leon Raesly	(301) 220-0717
<b>Accounting Packages</b>	
BPI Programs	
Jaxon Brown	(301) 350-3283
<b>BPI &amp; Howardsoft (Tax)</b>	
Otis Greever	(615) 638-1525
<b>Dollars &amp; Sense</b>	
Barry Fox	(717) 566-6709
<b>Home Accountant</b>	
Leon Raesly	(301) 220-0717
<b>Quitcken</b>	
Gary Hayman	(301) 345-3230
<b>Apple SSC</b>	
Bernie Benson	(301) 951-5294
<b>AppleWorks</b>	
Ken DeVito	(703) 960-0787
Ray Settle	(301) 647-9192
Harry Erwin (before 10pm)	(703) 758-9660
Gary Hayman	(301) 345-3230
Leon Raesly	(301) 220-0717
<b>AppleWorks Database</b>	
Morgan Jopling	(301) 721-7874
<b>Communications Packages</b>	
<b>ProTerm</b>	
Alan Levy	(301) 340-7839
<b>Talk is Cheap/Pt. to Pt.</b>	
Barry Fox	(717) 566-6709
<b>DataBases</b>	
<b>dBase II</b>	
John Staples	(703) 255-6955
<b>dBase II&amp;III, Data Perfect. Db Master-PRO</b>	
Leon Raesly	(301) 220-0717
<b>Profiler 3.0</b>	
Barry Fox	(717) 566-6709
<b>Hard Disk</b>	
<b>CMC (not CMS)</b>	
Barry Fox	(717) 566-6709
<b>Corvus &amp; Omnet</b>	
Tom Vier (12N-6PM)	(703) 860-4810
<b>Corvus</b>	
Leon Raesly	(301) 220-0717
<b>Slider</b>	
Jaxon Brown	(301) 350-3283
Otis Greever	(615) 638-1525
<b>Languages</b>	
<b>Applesoft</b>	
Louis Biggie	(301) 967-3977
Peter Combes	(301) 251-6369
Leon Raesly	(301) 220-0717
John Love	(703) 569-2294
<b>Integer Basic</b>	
John Wiegley after 2:15	(703) 437-1808
John Love	(703) 569-2294
<b>Machine</b>	
Ray Hobbs (BBS)	(301) 490-7484
John Love	(703) 569-2294
<b>Pascal</b>	
Michael Hartman	(301) 445-1583

<b>C and TML Pascal</b>	
Harry Erwin (before 10pm)	(703) 758-9660
<b>Operating Systems</b>	
<b>Apple DOS</b>	
John Wiegley after 2:15	(703) 437-1808
<b>CP/M</b>	
Art Wilson	(301) 774-8043
<b>ProDOS</b>	
John Love	(703) 569-2294
John Wiegley after 2:15	(703) 437-1808
<b>ProDOS 8 and 16</b>	
Barry Fox	(717) 566-6709
<b>RWTS, Disk structure</b>	
John Wiegley after 2:15	(703) 437-1808
<b>Print Shop</b>	
Thomas O'Hagan	(301) 593-9683
<b>Spreadsheets</b>	
<b>General</b>	
Walt Francis	(202) 966-5742
<b>MagicCalc/SuperCalc2.0</b>	
Leon Raesly	(301) 220-0717
Terry Prudden	(301) 933-3065
<b>Telecommunications</b>	
Allan Levy	(301) 340-7839
<b>TimeOut Series</b>	
Morgan Jopling	(301) 721-7874
<b>Utilities: ProSel</b>	
Barry Fox	(717) 566-6709
<b>Word Processors</b>	
<b>General</b>	
Walt Francis	(202) 966-5742
<b>Apple Writer II</b>	
Dianne Lorenz	(301) 530-7881
Leon Raesly	(301) 220-0717
<b>AppleWorks GS</b>	
A.D. (Bill) Geiger	(703) 237-3614
<b>Letter &amp; Simply Perf</b>	
Leon Raesly	(301) 220-0717
<b>Mouse Write</b>	
Barry Fox	(717) 566-6709
<b>Publish.It!</b>	
Gary Hayman	(301) 345-3230
<b>ScreenWriter II</b>	
Peter Combes	(301) 251-6369
Gene Carter	(202) 363-2342
<b>Word Handler</b>	
Jon Vaupel	(301) 593-3316
<b>Word Perfect</b>	
James Edwards	(301) 585-3002
Henry Donahoe	(202) 298-9107
<b>Word Star</b>	
Art Wilson	(301) 774-8043
<b>Apple IIGS</b>	
Paul Tarantino (before 10pm)	(703) 451-5608
Neil Laubenthal	(703) 691-1360
FA.D. (Bill) Geiger	(703) 237-3614
<b>General</b>	
Barry Fox	(717) 566-6709
<b>//e Upgrade</b>	
Morgan Jopling	(301) 721-7874
<b>APW</b>	
Andy Gavin	(703) 734-3049

Jim Frison	(703) 525-9395
Leon Raesly	(301) 220-0717
<b>Deluxe Paint II</b>	
Rich Sanders	(703) 450-4371
<b>GS BASIC</b>	
Barry Fox	(717) 566-6709
<b>Multiscribe GS</b>	
Ray Settle	(301) 647-9192
<b>Telecommunications</b>	
Dale Smith	(301) 762-5158
Allan Levy	(301) 340-7839
Bob Sherman	(305) 944-2111
<b>TimeOut Series &amp; Utilities: ProSel</b>	
Chuck Ward bef. 9 pm	(703) 830-3720
Barry Fox	(717) 566-6709
<b>VIP-Pro/Multibe</b>	
Jim Frison	(703) 525-9395
<b>816 Paint/Writ'rs Ch.El</b>	
Andy Gavin	(703) 734-3049
<b>Apple II Hardware Epson printers, hard drives,</b>	
Guy Durant	(202) 363-0366
Wayne Meckling	(301) 263-4053

### Apple III

<b>General (Apple III)</b>	
Jim Jutzin	(703) 790-1509
<b>3 Easy Pieces</b>	
Robert Howe	(916) 626-8198
David Jernigan before 9 pm	(703) 822-5137
<b>Word Juggler</b>	
Tom Linders	(408) 741-1001
Charlene Ryan	(703) 822-5137
<b>Pascal</b>	
Charles Sykora	(912) 729-2968
<b>Powerkeys</b>	
Robert Howe	(916) 626-8198
<b>Diskwindow III+</b>	
Robert Howe	(916) 626-8198
<b>Apple Speller</b>	
Robert Howe	(916) 626-8198

## Beagle Buddies

### MARYLAND

Ray Settle (Annapolis)	(301) 647-9192
Scott Galbraith (Frederick)	(301) 865-3035
W. T. Cook (Columbia)	(301) 995-0352
Gary Hayman (Greenbelt)	(301) 345-3230
Lee Raesly (Adelphi)	(301) 220-0717
Allan Levy (North Potomac)	(301) 340-7839
David Page	(301) 599-7630
Don Avery (Bethesda/DC)	(202) 362-1783

### VIRGINIA

Kenneth De Vito (Alexandria)	(703) 960-0786
Neil Laubenthal	(703) 691-1360



# NOVEMBER

- 1 **Thursday**  
7:00 PM Columbia Slice ..... Columbia  
7:30 PM GameSIG ..... office  
Editorial Deadline—December Issue
- 4 **Sunday**  
7:00 PM Tutorial (MS Word: Intro.) ..... office
- 5 **Monday**  
7:00 PM PI-SIG ..... office
- 6 **Tuesday**  
7:00 PM Tutorial (Apple IIe/c: Intro.—I) ..... office
- 7 **Wednesday**  
7:30 PM dPub SIG ..... PEPCO  
7:30 PM Mac Programmers ..... office
- 8 **Thursday**  
7:30 PM Board of Dir.'s Mtng. .... office (call)  
8:00 PM StockSIG ..... office
- 10 **Saturday**  
9:00 AM Tutorial (MS Excel: Intro.) ..... office  
9:30 AM Frederick Slice ..... Frederick  
10:00 AM Annapolis Slice ..... Severna Park Library
- 12 **Monday**  
7:00 PM Tutorial (Mac: Intro.—I) ..... office
- 13 **Tuesday**  
7:00 PM Tutorial (Apple IIe/c: Intro.—II) ..... office
- 14 **Wednesday**  
7:00 PM Tutorial (PageMaker: Intro.) ..... office  
7:00 PM NeXT SIG ..... NIH  
7:30 PM Database SIG/4D ..... Computer Factory
- 15 **Thursday**  
7:30 PM AV SIG ..... office
- 17 **Saturday**  
9:00 AM Tutorial (Utilities II: HDs, Files) ..... office
- 19 **Monday**  
7:00 PM Tutorial (Mac: Intro.—II) ..... office
- 20 **Tuesday**  
7:00 PM Tutorial (Apple IIe/c: Intro.—III) ..... office
- 21 **Wednesday**  
7:00 PM WorksSIG ..... office  
7:30 PM Excel SIG ..... office  
7:30 PM Fed SIG ..... call  
7:30 PM HyperTALK SIG ..... call  
Ad Space Deadline—January Issue
- 22 **Thursday**  
Office closed  
7:30 PM Ed SIG ..... (call)
- 23 **Friday**  
Office closed  
Writers' Deadline—January Issue
- 24 **Saturday**  
8:00 AM AppleWorks SIG ..... before WAP mtng.  
9:00 AM WAP General Mtng. .... call  
noon HyperCard SIG ..... after WAP mtng.  
noon New SIG ..... after WAP mtng.  
noon Telecomm SIG ..... after WAP mtng.
- 26 **Monday**  
7:00 PM Tutorial (Mac: Intro.—III) ..... office  
7:00 PM Apple IIGS SIG ..... McLean (call)
- 27 **Tuesday**  
7:00 PM Tutorial (All About Fonts) ..... office  
Ad Copy Deadline—January Issue
- 28 **Wednesday**  
7:00 PM Tutorial (Adobe Photoshop:Video) . office  
7:30 PM Apple III SIG ..... office

## WAP General Meetings

Monthly General Meetings are generally held on the 4th Saturday of the month at various places in the DC area. We try to give plenty of notice, but when in doubt, call. The place of meeting can, and does, change until we find a more permanent home.

Come as early as 8:30 AM to join, buy public domain disks, schmooze. Attend the Q&A sessions to get your questions answered and hear the latest rumors. Listen to the main meeting topic at 9:30.

We also have a special session to welcome new computer users and get them started. Group purchase items can be bought at the office at 1pm.

## Meeting Notices

Annapolis Slice 2nd Saturday; **NEW LOCATION!** Severna Park Library on McKinsey Rd., 10:00am.

Apple IIGS SIG (normally) the Monday after the regular WAP meeting; alternates between Dolley Madison Library in McLean and (NEW) NIH (building 31, C Wing, 6th Floor, Conference Room 9) in Bethesda at 7:00 PM. Call Gary Hayman 345-3230 for information.

Apple III SIG 4th Wednesday; WAP office, 7:30 PM. (no meeting in August)

AppleWorks SIG just prior to the regular WAP meeting at 8:00 AM.

AV SIG (arts and video) 3rd Thursday; WAP office, 7:30 PM. May be subject to change; call Nancy Seferian (202) 333-0126 to confirm.

Columbia Slice 1st Thursday; at the Howard County Board of Education Bldg., Route 108, Columbia, MD, 7:00 PM.

Database SIG/4D Second Wednesday, 7:15 pm start (until about 9:30 or 10:15 pm); Mac-In-Office Training Room, 4th Floor, Brick Triad; 101 West Broad Street, Falls Church, Virginia; (Along Route 7 at the intersection with US 29/211—Free office parking lot abundantly behind the office buildings) (Via Metrorail, use \*East\* East Falls Church Metrostation. Call Eric Gutsche to confirm, (703) 379-1265.

## November

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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	

## Meeting Notices

dPub SIG (desktop publishing) normally 1st Wednesday; PEPCO Auditorium at 1900 Pennsylvania Ave., N.W., 7:30 PM.

Ed SIG (Educational programs) 4th Thursday; WAP office, 7:30 PM; October 25, November 29 (call).

Excel SIG 3rd Wednesday; WAP office, 7:30 PM.

Fed SIG (Federal) 3rd Wednesday; alternates between Falcon Training Center, 1745 Jefferson Davis Hwy. Suite 502, Crystal City, and Apple Fed. Sys. Office, 1892 Preston White Dr., Reston, 7:30 PM. Call Jim Manley (703) 490-1034 to confirm location.

Frederick Slice 2nd Saturday; at the library at 110 East Patrick St., Frederick, 10:00 AM.

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

HyperCard SIG after the WAP general meeting, 12:00 noon.

HyperTALK SIG 3rd Wednesday, the Fairlington Community Center, 3300 South Stafford St., Arlington, 7:30 PM.

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

NeXT SIG meets 2nd Wed. of each month, NIH Bldg 12A, Rm B51, 7pm. Call Hugh O'Neill, (202) 328-9510.

PI-SIG (Programmer's Interface) 1st Monday; WAP office, 7:00 PM (except for Monday holidays). Call Ted Meyer (703) 893-6845 to confirm date, time and location.

StockSIG 2nd Thursday; WAP office, 8:00 PM.

Telecomm SIG—currently unscheduled.

Notice: Anyone having information on changes to the calendar is encouraged to call the Calendar Editor and leave a message on his home answering machine, tel.: (301) 595-2539 in Beltsville, Maryland. E-mail can be left at: Andy Shaw, Twilight Clone BBS; SHAW@UMUC.BITNET.

# DECEMBER

# C A L E N D A R A N D S I G N E W S

- 3 Monday**  
7:00 PM PI-SIG ..... Call  
Editorial Deadline—January Issue
- 5 Wednesday**  
7:30 PM dPub SIG ..... PEPCO  
7:30 PM Mac Programmers ..... office
- 6 Thursday**  
7:00 PM Columbia Slice ..... Columbia  
7:30 PM GameSIG ..... office
- 8 Saturday**  
9:30 AM Frederick Slice ..... Frederick  
10:00 AM Annapolis Slice ..... Severna Park Library
- 12 Wednesday**  
7:00 PM NeXT SIG ..... NIH  
7:30 PM Database SIG/4D ..... Computer Factory
- 13 Thursday**  
7:30 PM Board of Dir.'s Mtng. .... office (call)  
8:00 PM StockSIG ..... office
- 19 Wednesday**  
7:00 PM WorksSIG ..... office  
7:30 PM Excel SIG ..... office  
7:30 PM Fed SIG ..... call  
7:30 PM HyperTALK SIG ..... call
- 20 Thursday**  
7:30 PM AV SIG ..... office
- 21 Friday**  
Ad Space Deadline—February Issue
- 22 Saturday**  
8:00 AM AppleWorks SIG ..... before WAP mtng.  
9:00 AM WAP General Mtng. .... call  
noon HyperCard SIG ..... after WAP mtng.  
noon New SIG ..... after WAP mtng.  
noon Telecomm SIG ..... after WAP mtng.
- 24 Monday**  
7:00 PM Apple IIGS SIG ..... McLean (call)  
Writers' Deadline—February Issue
- 26 Wednesday**  
7:30 PM Apple III SIG ..... office
- 27 Thursday**  
7:30 PM Ed SIG ..... office (call)  
Ad Copy Deadline—February Issue

## December

SU	MO	TU	W	TH	FR	SA
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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					

## Macintosh

### General

Jeff Alpher to midnight (301) 630-2036

### Art & Video

Nancy Seferian (202) 333-0126

### Borland Products

Doug Ferris day only (800) 826-4768

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# Easy Color Paint

by Paul Schlosser

What would you say if I described a color paint program that was easy to learn, easy to use and didn't cost an arm and a leg? A color paint program that supports up to 256 colors, runs on any member of the Mac II family, provides all the standard features of a paint program (and more...), runs under Finder or MultiFinder and costs less than \$50? Would it sound too good to be true? It's not too good to be true—it's actually quite possible.

I'm describing "Easy Color Paint" (ECP), by Creative Software. ECP is easy to learn and use, because it closely follows the guidelines that standardize the way Macintosh applications function. ECP can be purchased mail-order for less than \$50, requires System 6.0.2 (or later), and supports up to and including 256 colors. ECP is not copy protected, and will run in 1MB of RAM or more. It will also run on the SE, SE/30 and Portable, although obviously none of the color functions will work on these machines. ECP comes with sample pictures, ready to be painted with the program. You may also import PICT or MacPaint files into ECP for painting. Pictures created or painted with ECP may be transferred to other applications via the clipboard, the Scrapbook desk accessory or saved as PICT files.

A nice feature of ECP is the ability to save the current screen. It's not saved to disk in the normal manner (although that is of course possible), but saved to a special location in your Mac's memory. If you've made several changes to your picture, and decide that you want to undo them, pressing the delete key (or option-enter) will return the

screen to the way it appeared when it was last saved (except in text mode, when only the last keypress will be undone). You can configure specific events that save the current screen, for example clicking in the menu bar, pressing the enter key or moving a window. This feature differs from the normal undo command, which only removes the last object drawn.

The ECP screen consists of six windows. The painting window is 512 pixels wide and 350 pixels deep. If you import a PICT file created by another application that is larger than 512 x 350, you have the option of re-sizing it to fit the ECP window or only loading the top left portion. MacPaint files, which can be quite large, also are loaded from the top left section.

The patterns window consists of 38 default patterns, and 38 user definable patterns. The default patterns can be edited and saved as a user pattern.

The tools window contains icons that represent the 15 different drawing tools. Tools may be selected from the tool window, a menu, or by using a command-key combination. Selecting certain tools will add new selections to the menu bar, so it's helpful to check there for the options available. You'll find all the normal tools, such as the brush, rectangle, oval, lines, bucket, pencil, spray can and eraser.

Many of the tools can be used in different ways, in conjunction with a modifier key. For example the rectangle tool will draw a square if the option key is depressed. You can also configure the rectangle tool to draw rectangles that are hollow, filled

and/or have a border. Instead of always drawing a rectangle from upper left to lower right you can configure ECP to draw from the center out, top down, bottom up or right to left. If, when drawing a rectangle, you decide that it doesn't look right, continue dragging the mouse into the menu bar. The new shape will be removed. The lines tool can be configured to draw only vertical, horizontal or diagonal lines if necessary. The triangle tool will draw triangles or diamond shapes. The oval tool will draw circles if the option key is depressed.

The color window lets you select the foreground and background colors and displays the current palette, which contains 96 colors. Sixteen of these colors are standard, the other eighty can be edited via the standard Apple color wheel. Selecting the artist's palette icon cycles the window through three different sets of 96 colors. If you feel a bit overwhelmed by three different sets of 96 colors, you can select a simple palette of just 16 colors. The simple palette would be ideal when children are learning to use ECP. If you want to select a color that you've already used, but aren't sure exactly which color it was, there is an 'eyedropper' tool that can help. You can select any previously used color by clicking the eyedropper tool in the desired area of the paint window.

The fatbits window is selected by clicking the fatbits tool in the painting window, and the surrounding area will be enlarged for detailed editing. When you're done making changes in the fatbits window, you can return to the normal paint window with or without the new changes.

The menu bar contains the normal selections: File and Edit, plus Windows and Tools. Under the File menu you'll find Options, which allows you to configure ECP. You can set ECP so that "Save" functions like "Save As,"—you will be asked for a file name. You can make it

(Please turn to next page)

Into the maze...

## Payroll Solutions for the Macintosh Computer

by Robert Camerlengo

As the year end approaches you may be giving more thought to accounting, year-end financial statements, tax returns, payroll summary and W-2 preparations for your Macintosh based business. This month's article will focus on payroll applications for the Macintosh.

Payroll is an administrative task that can take a few minutes or several hours if not a couple of days to complete each pay period, along with that comes governmental reporting on a periodic basis and W-2/W-3 reporting at year end.

Your payroll headaches can be gone forever with the help of your

Macintosh and a good payroll application. The same care should be taken in selecting a payroll application as with a Macintosh general ledger accounting program. There are a few payroll applications out there that are a bear to load on your Macintosh and use. Other payroll applications on the market are very easy to use and you can load them on your Macintosh, learn how to use them and get your company up and running in less than one hour. The point here is that payroll is a common task in a company that is performed on a routine basis, thus the program that you select should help speed this process up in a

timely, organized fashion in addition to help you make the most out of your Macintosh computer.

Some guidelines to look for in a Macintosh payroll application are:

- ease of use, (get one developed for the Macintosh only)
- free software support from manufacturer
- stand-alone feature with option of an integrated feature (with a general ledger application)
- calculate 941's, W-2, W-3's
- modify federal and all state tax tables or tax updates from manufacturer or both
- modify fields so you

can you still use your existing checks and W-2 forms

- flexibility with various employee types, income and deductions, etc.
- number of employees that it can safely handle (consider this as your business grows)
- export to spreadsheets and text files
- ease of adding new employees and entering hours each week
- start using the program at any time during year
- seek the advice of a Macintosh accounting consultant

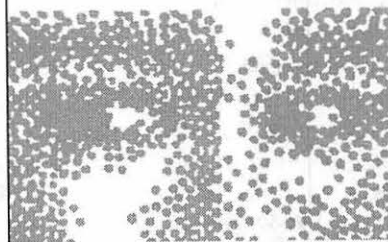
*Robert Camerlengo is a professional Macintosh accountant who works for CheckMark Accounting Software, Inc. He can be reached for questions or comments at 19415 Brassie Place #202 Gaithersburg, MD*

(Continued from previous page)

easier for children to use, by selecting the 16 color palette. All in all there are about a dozen different functions in Options that allow you to set up ECP to perform according to your preferences.

I found Easy Color Paint to be a good value, and a nice painting program. The December 89 *MacUser* magazine counted the earlier 16 color version of ECP among the 200 "Best Macintosh Products of the Year," describing it as "...aimed at the child in all of us." While my children have enjoyed using ECP, so have my wife and I. I wouldn't consider it in the same category as a children's program, because ECP is a full-featured color painting program. The ECP manual is helpful, well designed and complemented by the on-line help available within the program. If you would enjoy owning a color paint program that is a good value and easy for children and adults to use, consider Easy Color Paint. 🍏

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# Naval and Aerospace Clip Art

by Frank Potter

Last August (I'm sure that I don't need to tell you this, because it is already graven into your memories in words of fire) we reviewed a collection of Clip Art produced by a company in the area. It was called Federal Clip Art, and we liked it a lot.

They have now produced two more sets of material, and if possible, we like them even more. They deal with what is admittedly a particular niche market—naval and aerospace images—but they do so so well that, in our view at least, if you need this kind of material, you will and should look no further. Clip art doesn't get better than this. The images are all done in EPSF format, which is to say that any laser printer or imagesetting equipment will reproduce them. The software company, One Mile Up, Inc., also includes the PMS information, so that if you want to produce these images in the proper color, you will know what that color is.

The Naval Art collection contains 22—count 'em, 22—disks of material. It shows ships of various types, all in outline and some in perspective, badges, uniforms, seals (the kind you wear on your sleeve, not the kind that look at you with soulful eyes), command insignia, medals, patches and more.

The Aerospace collection consists of 13 disks, displaying commercial and military aircraft, past and present, and includes a collection of Soviet aircraft as well. It also shows Air Force commands, insignia, rockets, space stations and shuttles, and other stuff like that.

Both collections contain other material that is not so easy to

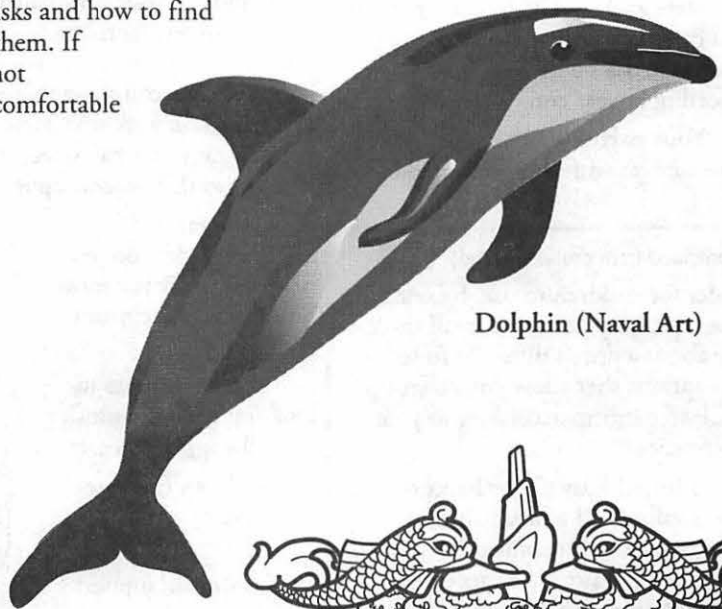
characterize (which is why I am having some trouble characterizing it). This includes the kinds of things you might seize upon if you were preparing a briefing for your superior officers, or for their superior officers, or for potential military clients, as the scramble for the defense dollar intensifies.

Both collections also contain a book showing the images contained on the disks and how to find and use them. If you are not entirely comfortable

in dealing with graphic material, the documents will probably answer just about any question that you might need to have answered.

Clip art doesn't get better than this. These images are obviously not for all markets, but if you need these kinds of images for a professional presentation, once you have seen these, you are unlikely to look further.

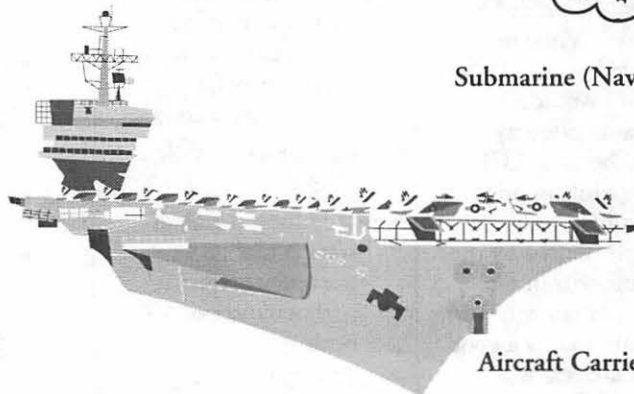
Each collection sells for \$289; they were produced by One Mile Up, Inc., 7011 Evergreen Court, Annandale, VA 222003; (703) 642-1177. When you send in your registration card (stamp attached), you are invited to specify five additional illustrations from any of the other material published by One Mile Up. Their ad appears earlier in this issue of the Journal.



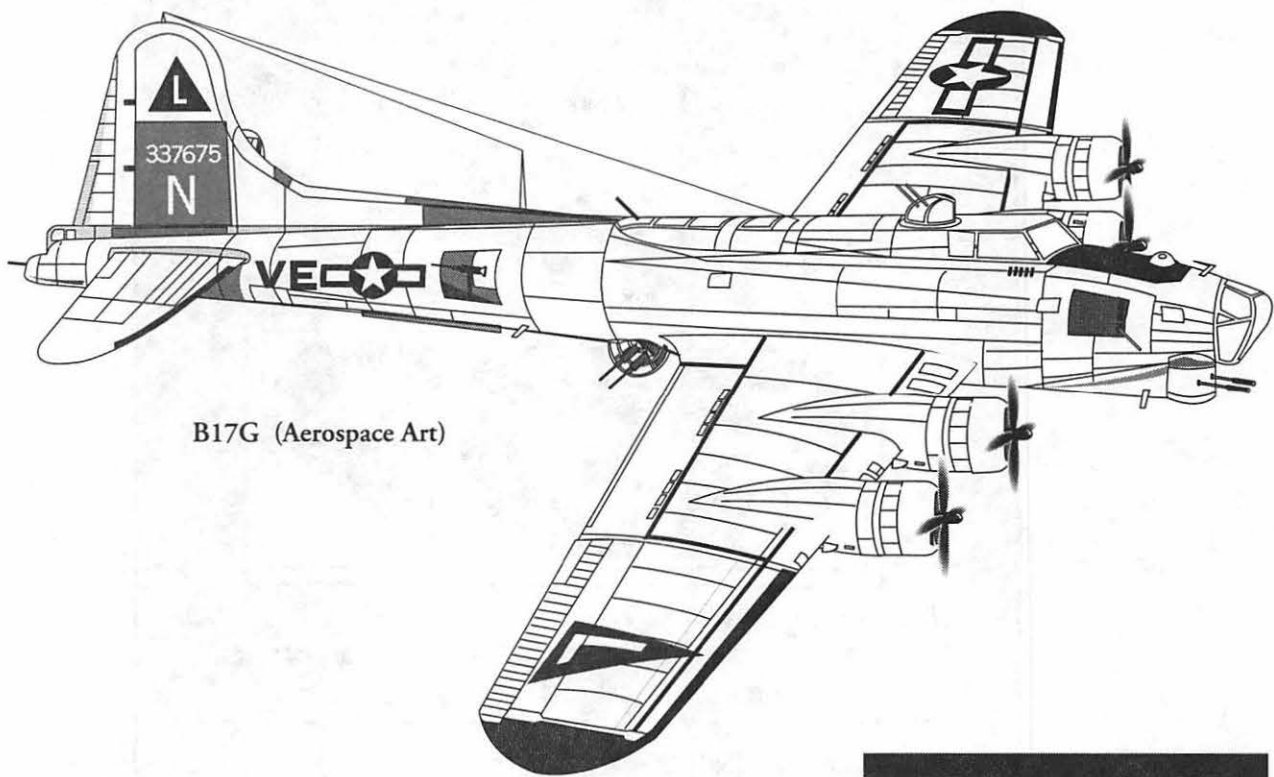
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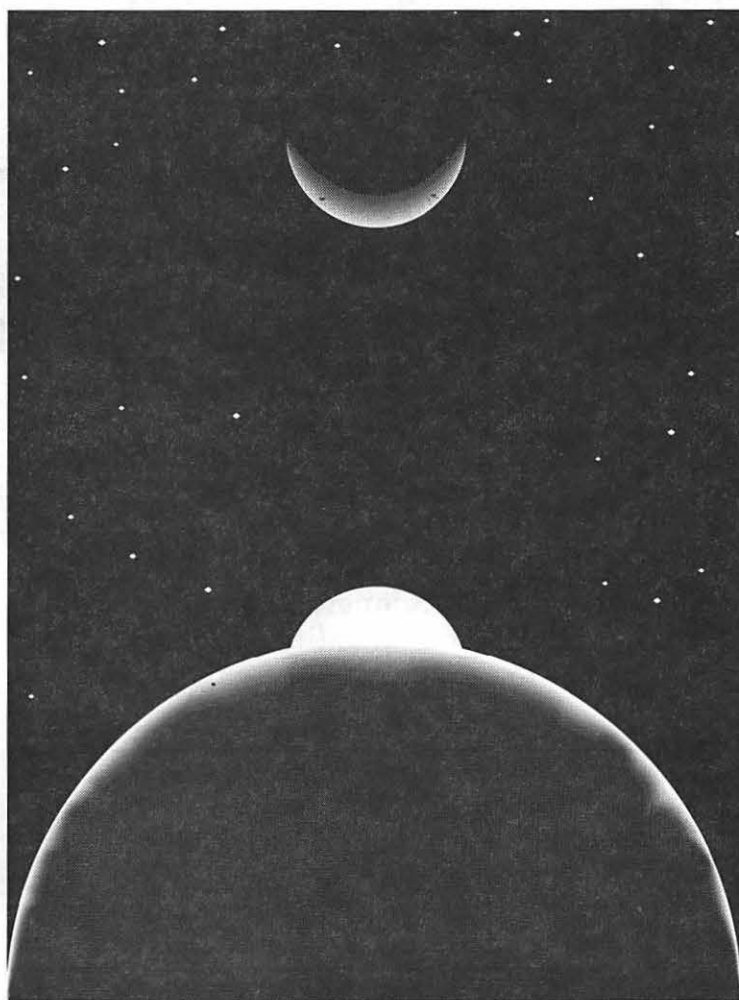
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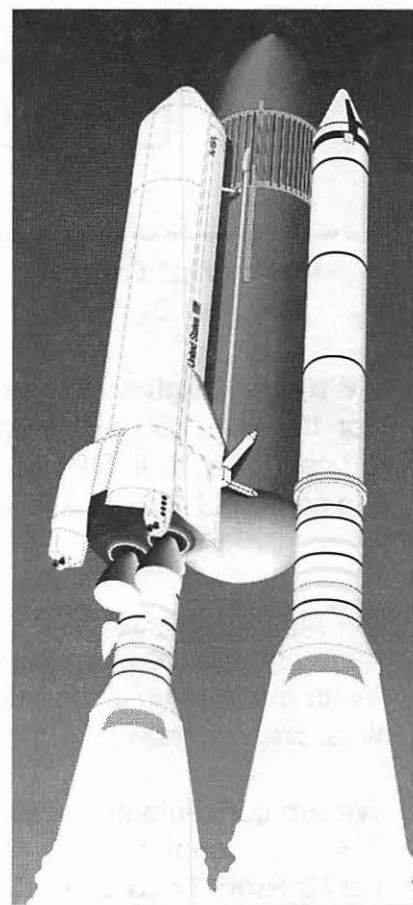
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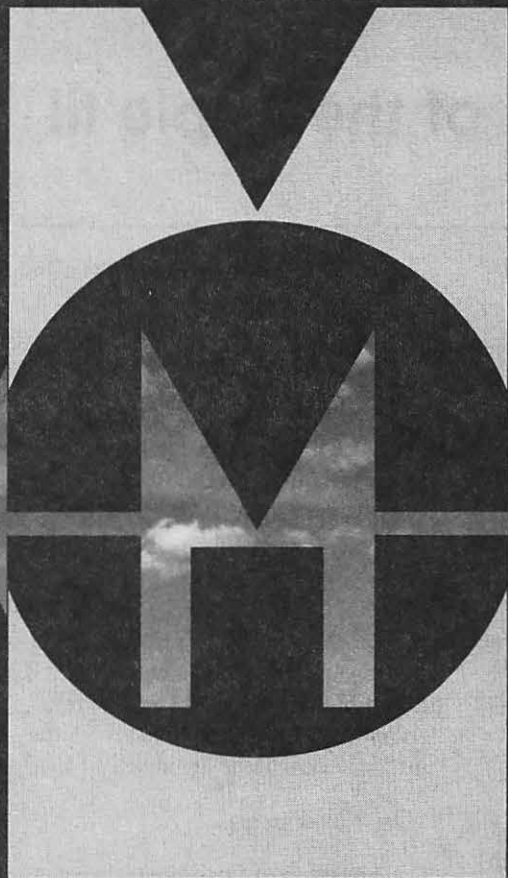
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# On the Trail of the Apple III

by David Ottalini  
Apple III SIG Co-Chairman

## CD ROMs—Take Two

Some additional comments this month on our interest in CD ROMs, scanners and the Apple III. Lavona Rann of the Third Apple User Group (TAU) says if (and it's a big if at this point) a second PD CD-ROM through the InterChange group (that sponsored the National Apple Users Group Conference) is developed, she will see about getting some Apple III material on there (which we would be happy to contribute to).

That's the good news. The bad news is (as we discussed last month) your III (while it could hook up to a CD ROM with the Sider SCSI card) will probably never be able to READ the information in a usable form. On the other hand, if you have an Apple IIGS (or access to one) this wouldn't necessarily be a problem (i.e., download it to disk using the GS and then use it on a III).

I asked On Three's Bob Consorti to provide some additional details on this, and here's what he told me:

"I can make a (SOS) driver to read blocks from the (CD ROM) disk but it would take a controlling program to pull the DATA from the High Sierra disk into a format the SOS can understand. The format on the PD CD-ROM is not ProDOS and it isn't SOS. It works on the Apple IIGS because the GS has a High Sierra file system translator. The Apple III's operating system has no equivalent translators so it just won't work without a major amount of coding. The scanner will likewise need some controlling special software to import any graphics."

If you're going to be mastering a CD you could put a series of 16 megabyte partitions on the drive and I could write a driver that would access them but I really have to question the cost and effort that would be required to do so. My time alone on the project would cost several thousand dollars and with the state of the Apple III market I can't see how anyone could afford the mastering costs, my fees and getting enough sales (CD drive and the Sider interface card alone are about \$150).

## On Three news

Speaking of On Three, after a long hiatus, On Three Magazine (actually more like On Three Newsletter) has finally reappeared. Off from school for the summer, Bob Consorti was able to get out two editions within a few weeks of each other, bringing us up through the May/June issue.

Bob again promises his GoBack disk backup utility by the end of the year and a diskIdirectory fixer. He also says On Three will be offering a new line of low-cost hard disks that work with the Sider SCSI card. They'll range from 20 to 105 MB and a tape drive backup will also be available.

Prices on many other products have been cut of late, so if you're not on their mailing list, call (206)-334-8001, or write On Three, PO Box 1193, Lake Stevens, WA. 98258.

## Donation program

Kensington Day Care Center and Grace Episcopal Day School are the proud recipients of Apple III systems, placed through our Apple

III Donation Program. These are the fourth and fifth machines that have found new homes, thanks to folks who want to see their SARAs keep living.

We are always looking for donations and for worthy recipients. Care to contribute or make a suggestion? Call our SIG Co-Chairman, Jim Jutzin at (703)-790-1509.

## November disks

Dr. Al Bloom strikes our PD fancy once again this month with two more of his disks. Disk 3GRX-29 is a graphics program called SIGN that will make big signs for you easily and quickly. Documentation is included. And disk 3INF-17 is called "Reviews by Bloom," which contains reviews of programs published by Dr. Bloom over the years. Both are self-booting.

But that's not all! Two of the programs Dr. Bloom reviewed are also going into our PD. 3UTL-32 is called Catalyst Release. It's a bootable run-time disk that Catalyst users can use in place of their locked boot disk. There are two versions for 2.0 and 2.1 users.

And 3UTL-33 is Reformatter III, a program that is a text to data base or spread sheet conversion utility you will find useful. Both disks are self-booting and fully documented.

As for future month's offerings, look for a great accounting package, all kinds of Pascal Language disks and much more. As always, we continue to seek interesting and unique offerings as well as trying to enhance disks that other clubs already offer. Jim Jutzin has been working the phones of late to see about getting some commercial (but now no longer available) programs into the PD. Stay tuned!

## Macro Manager question

III SIG member George Blosser recently asked me on CompuServe if

(Please turn to next page)

# From SAUCE to MESSY DOS

by Jim Suthard

## Part I. The Beginning of the Journey

Many of us Apple IIIers are finding ourselves exploring the unknown territory of MS-DOS. Some call these types of computers IBMs or IBM Clones (or I\*M out of Apple loyalty). These electronic brains depend on Microsoft's Disk Operating System (called Messy-DOS by some long-time Apple users).

Indeed, I have found MS-DOS messier than our Apple III's Sophisticated Operating System. I've never lost data on my Apple III from corruption of the disk, its file allocation table or its catalog files. It only took a few months for this to happen to me in DOS, losing some important files I had failed to back up before it happened. Sad as that may be, I learned the necessity of using some of the excellent tools created by Peter Norton in the Advanced Norton Utilities to salvage such occurrences (as well as make life easier).

(Continued from previous page)

I had any suggestions to the following question about the Desktop Manager's Macro Manager utility. I didn't have a good answer, but if you do, let me know and we'll publish it in a future Trail column. Here's (an edited version) what George asked:

I have been using Bob Consorti's DTM for several years now and have found it indispensable for moving around within the Apple III environment. The Macro Manager does not have the capability for a "time delay" within a macro string. This creates a few problems because delays are sometimes necessary when something has to come from the Profile or disk.

Bob says the man that wrote the program didn't make provisions for this and is not interested in rewriting the program now. Do you think some of the "Apple Gurus" ... could figure this out?? Any ideas or thoughts??

## Coming meetings

Our November meeting is the Wednesday following Thanksgiving and should not be a problem. But the December meeting is on the 26th, the day after Christmas. Given that fact, we will NOT have a December meeting, so please mark your calendar.

Now back to this month's meeting. It will be our first annual "Apple III Tune Up" meeting. Bring in your III (there are monitors in the office) and appropriate cables (including monitor cable). We'll have the tools to help you open up your III, reseat your chips and try to deal with any of the little problems you might be having.

We can NOT fix major problems (though we can suggest what to do if one is found), and as always, this kind of service is done with no guarantees. But if you'd like to learn a bit more about your III and how to maintain it (and meet your fellow IIIers), this will be your chance. Refreshments will be served. Until then, Happy Thanksgiving.

Why bother to change?

You may ask yourself, why would a proud owner of an Apple III ever even venture into the world of MS-DOS? On the one hand, our IIIs can do the things most people use personal computers for. We have wonderful programs that will do word processing, spreadsheets, and databases. The II can produce graphics, although our graphic presentations are somewhat primitive looking, compared to what later computer software can produce. We have wonderful public domain software available such as that offered in our very own Washington Apple Pi III SIG.

(By the way, our public domain disks are terrific bargains. In fact, for personal, home use, I highly recommend the III as a great deal. Further, almost all your software needs can be met using the Washington Apple Pi Public Domain Library.)

The Apple III arrived on the scene a decade ago. SOS (the Sophisticated Operating System) was quite advanced for its time. There was little in ROM except instructions as to where to look for the boot files and which file to look for. This was so the operating system could be updated without continually changing ROM chips. It was an abstract machine that used "drivers" to talk to devices making interfacing with programs easier and less hardware dependent.

But time passes on. Apple Computer, Inc. stopped production of the III computer line in 1984. While the Apple II ProDOS Operating System, based on the III's operating system could still read our data files, Apple failed to provide SOS users with an adequate bridge to the future in the IIGS or the Mac.

Software development basically stopped soon after the machine went out of production. Only a few faithfuls, such as Bob Consorti (ON THREE), Frank Moore (PAIR SOFTWARE) and Daryl Anderson (POWER KEYS), continued any development. A much hoped-for C compiler never arrived. Rupert







Lissner decided an update to Three EZ Pieces (the original Appleworks written for the III) was not economically feasible.

Applications in the Mac and MS-DOS worlds have greatly advanced. The demise of the Apple II (as we know it) is getting closer. Just recently, Apple has now admitted that it will merge the Apple II and Mac lines. Soon a low-cost Mac will be marketed. A co-processor board to somehow emulate the II is expected. (It seems such a board could also be made to run SOS programs since the same processor serves as a base.) Unfortunately, for those of us using our computers in business, it's not enough any longer for us to say what a great machine the III WAS.

Where can Apple III owners turn? Many of us are afraid to turn to Apple again. We bought the "top of the line" Apple business computer, only to have it killed... We are AFRAID of yet ANOTHER DEAD END. Of course, the price of technological progress is making earlier machines obsolete. But such change does not have to be so radical.

Now, in all this, I must not fail to say this: the Apple III can do a lot! Our friend, David Ottalini, the Washington Apple Pi's Secretary and III Special Interest Group Chairman, is constantly pushing that frontier even further as he discovers one thing after another that the III can do, even if he does have to go into II emulation sometimes. (It's funny, at one point, II users looked for a day when they might be able to upgrade their IIs to a III or emulate a III). Again, the III can easily handle normal word processing, straightforward database management (including at least one relational database, OMNIS III) and straightforward spreadsheets. But for more complicated things, such as more refined graphics, and the more powerful database and spreadsheet options now demanded in the business world, unfortunately, the software development for the Apple III is no

longer there. And there is the fear of some day not having access to your III's programs and data because your hardware just won't work anymore.

One thing we know: we will be able to read DOS data disks for some time to come. OSI2 uses the same disk-writing structure. Even if the whole computer world (including MACs) switched to a single form of UNIX (which will probably happen eventually), the MS-DOS formatted disks would still be provided for. Sadly, Apple III SOS and Apple II ProDOS formatted disks cannot expect the same consideration.

III, II, Lisa or Mac, that the MS-DOS operating system goes out of its way to be unfriendly. I mean, what is this "A>" on the screen. Let's look at some ways to make DOS more friendly and even Apple-like.

You can make MS-DOS's Command Line less IBM-like by changing the prompt. On the DOS line when you see "A>", type PROMPT followed by "[n]: ". If you want to display the pathname instead of the drive, type "[p]: "

MS-DOS file names are restricted to eight characters and may

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*It seems to almost any Apple user, whether you have been using a III, II, Lisa or Mac, that the MS-DOS operating system goes out of its way to be unfriendly.*

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Until now, Macs have been pretty expensive. That may change soon, but regardless, some MS-DOS machines already offer a lot of computer for a lower price. And (even without the purchase of the MS-DOS Window 3.0 graphic user interface), some applications can do some really nifty things.

How did I get started on my own journey in the land of Messy-DOS? Last year, I needed a laptop for business use. There was no Mac or Apple II laptop then. (I know there is a Mac laptop now, but it costs megabucks). I found a 8088 (XT type) laptop that was a great buy. I didn't really need a 286 or 386, and certainly could not afford one in my laptop. What I discovered was that this 8088 machine is a nice little workhorse. I can take my office with me everywhere and this little fellow was very powerful. Its one megabyte of memory was four times greater than that of my Apple III.

### *Making MS-DOS a Little More Friendly*

It seems to almost any Apple user, whether you have been using a

be followed by an extension. A period may only be used to precede the extension, unlike Apple files which use periods to break names up. Unlike SOS filenames, you can start DOS filenames with numbers. And MS-DOS permits its filenames to contain dashes, an underline stroke, and other characters that Apple computer filenames aren't permitted to use.

Your MS-DOS boot disk does not contain the familiar file, SOS.KERNEL. The MS-DOS Kernel is contained in a hidden file called MSDOS.SYS (or IBMDOS.COM for IBM Brand Computers that use a version of MS-DOS called PC-DOS). Unlike any Apple III, some MS-DOS computers have the complete operating system placed in your computer's Read Only Memory, but the ROM version can always be superceded in order to give the latest version.

By the way, while you can buy the PC-DOS Operating System (IBM's version) off the shelf, you cannot at this point, buy MS-DOS (legally) without buying a computer or getting an update from the computer manufacturers. That is

rumored to be changing, especially with the possibility of a release of MS-DOS, Version 5 toward the end of 1990. Keep your eyes and ears open... Things will be more interesting in light of the recent announcement that IBM will be taking over the primary responsibility of future development of OS/2 (instead of Microsoft, who had been developing it as an extension of MS-DOS). The last thing computers need is another move away from compatibility.

The SOS.DRIVER is the III file containing the interface between the computer and all its devices. IO.SYS (or IBMBIO.COM) communicates between your MS-DOS operated computer and standard devices like your console, your printer or your serial port. Other specialized "drivers" are need for more individualized input/output needs.

The SOS.INTERP is the Apple III interpreter between the computer, its application software and you. In MS-DOS, this task is handled initially by COMMAND.COM, your standard user interface interpreter.

At the Command Line Prompt, you are able to perform basic operations such as looking at your directory, copying and deleting files and running disk stored utilities such as XCOPY and SORT. By typing the file name of any program files (which have the extension .COM or .EXE), you can launch other programs.

Other so-called "shells" (such as PC Tools or Norton's Commander) may also replace Command.Com; these programs are basically program selectors (similar to the III's Catalyst or Selector III). These shells also include a number of pull-down menu-driven utilities (much like the SOS System Utilities Program). One utility many of them include is a viewer that can look at formatted data files without running the application that started them.

You can also start a .BAT file by typing its name. The DOS "Bat" (for Batch) file may remind you of Business BASIC's EXEC command;

it run programs and performs a number of repeatable commands without you having to redo them each time manually.

### *Carriage Returns and Line Feeds in MS-DOS*

In MS-DOS, there is an important rule to remember: a Carriage Return MUST BE followed by a Line Feed. This is a tradition going back to Teletype days where a printer head had to be told to return to the beginning of the line and then to advance down one line.

This is important to remember when sending text files from the Apple environment into the MS-DOS environment. The end of paragraph marker in Apple files is simply a Carriage Return (CONTROL M). In MS-DOS, both a Carriage Return (CONTROL M) and a Line Feed (CONTROL J) are needed to indicate an end of paragraph. Omitting the line feed may jumble a word processing document to the point that you have to reinsert paragraph markers throughout a document. In converting a database, a missing line feed causes the program not to know when to begin a new record.

This problem can be avoided by adding a line feed to your carriage returns when transmitting through a communication program. It can also be avoided by transmitting your data in a text mode rather than sending it via a Xmodem protocol transfer. Some of you might be able to write a simple Business BASIC program to add a Line Feed to each Carriage Return.

I often use Applewriter, available in the III Public Domain Library, to substitute the proper combination (of a "Carriage Return" followed by a "Line Feed") by using the Control-F "Search and Replace" Function.

Applewriter Procedure for Adding Line Feeds to Carriage Returns

Press CONTROL-F to activate the "Search and Replace" utility. Once you have the Find prompt,

type a "#" as the first delimiter. Follow it with a "%" (which stands for a carriage return when used with a "#" delimiter in this program's Find utility), the string you want to find. This should be followed by a second "#" delimiter. Continue by typing a "%" as the first part of the replacement string. Then press Control-J, which will appear as an underlined "J." Follow it with another "#" to close the string to replace what you find. After that, type an "A" which stands for replacing all occurrences. Close the entire statement with a final "#." Your entry after the Find prompt should look like this: #%%%-J(Underlined)#A#

### *Data is a Terrible Thing to Lose*

As I mentioned earlier, I have found MS-DOS more prone to disk error than our SOS Machines ever were. Learn all you can about Disk structure, directory structures and the file allocation table.

Be sure to back up your data files. I prefer to store my data files on floppies under categories. I back them up using a batch file built around the "XCOPY" DOS command which allows you to copy only changed files and copy sub-directories.

Again, be sure have a copy of Advanced Norton Utilities on hand. Not only can you sort your disk nicely, you can quickly undelete and also go in and repair messed-up directories. A more powerful version 5.0 will be available soon.

In the next part of this series, conversion of data files from the III environment will be discussed.

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# Byts And Pyces

by Gary Hayman

This is a regular monthly column that includes Apple II information of the hints, techniques, suggestions, helps, information, news, etc. genre...information that may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers.

I have been pleased with your favorable response and encouraged you to submit your hints, ideas and suggestions to me for monthly organization and publishing. You may do it via the TCS or direct mail to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. Telephone calls to 301-345-3230.

### *Text files to disk from AppleWorks 3.0*

AppleWorks 3.0 users. If you are "printing to disk" an ASCII text file from a word processing document, when asked for the pathname you DO NOT have to type the complete pathname IF the correct path is ALREADY set. If it is, all you have to do is to type the name of the file and it will be saved on disk to the path, plus the filename. To quickly determine what the set path is, just press ESC and read the upper left hand of the screen. Another ESC will get you back to your document. If you want the document to be printed to disk at a different path name, then type it in using the proper format. Example: /HARD1/A/TEXT.FILES/FILENAME. Remember the first slash (/).

### *Keyboard buffer*

MIKE SUBELSKY reports that he has found out that the Apple (at least the //C) has a one-key buffer.

When he runs Talk Is Cheap (TIC), during the ProDOS loading, he presses "1" and when the 'Run TIC' menu is displayed, his "1" is there. I (writer) have also noticed this in other programs. For example, while using a spreadsheet, you may want to do a recalculation several times. Instead of waiting for the first one to finish and then pressing the OA-K again, just press the OA-K two times in a row and sit back while it is accomplished twice. This is due to the fact the AppleWorks 3.0, itself, has, built into the program, a type ahead buffer. I also find that in Publish.It! 3 there are some times when the keyboard buffer is useful. Of course, on the Apple IIGS you have the option of permitting keyboard buffering via the Control Panel. I keep mine off, for in the back of my mind, something tells me that some programs won't work correctly if it is turned on. Perhaps someone will write in and tell us more about this.

### *Experience and Modulæe*

There has been a lot of talk about several new programs that are available for downloading from the TCS, Experience and Modulæe. They are for Apple IIGS users. Modulæe is a superior graphic demo program that allows you some control a la Nucleus (another similar program). HARRY BACAS shares the following information regarding using the programs graphic control panel:

"As for controlling Modulæe, with FRANK EVANGELISTA's help I figured out how to do it. You have to click on the switch at the lower right labeled "Automatik." I

was clicking on the OFF label. That doesn't do it. You have to click on the switch itself. It has what MusicStudio would call a small invisible "button" surrounding only the object itself. Anyway, click right on that and the switch will slide over to OFF and then you are in control. Right and left arrow keys will move the program forward or backward to the next module (I think they spell it "nodule"). The rotation on the Z, X and Y axes works the same as in Nucleus. You control direction and rate either by clicking on the + or - or 0 buttons or by using the number keys on the key pad. They aren't indicated on the screen but 8, 5 and 2 will "zero" the rotation while 7, 4 and 1 will speed it up and 9, 6 and 3 will slow it down (unless I have that reversed.) Of course some of the modules don't use these controls. The up and down arrows affect the zoom, but not much. They seem to be interchangeable. You press either and the object stops growing/advancing and shrinks/retreats. If you hold either up or down arrow key down, you get a very fast advance of the text. I still don't see any sound controls. You can't change the tune or the volume as you could in Nucleus."

JON THOMASON explains and comments that the up/down arrows are being mapped to the Next/Previous Object in those demos that have various objects. Left and right are Next/Previous Demo, or module, or whatever you want to call it. When you change the object, usually the old one zooms out and the new one zooms in. He adds that this is, indeed, the best demo he'd seen. He can change the volume on his due to the fact that he runs the program through a rather large amplifier. Unfortunately, he can only demonstrate it when his parents aren't home...

Experience is a beautiful moving graphic demonstration, which unlike some of the imports, does use the IIGS Toolbox. There is an "Easter Egg" surprise hidden in the program. DALE SMITH says that if you have



patience in reading the moving message you will discover a Russian word. If you type this word from the keyboard an Easter Egg will appear. I haven't tested this myself but I have read some discussion about whether it is worthwhile waiting till the end of the message to discover the "secret" word to see the egg. You will have to be the judge.

### *PRODOS 8 V1.9*

DALE SMITH furnishes some information relative to the new ProDos 8 V 1.9 that JERRY CLINE (a program developer) had uploaded to one of the service boards, "I had a pleasant surprise today! ...I received the new ProDOS 8 v1.9 today. Some of you knew that I had been carrying a banner for the abolishment of the dreaded ProDOS quit code for years. When I went to Cupertino this last time, I had a meeting with the Apple Department leader FERN BACHMAN and GREG BRANCHE, a couple of very understanding guys, and we talked about the "HORRID" quit code any Apple // user all found and hated. FERN said, "Give us your ideas on what you would like to see changed in ProDOS." I said, "I would like to see something like "BIRDS BETTER BYE," but show more selections as "BIRD'S" is rather limited. The file selection process, if possible, must be intuitive, and clear on its face without need for documentation." They did it! The new version is available on a new disk named: "Apple II System Software (Version 3.2)". Users will like this ProDOS! When they quit, they are automatically put into a mini finder (program selector) — NO LONGER DOES IT SAY "ENTER PREFIX /" — It's Beautiful! All you have to do is copy it on top of (replace) the current ProDOS, and reboot the disk. You are in the new finder (program selector). This ProDOS will be on the new ProTERM disks as of September's production."

DALE adds that there is also an update to BASIC.SYSTEM that comes with the new ProDOS 8 - it

has some additional bug fixes in the BSAVE code and is v1.4.1. ProDOS 8 v1.9 itself has a couple bug fixes besides the new quitcode.

MATT DEATHERAGE, Developer Technical Support, Apple II Group Apple

Computer, Inc. tells us that the new ProDOS is NOT compatible with IIgs System Software version 5.0.2. In particular, you can't replace the /diskname/System/P8 file (which is ProDOS 8 v1.8) with version 1.9; GS/OS will be unable to launch it. This really isn't a big deal, since no changes made to version 1.9 affect Apple IIgs users (they affect booting into and quitting ProDOS 8, two functions handled by GS/OS when you boot it).

### *Copy II + v 9.1*

Version 9.1 is now being shipped by Central Point Software. This version fixes some bugs that appeared in the earlier 9.0 version. Registered owners of version 9.0 can receive a FREE update to the program by making a request to Central Point Software at (503) 690-8090.

### *What's my spreadsheet default setting?*

When working in AppleWorks you sometimes loose track of your spreadsheet standards settings. WARREN WILLIAMS and CATHLEEN MERRITT writing in a recent issue of NAUG Forum reminds us that the AppleWorks current settings appear at the bottom of the OA-? Help Screen. Go to the Help Screen with an OA-? and then use the down arrow to scroll to the bottom. Stop when the computer beeps. You will have the current settings displayed for you. ESC will get you back to the spreadsheet. For those of you into UltraMacros, here is a short one that I wrote which will display the current settings while in the spreadsheet.

```
start
A:<asp><oa-? : X = 50 :
begin : ifnot X = 0 :
```

```
down : X = X - 1 : rpt
: endif>!
```

### *Genie service*

PAUL SCHLOSSER was first to tell us that GENIE Service announces flat monthly rate of \$4.95 including unlimited, non-prime time access to over 100 products/services. This service is know as Star\*Service and can be a big money saver IF YOU USE THOSE SERVICES. There is quite a healthy list to choose from. NOT INCLUDED in the services, however, are the software libraries, computer Roundtable bulletin boards, LiveWire Chat, Real Time Conference, Multi-player games, Financial services, Value added services, The Computer Assisted Learning Center, and a few more areas. Included are such standards as GE Mail, News, Hobbies & Leisure Bulletin Boards, Human Interest Bulletin Boards, Money Matters, Education, Entertainment/Games, Travel, Shopping, and GENIE Administration and Information.

According to a GENIE spokesperson the new monthly rate will make it possible for GENIE service subscribers - and members of their families - to access a wide variety of popular products and services on the GENIE service without the concern of running up costly fees each month as a result of hourly access rates. The new pricing structure on GENIE is similar to the concept of Cable TV, where viewers pay a monthly rate for unlimited access to basic services, and an additional cost for value added services.

Of major note, especially to the users of faster modems where the per/hour charge was more, the new non-prime time rate for modems in the 300-2400 baud range is now \$6.00/hr.

Call GENIE Client Services at 1-800-638-9636 for more information.

### *Paper jamming*

I have been reading some of the paper jamming questions and responses that were posted on the





TCS and I would like to offer you a hint that I have been using for many years that may just stop the problem and save you all the expense of having your printer repaired.

FIRST - make sure that the track that the pin feed paper guides slide on is well oiled.

SECOND - when you insert your pin feed paper into the guides - ONLY LOCK THE LEFT GUIDE. Do not lock the right guide. The mechanism will work just fine, advancing your paper as it should. This way you are not putting tension on the paper which can cause some of the newer micro-perf paper to separate as it is going through the guides. Also some people who lock both sides lock them too close to each other - you only have to be slightly off - and this can cause the paper to slightly buckle and if your platen is not totally correct - most aren't - the paper could advance more on one side than the other exhibiting "creeping."

I have used this technique successfully with two ImageWriter IIs, a Panasonic and an Epson printer. If you are having problems, try it, It works.

KIM BRENNAN contributes, "(there is) something else that will cause the paper to become misaligned (that) is so subtle that you might not even think about it. Feeding the paper in from someplace that is not directly in line with the printer. Another possibility to watch out for is having the paper bin too far below the printer. This causes the paper to "weigh" more than normal as far as the printer is concerned. These two factors can be enough to cause the paper to misfeed and jam."

EUCLID COUKOUMA adds that you might check for bits of paper at the bottom of the platen and pressure plate and for something causing excessive drag on the paper supply. Especially if there is a cable that pushes the paper on one side or the other."

Everyone echoes the warning that when you are printing labels in

your printer, DON'T BACK UP THE PLATEN. A loose label may stick to the platen and cost you big bucks to have removed. It is much safer for you to have the labels move in the forward direction only.

### *Hard drive woes*

STEVEN RAAB ran into trouble while running Beach Comber .32 on a hard drive belonging to a friend (whoops). The drive appeared "trashed" and Mr. Fixit couldn't recover it. DALE SMITH, always to the rescue, advised the following on the TCS, "Besides Mr.Fixit, there's also the FIXCAT program part of Bag of Tricks II which can do some things that Mr.Fixit doesn't. It can scan for lost directories and recover all the subdirectories of the root directory — it cannot recover the files located in the root directory itself, but all in the subdirectories should be there after the subdirectories are recovered. You may however be stuck with restoring from the backup you made before optimizing...[I do hope you made one...]. However, if the problems reported by Mr.Fixit are "crossed files" [two files claiming ownership of the same block] then FIXCAT won't help either. You'll have to record all the dual-owner blocks and the one file that Mr.Fixit reports as owning each one. This name is the SECOND file that has laid claim to the block. You have to use InfoDesk to find the other file(s) that claim to own each of the dual-owner blocks. Once all of those are on the list, you have to copy them ALL off onto another disk(s); then delete them all from the HD; then run Mr.Fixit again. Now the best approach is to just reload all of the files from the original disks - that way you can be sure they aren't trashed by the crossing; second best is to scan each file with Block Warden to see if you can identify any erroneous block [this works best if the files crossed happen to be text files or a text file and a binary file of any kind - if they're both binaries, you're better off reinstalling from the

originals to be sure they're clean]. One reminder about Bag of Tricks II - it's not updated to handle GS/OS forked files, if that's pertinent." Thanks DALE.

### *Disk K vs. AppleWorks desktop K*

FRANK SORRELS reported a problem that was driving him crazy. When he was looking at the amount of kilobytes (K) that an AppleWorks file occupies on disk, it was not reported as the same size as when he loaded it to the AppleWorks desktop. In fact the desk top said it was almost twice the size that it occupied when on disk. On page 2-15 of the AppleWorks 3.0 manual, there is a note to Figure 2-8 that says the file size on the desktop is not necessarily how much room the file will take up on disk. My experimentations proved this to be true - would they lie?. When you load a file from disk its apparent size expands quite a bit when it appears on the desktop. When you have a lot of "K" available on the desktop it doesn't create a problem. However, if you only have a limited amount, it will not load. Frank also wants to remind us that a "bare bones" AppleWorks 3.0 will set a maximum document size to 16,250 lines. He had a BIG document of over 17,000 lines which would not load. Lesson - if you are capturing gigantic files from some telecommunications source, do it in segments so that you can be sure that it will load into AppleWorks.

### *ZZCOPY*

From France comes the new disk copy program that has the IIGS people very excited. ZZCOPY is an excellent fast copy program for duplicating and even formatting disks, either singularly or in batches. It is available for free on the Washington Apple Pi Telecommunications Service (TCS) which, in itself, is good enough reason to join the TCS users at the mere cost of \$6.00/yr. The program deserves a bigger (Please turn to next page)

# Sherlock Holmes: The Case of the Cut-Sheet Feeder

by Gary Hayman

Dr. Watson moved to the rear of the laboratory where he could get a better view of Sherlock Holmes working at his IIGS computer. He spied a strange device perched, non-affixed, to the top of Holmes' ImageWriter II printer.

"By jove," exclaimed Watson, "What is that contrivance resting on your printer, Holmes?"

"Shhh!", cautioned Holmes, "let's not speak too loud, for my arch enemy, the evil Dr. "Mac" Moriarity may hear you. You know that he has telecommunication and AppleTalk lines everywhere."

(continued from previous page)

review in the Journal other than this mention. It checks for viruses as it goes along, can format the target disk as it copies, has choice of two verification levels or none at all, comes with sound, documentation and some high quality and interesting graphics. You can also optimize your 3.5 inch disks with this program. It is ultra-fast. I have used it to batch copy partially filled disks in as little as 9 seconds. To give you some idea as to its speed I did some benchmark testing with a virgin AppleWorks 3.0 disk which is 84% occupied. The disk is read by the program in 24 seconds. This compares favorably with Copy II + which takes 1 minute 40 seconds to do the same thing. Making copies of the AW disk took a varying amount of time (46 to 21 seconds), depending upon the choices you make: 46 seconds with fast copy and complete verification; 40 seconds with superfast copy and complete verification; 32 seconds with superfast copy and shortened verification; 25 seconds

In whispered tones Holmes explained to Watson that the marvel instrument that he had noticed was a new cut sheet feeder that supplied paper to the ImageWriter printer.

"But of what advantage will it be?" quizzed Watson—who was known to be tight-fisted with the investigation pursestrings even when new technological equipment was considered for the office use.

"What advantage?" scoffed Holmes. "What advantage indeed? Just look at the printer; it now occupies a smaller footprint on the

with fast copy and no verification; and 21 seconds with superfast copy and no verification. Again, using Copy II + as a comparison, it would take 1 minute 39 seconds to copy to a formatted disk and almost 2 minutes to conduct formatting while copying. If I had used the FINDER to do a disk copy, I would have needed to shave my face twice while waiting for everything to be completed. (Ed.— *but the Finder follows the rules!*)

Well that's it for this month. If you have tidbits or hints to share, please send them along.

*The author is currently Chairman of both the AppleWorks and Apple IIGS Special Interests Groups. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle Buddy. Professionally, he is a Certified Hypnotherapist in private practice in McLean, Virginia and does part-time Apple II family computer application programs consulting and teaching.*



desk. Also notice that I no longer have to draw paper from several stories below the printer. Watch how each blank sheet form feeds to the exact correct place so I won't have to eyeball the top of a page lining it up with a small hole in a plastic shield, as I used to. Observe that I have now eliminated any black ribbon smears on the top and bottom of the page from paper bends that were passing by the ribbon."

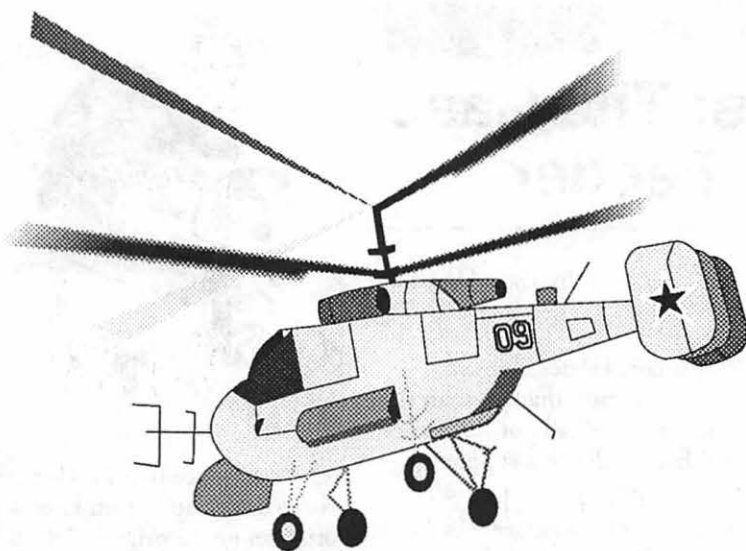
Holmes printed a page that contained graphics using Publish.It! 3. "Look at this, Watson, and tell me what you *don't* see. Here, use this magnifying glass." Watson accepted the magnifying glass made from Pochepko crystal that Holmes had produced from beneath his checkered cape and carefully studied the page. "What am I looking for?" asked Watson. "You won't see any white lines running through the graphics or the text for that matter," explained Holmes. "There is no paper drag since the paper now enters with the help of gravity. Look here, Watson. Notice this printed text accomplished with AppleWorks 3.0 in near letter quality (NLQ)."

With glass in hand, Watson turned his attention to this new piece of evidence. "Bravo Holmes," he proclaimed, "It looks like Daisy Wheel printing," and gasped, "almost like Laser Printing." He shuddered in amazement.

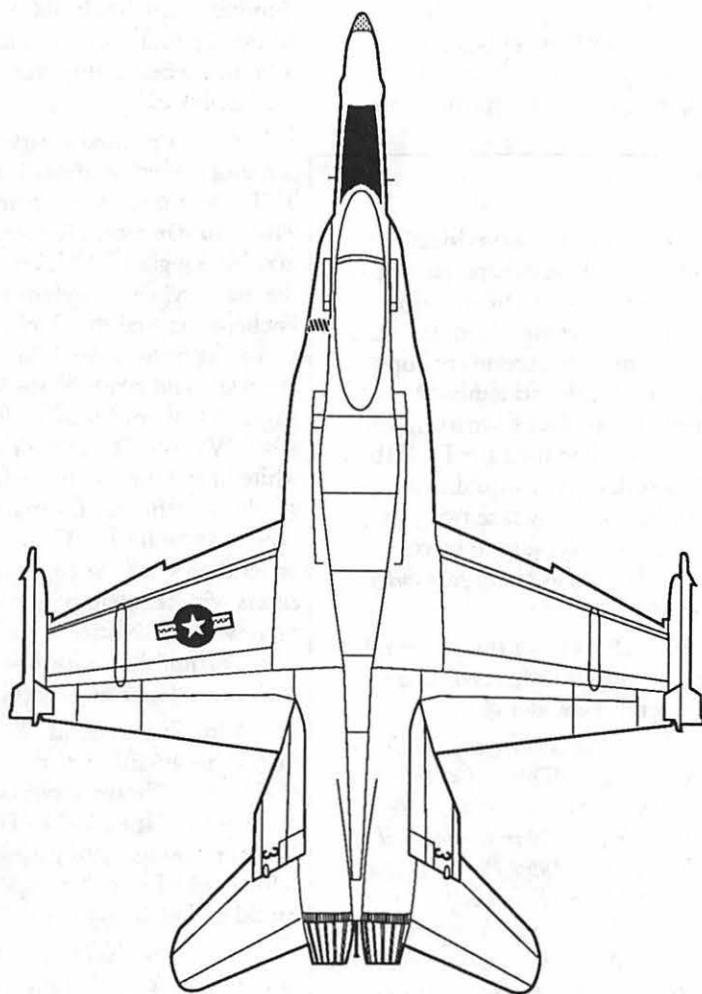
Holmes was offering one of his rare smiles. "Yes Watson, and consider this too. Since I am now using copy paper, my paper cost has







Soviet Hormone Helicopter  
Naval Art



F-18 Top View  
Naval Art

been drastically reduced. I have estimated that in what I save in paper alone, I will recoup the expense of the cut sheet feeder in less than three years. How's that, Watson?" Without waiting for Watson to reply, he continued, "I also can use colored paper whenever I want or even insert my letterhead and do a lengthy mail merge while I play my violin. The paper I choose can now be of the optically brightened type or even high-quality clay filled. I never have to tear off those ghastly little holes on the side of the paper, making a mess in the laboratory." He inserted a pre-printed form into the feeder. "See, Watson, how accurately each entry is printed in this form, and notice how each page exits and is held in the catcher—in the proper order, to be sure."

Watson beamed, then his face showed concern. "We certainly don't want Dr. "Mac" Moriarity to get wind of this. Only last week you told me that he and his evil forces were attempting to get their computer equipment ensconced in the educational system. Do you know, Holmes, what institution he has targeted?"

Holmes leaned back, took a long puff on his calabash pipe, blew a cloud of smoke toward the ceiling of the old Baker Street house and softly stated, "Elementary, my dear Watson. Elementary."

# View from the Cat House

by Kim Brennan

## Reflections and Introspections

Sometimes I think that this column could be titled a view from a pig pen just as easily as a view from a cat house. I'm not the most organized of individuals. I always thought, before I actually owned a computer, that a computer would help me organize my life and my collections. However, to be organized with a computer, one must start off by being somewhat organized outside a computer, for many of the computer's features need to be organized for you to make the best use of the computer.

Take diskettes, for example. I'm the type who always has a couple of dozen (or more) diskettes scattered all over the table top where my computer sits. Some of those diskettes are more or less blank diskettes that I use and reuse for unshrinking the latest software that I have downloaded, but there are those occasional master diskettes laying loose about (usually games).

I've tried to be organized with my personal belongings on numerous occasions. I have diskette inserts for 3-ring notebooks (which is where I usually store my master disks). I have assorted disk holders (most, indeed, are filled to capacity). But my labeling of diskettes often falls behind the ideal and I end up having to search through several dozen disks looking for that certain one.

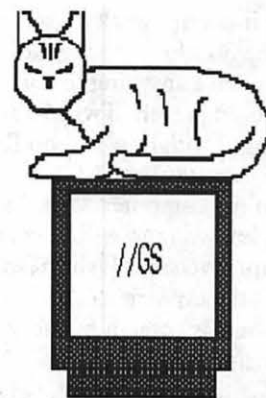
Fortunately my organizational skills are better on a hard disk—they have to be. And the nature of GS/OS (and ProDOS 8) assists in organizing a lot of files. For example, the files that make up the operating system are all (or as nearly all as makes no difference) contained in the folder called System.

In a similar fashion all my files that relate to Appleworks Classic are contained in a folder called Appleworks. All of my Appleworks work files are contained in a folder called AW.Files. This simplifies my making a backup of those data files that are not part of the actual Appleworks program. All I have to do is to make a backup of that one folder (for a backup of all my Appleworks files).

Over the years, I have also implemented a few standard ways of storing and handling files that I have downloaded from various BBSs. I have a folder called Downloads that I always put newly downloaded files into (in fact when I'm downloading I download the files directly to that folder). When I am unpacking those files that need unpacking I always extract the file to a different folder called New.stuff. And eventually I clear out the downloaded files folder and put those files onto floppy disks that I store separately from my other floppy disks.

This keeps my Downloads folder fairly empty as it only contains a few files that I have most recently downloaded. The New.Stuff folder allows me to check the extracted files and determine whether I really want to keep them. If I do decide to keep them I then move the appropriate files to an appropriately named new folder (if necessary) or to one of my existing folders. All my utility programs are in the Utilities folder. All my Appleworks GS data files are in a folder called AWGS.files and so on.

Anyway that's a little of the way that I try to keep the clutter down on my computer. Of course, I'm always



acquiring new stuff that needs its own folders. One of the latest in this category is a new Control Panel Device (CDev) called Twilight. While the Twilight CDev file itself goes into the standard CDev folder in the System folder Twilight has a lot of associated files that go into their own folder called Twilight (the Twilight Cdev file name is actually Twilight.Cdev).

So what is Twilight? Twilight is a screen blanker (a program that blanks or erases the screen when it has detected no activity on your part after a short wait) that was created in imitation of a Macintosh screen blanker called After Dark. Like After Dark, Twilight has different modules that give different effects when the screen-blanking takes place. A screen blanker's purpose is to prevent "burn in" on your monitor. ("Burn in" is the long-term effect caused when one image is left on the monitor for long periods of time. It is most commonly encountered in Automatic Teller Machines and is noticeable as a ghost image left on the monitor after the screen has changed.)

The different modules create different effects. The module I like best (called Universe) looks like a star field streaming past as done in Star Trek. Other modules have a bouncing Earth (which is rotating also) or other bouncing objects. The modular nature of Twilight allows anyone to create new modules and easily install those new modules.

The only trouble at this point with Twilight (and one that is extremely annoying for the creators)





is that it doesn't work on some GSs. And the non-functioning GSs don't seem to have anything in common that would prevent Twilight from working. Twilight works on ROM 03 GS's and ROM 01 GS's. It works fine on my computer. One limitation that is known (and will be corrected in a future version) is that Twilight doesn't do any serious checking to see if there is enough memory for it to function.

Twilight will even blank the screen (which will suspend any other operations of the GS from proceeding) if you are printing a document. There is a provision for this—moving the mouse pointer to the extreme bottom of the screen, which Twilight will notice and not blank the screen. All this is noted in the instructions so it is important to read them to be sure you are doing things properly.

Never one to avoid new hardware I have added several new toys onto my computer. I bought the Apple Extended Keyboard. Getting used to a new keyboard take a little time and this one is no exception. Still I like the feel very much and I hope to make use of the function keys somehow sometime. One of the strange features (it has to be a feature) of the extended keyboard are the LEDs for Caps Lock, Num Lock, and Scroll Lock. On the GS, these LEDs don't actually function unless you tell GS/OS to use them. On the TCS is a small file that will make use of the Caps Lock light. This file is an initialization file (INIT).

INITs are special files that GS/OS uses to set up your computer. They are kept in the System.Setup folder of the System disk. Other INITs that you might want to put on your GS are Sysbeep, Startsound and Startpic. Startpic and Startsound will display (or play) a picture (sound) each time your computer is booted. You can even have multiple pictures and sounds so that a different picture (sound) is displayed every boot. Sysbeep is slightly different. What Sysbeep does is replace the error beep with a digi-

tized sound. So instead of 'boink' when you do something foolish you can have HAL (from the movie 2001) telling you "I'm sorry Dave, I'm afraid I can't do that." Great fun. I've digitized a few sounds myself (Darth Vader) for using in Sysbeep and Startsound.

Another new acquisition is a 45 M (well it is actually closer to 44 M) removable hard disk. In my first column I mentioned the AMR removable hard drive. The one I have is basically the same (although the AMR comes with a SCSI card). In fact there are now several different companies marketing SCSI 45 M removable hard drives. All these drives are basically the same unit which is actually manufactured by SyQuest. In my case I didn't need another SCSI card since I intended to daisy chain the new drive off of my Wren III 150 M drive.

The company I bought the drive from (MP Computer Micro Systems) did me the 'favor' of formatting the cartridge for ProDOS prior to sending me the unit. Favor is in quotes because they formatted the cartridge as one partition of 32 M. The other 12 M was not being used. Of course, GS/OS asked me if I wanted to use this other space (which I did) and formatted it—which led to some rather strange happenings. The next time I booted, GS/OS informed me that the first partition (the 32 M one) was now titled the same as the second partition (the 12 M one). When I renamed the second partition, the next time I booted the first one was again called by what I had named the second one. This, I could see, could be very annoying.

Using the formatting software for my SCSI interface I reformatted the SyQuest cartridge into two 22 M partitions. All seems to be proper now, but I can't imagine how or why they had formatted the cartridge initially. Additional cartridges cost \$80 to \$100, which is pretty reasonable. I only have the one cartridge right now but I can see that I'll be wanting more cartridges soon. Maybe next month.

Being somewhat of a pack rat (as well as disorganized) I sometimes neglect to send in my warranty cards for new products. This is a bad habit as the manufacturers have no way to communicate with me unless I do send in the cards. This was the case with my Quickie hand scanner. Vitesse had in fact updated the Quickie software quite extensively and the upgrade was free...to registered owners. How do you become registered? By sending in your warranty card. Fortunately I had not lost the card. Shortly after sending it in, the latest Quickie software came in the mail and I must admit the updated software is much improved. I was, of course, favorably impressed by the Quickie originally. The new software makes the older software look very primitive. Please remember to send in those warranty cards. The worst that can happen is that you will end up on another mailing list. But, in the GS world, that is probably not a bad thing.

New software has arrived here, too. Mastertracks Pro is a MIDI sequencing software program. And if that means nothing to you, I'll write about it in next month's column.

Soundsmith has been updated. The current version is 0.95. I haven't gotten it as I have had more than enough things to keep me busy recently. Other recent software with new versions include File Manager NDA, which is now version 1.11. Also the GIF to 3200 picture converter program is now up to version 0.2.

Next week, as I write this, one of my feline friends goes under the knife. Hopefully all will turn out well and she will return to play with my mouse some more. More next month.



# Cheap Computing

by Ron Evry

Twenty years ago, computers were depicted in the movies and television as monstrous hunks of machinery replete with rows of flashing lights and fed huge stacks of punch-cards by technicians in white coats. This popular image was not that far removed from the truth. Both the promise and the threat of computers were generally held to be in the realm of the potential: this was subject matter for speculators and science fiction writers.

Incredibly powerful computers have become part and parcel of the fabric of today's society. Microprocessors can be found in every corner of the home, doing jobs that used to be done by human effort, or possibly not done at all. In my own modest home, there are microprocessors in my washing machine, television, telephone, air conditioner, microwave, alarm clock, VCR and that latest of intrusions, the CD player. Tuning up my car is not the task it used to be — a computer controls the fuel injectors—you could not adjust the timing of the engine, even if you wanted to.

I bank by machine. I order goods on the telephone by pushing buttons and never have to talk to a human being. The checker at the supermarket will soon go the way of the elevator operator. Who needs a human being to wave packages over a scanner? The same goes for your local librarian. A tiny chip imbedded under the card envelope on each book sets off nasty sounding reminders if you try to stroll out the door with something that was not scanned.

The workplace has changed drastically over the last few years due

to the microchip. Typists used to have their work casually monitored by their bosses. Now their "typewriters" count the average number of keystrokes per hour. Customer service representatives at big companies can be secure in the knowledge that there is a machine counting how many times per hour they pick up the phone and how long they spend with each call. Cashiers at fast-food restaurants do not even need to know how much an item is. All they need to do is push a button with the name of the item written on it. There are thousands of different examples of the computer's intrusion into people's lives, many of them perhaps senseless.

The Cheap Computist should be aware of these and other places where the microprocessor has entered his or her life. By becoming intimate with a limited computer, it is possible to learn how to accomplish any task that a more complex, powerful and expensive machine can do. It just takes time, patience and extensive use of that marvelous thinking machine located between the ears.

Learning how to accomplish tasks with a Cheap Computer is done by puzzling them out one at a time. I remember that it took me almost two months to teach myself to become conversant with a modem's operation. Part of the problem was in trying to figure out how to use undocumented (or poorly documented) public domain software, freeware and shareware. I spent hours in a store poring over manuals to telecommunications programs and experimented on a handful of bulletin boards. I learned how to unpack programs, and then to

unpack other unpacking programs with them. I used BLU, PBH, DDDalton's, ShrinkIt2.02, DDDeluxe, and most recently ShrinkIt3.03.

The interesting thing is that no one gave me a copy of, say, ShrinkIt, and instructed me in its use. I had to try these programs one at a time and build my knowledge of each one on the ones I figured out before. And that, friends, is the secret of mastering any task on the computer.

Do not let someone show you the shortcuts. You will never know how you got there and will become totally dependent on what you have to pay for. This is why IBM programs generally cost five times as much as Apple II programs that do the same thing. Apple II users exist in a community of sorts that provides for its own. And by being relatively independent computer users, we have taught ourselves how to use all those other computers *out there* in ways that maybe we are not "supposed to."

Are you chained to a phone that counts every second you are on or off? Use your head and figure it out. Take it one step at a time. Bring a grease pencil to the grocery store and mark the prices down on each item, then get a bunch of free groceries when you catch the scanner making mistakes. Insist on it. Your local supermarket probably has a "free grocery" policy posted somewhere in the store. When your boss drags you in to complain that your keystroke average is not up to their time and motion standards, yank out your documented list of errors their machine has made. You will find them if you look.

Remember hearing that stupid old saw that says, "Computers don't make mistakes — people do"? If you have ever run a computer during a lightning storm, you know how much malarkey that is! The more you know about computers, the more power you will have over them. And by the same token, they will have less power over you.

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# Using Word Processors in Unconventional Ways

by Phil Shapiro

The human mind has very little in common with the written paragraph. Getting your ideas out of your head onto paper requires filtering your thoughts, and then squeezing them out into linear sentences. Some people find this difficult to do, even when using a word processor.

Trouble is, people are accustomed to using word processors in a very standard, non-innovative manner. They start at the top of the screen, first thinking of a topic sentence, and then dredging their minds to find supporting details for this topic sentence.

But the human mind doesn't have topic sentences and supporting details all lined up as a linear grid in the brain—far from it. The mind is a jumble of tangled ideas, swirling around randomly in a seething caldron. The wonder is that anything

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\*Lucky, lucky people! Rejoice! GENIE, the national online database and bulletin board service has switched to flat rate (\$.95 per month) for most of their services during non-prime time hours. They still charge a dime a minute to download programs, use the CB live chat service, play games and do a few more things, but they are giving Prodigy and Compuserve a run for their money (or should I say YOUR money?). Check this out. It is cheap and it is good!

\*\*A tip of the (cheap) hat goes to Lee Raesly, who has generously used his QUICKIE scanner to provide twenty tons of public domain Double Hi-Res artwork FREE for the downloading on the TCS. This is valuable stuff—and the price is right!

intelligible can ever emerge from such a caldron.

But...what if we could find a method of simulating the caldron right on your computer screen? What if we threw caution (and structure) to the wind, and allowed our unstructured thoughts to be dumped willy-nilly onto the screen?

What we would get is an intermediate step between raw thoughts and polished sentences. Then, using the features of a word processor, we could rearrange, enhance, modify, and mold these raw thoughts into a finished form.

So how would anyone go about engaging in such boldly experimental activity? Easy. Fire up your favorite word processor, and then follow these steps, in no particular order.

1) Write only what you care about. If you don't care about it, it's not worth writing about.

2) Start at the end, and write a crowd-rousing conclusion. Then go back and think up appropriate supporting material.

3) Make a list of ideas you'd like to talk about.

Write the list sloppily on the screen, using sentence fragments and the worst imaginable grammar you can think of.

4) Start with one topic, and then go off on a tangent onto another topic. Go as far off topic as you feel like. Then if the second topic looks as if it has more substance than the first topic, delete your scribblings on the first topic.

5) If you know a foreign language, try writing in that language. The mere effort of writing in

another language can arouse a deeper awareness of your own ideas. If possible, write the most grammatically incorrect sentences humanly possible. Mix different languages in the same sentence. "Vous comprenez, monsieur, Quichekraftfoods?"

6) Ignore the even numbered suggestions above.

7) After inadvertently completing suggestion number 3, pretend you're a painter, and rearrange your list of raw sentence frags into new and bizarre arrangements.

(If you're in AppleWorks, use the under-utilized Apple-M command to move stuff within your document.) Stand back from the screen a few feet, and size up the look and texture of your emerging prose.

8) Switch off your word processor, and doodle with a pencil on the back of an envelope. Preferably the envelope should come out of your desk-side garbage can, and should be freshly trashed. (Doodling on the back of last week's envelopes is absolutely out of the question, unless you feel like it.)

9) Assume the devil's advocate position on a topic you care about.

10) Be controversial. Take issue with this suggestion.

11) Assume for a moment that you're going to write down a sentence that the world will remember into the next century. Then do it.

12) Assume for a moment that many people will care about what you are going to write. Then believe it.

13) Ignore the odd numbered suggestions.

14) Think up an imaginative "what if" scenario. What if Shakespeare had a LaserWriter printer by his desk, and three full-time secretaries to take care of every imaginable non-creative work he had to do? What if Mark Twain could have typed comfortably at 150 words

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# PrintShop: Old v. New

by Ron Evry

Through the years, some computer programs have become "standards" for their respective machines. But one program has straddled all barriers to become a classic "must-have" for virtually every make of computer. This program is Brøderbund's Print Shop.

Existing in the netherworld between the earliest attempts to make pictures and banners with word processors and the more recent desktop publishing programs that have become the mainstay of the industry, Print Shop has filled a gap by performing a series of very specific tasks on a very simple level. Contained within a single sided 5 1/4" disk was a program that produced signs, letterheads, banners and greeting cards. Within the program was a nice selection of type fonts, borders and graphic pictures that could be combined in a multitude of ways. A graphic editor was also included which enabled the user to

design his or her own artwork using almost any kind of input device.

Over the years, there have been improvements and variations on Print Shop for the Mac, IBM and even the IIGS versions. But after about a year's delay from the first announcements, the New Print Shop for the Apple II series has finally hit the market. Is it different from the old version? Yes it is. Is it better? Well, maybe.

The New Print Shop has a number of brand-new features. Unlike the original, this version is ProDOS based and is not copy-protected, making it possible to load on a hard drive (if you have one). Also differing from the original one-sided software, this program has six sides on 5 1/4" disks. With two disk drives, a lot of disk flipping is going on. With one disk drive, it actually can be more hassle than the program is worth to run it.

Nevertheless, the program improves a lot over the old one. The

graphics are better, the font selection is nicer (as are the borders) and one can choose between "draft" and "final" printer styles. More than one graphic can be put on a page in lots of pre-set or custom configurations. The only way this was achievable with the old Print Shop was to leave a space in the design, roll back the printer and print in a new graphic. Like the old program, almost anything can be printed backwards to make t-shirt iron-on transfers using special ribbons. But unlike the original software, the New Print Shop can make signs in a variety of sizes, up to one as big as a garage door!

The new one has a great calender-maker program built in, which was a popular feature of the old Print Shop Companion. But then, the new program is missing the old Print Magic option that was especially popular with kids.

Both the old and new versions were able to save a work to disk for later reprinting. Only the new version enables a user to change a saved creation, though. Thus it is now possible to design, say, a birthday card, save it and re-use it, changing only the name of the recipient.

Of course, the New Print Shop has the ability to convert disks full of old Print Shop graphics to ProDOS. This was a thoughtful gesture of the publishers, considering how many thousands of old Print Shop graphics are out there. Other surprises for the New Print Shop users include superb full-panel graphics and the ability to flip, move, reverse, resize and alter printing style of pictures. This program can be played with.

Still, despite the improvements, I hope Brøderbund will keep the old version available, or perhaps repackage it as a "Kids' Print Shop." Children have always found the old version easy to use and fun to play with. I have no doubt that many younger users will be turned off by the complicated new program. The original was the most wonderful introduction to computers that a child could have. With all of the Apple II's in elementary and pre-schools, Brøderbund would be wise to keep in touch with this market.

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per minute, using the Dvorak keyboard?

15) Think about the collected knowledge of civilization, and your part in adding to the whole.

16) Think about feelings.

17) Feel about "thinkings."

18) Switch on the automatic centering option in your word processor. Your prose will then look like poetry, as each line you type will be perfectly centered. Then pretend you're writing deep thoughts, witty thoughts, remarkably concise thoughts. Then satirize the tone of the poetry they forced you to read in high school. (In AppleWorks you can switch on the automatic self centering by typing open Apple-O, CN

(abbreviation for centered), and then press return. Press escape to get out of Options, back to your document.)

19) Stop whenever you're not having fun.

20) Stop at a point where you know you'd like to start up again.

21) Don't ever stop. There's a lot to be said for building up momentum by writing regularly. Isaac Asimov has written over 300 books, most of it high-caliber writing. Apparently the technique of "not-stopping" has never occurred to him.

*The author is the founder of Balloons Software, a new Apple II educational software company.*







# Renaissance Disk Optimizer

by Paul Tarantino

Renaissance is part of Vitesse's Salvation collection of Apple IIGS utility programs, which also includes Guardian, a hard disk backup/restore program (reviewed elsewhere in this issue), as well as a virus detector and fixer (Exorcisor), a program launcher (Wings) and a directory repair and file recovery program (Deliverance). The Renaissance software comes on a single unprotected 3.5" disk, with a 20-page manual bound into a small three-ring binder labeled "Salvation: The Total Disk Utility for your Apple IIGS", with lots of room left for the manuals for the other Salvation programs. It is clearly the hope of the Vitesse people that every GS owner will want the complete set of utilities.

The Renaissance program is designed to keep your disk access times at their best by rearranging the files on a disk to keep file fragmentation to a minimum. In simple terms, new files get added to a disk in the first available place that fits. As these files subsequently get modified and change in size, or are replaced with different files, the GS disk operating system may break some of these files into pieces or fragments to fit them into available spaces on the disk. It takes more time to load a file which is stored in several pieces on different parts of a hard disk or floppy, and as the number of fragmented files on a disk increases, the time required to load files into RAM, and thus to boot up from your boot drive, will insidiously increase, to the point where someday you begin to wonder why that lightning-fast drive of yours is starting to seem so bog-slow.

The Renaissance utility will examine any hard drive partition or

floppy drive, provide a graphic display of how data is stored therein, and analyze the data to tell you how badly the drive is fragmented. If you conclude that you have a problem, Renaissance will "optimize" the disk by rearranging the files to rejoin all fragmented files and eliminate blank spaces on the disk, so that all files will now be stored intact and contiguously. Renaissance can also rearrange a disk's directory to keep future fragmentation to a minimum and access speeds high, by keeping operating system files, like ProDOS, the System folder and the Icons folder at the front of the disk, and the most frequently changed data files at the back.

Renaissance is easy to use, and is immediately accessible by anyone familiar with the standard GS user interface. A click on the "Examine" option on the menu bar will pull down a menu enabling you to examine a disk's block arrangement visually, or combine that with a count of files, folders and fragments, with a calculated percentage of fragmentation on the disk (Fig. 1 shows the display for a badly fragmented 800K floppy). The manual recommends that a disk be optimized if it is more than 5% fragmented—Renaissance will tell you the fragmentation percentage.

The program will begin as soon as you click on the "Optimize" button. The prudent and cautious hard drive owner (the only kind we have in this group) will always back up the hard drive volume *before* trying to optimize it, as any gremlins which surface during the optimization process could seriously corrupt some or all of the data on the

volume.

Optimizing a disk can take while, and before long the novelty of watching green pixels move around the screen can get dull. After the first few files have been rearranged, a familiar red thermometer will begin to indicate progress made, and a "time to go" estimate, which revises as work is accomplished, will let you know whether you have time for a snack, lunch or dinner. Run-time for this process will vary with the size of the volume, the amount of blank space on the disk, the amount of available RAM, and the degree of fragmentation being corrected.

Two examples from my own experience may be instructive: an 800K floppy with 600K of icon-related files, 50% fragmented, took about seven minutes for Renaissance to rearrange. (Fig. 2 shows the end result.) My 32 megabyte boot partition, with only 6 megabytes occupied (386 files in 25 folders, 14% fragmented) took a little over 21 minutes to optimize, with no rearrangement of the directory attempted. (I have 2.25M of RAM, with 512K set aside as a RAMdisk.) A large volume, badly fragmented and full of large files, could take a *long* time, especially if your machine has only the 1 megabyte minimum RAM required by Renaissance.

There's not much more to say about the inner workings of Renaissance. This utility performs some essential services for the hard disk user, and does them well. The program is easy to use and understand; the documentation is complete and easy to follow, and includes a good tutorial on the whys and wherefores of disk fragmentation and optimization.

While Renaissance will also work on floppy disks, with equal ease, I don't think the floppy-only computist's money would be well-spent here. You can accomplish essentially the same thing by copying all of a floppy's files to another freshly formatted disk (not by doing a disk copy, which will just result in a duplicate of your badly fragmented

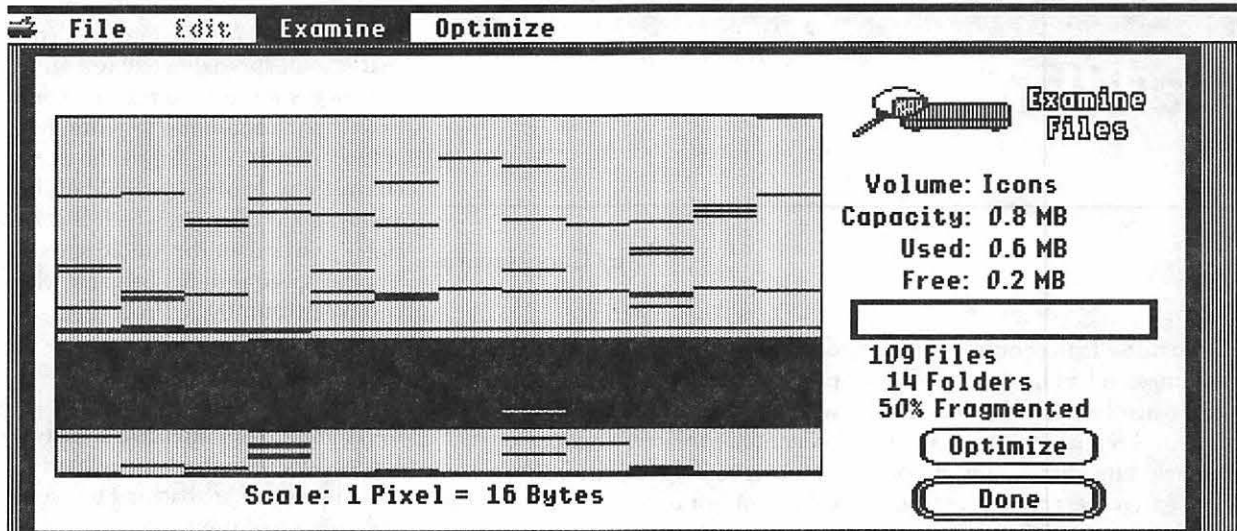


Figure 1—Before

disk), and other utilities are available to rearrange directories, with a bit more work.

The Salvation utilities seem expensive in comparison to ProSel 16, which at \$60 will do most of what the five Salvation programs can do, although not so easily and without the GS graphic interface.

Vitesse offers a \$15 "insurance" program for each of the Salvation modules: for two years it will replace damaged or destroyed software (how necessary is this if you back up the original disks, and work only with the backups?) and provides software updates automatically without additional charge;

I don't think I'd recommend

this as a very good value. The Renaissance program itself lists for \$50, and is available at considerable discount from several mail order software houses. If you need a hard disk optimizer that uses the GS interface, it will definitely do the job.

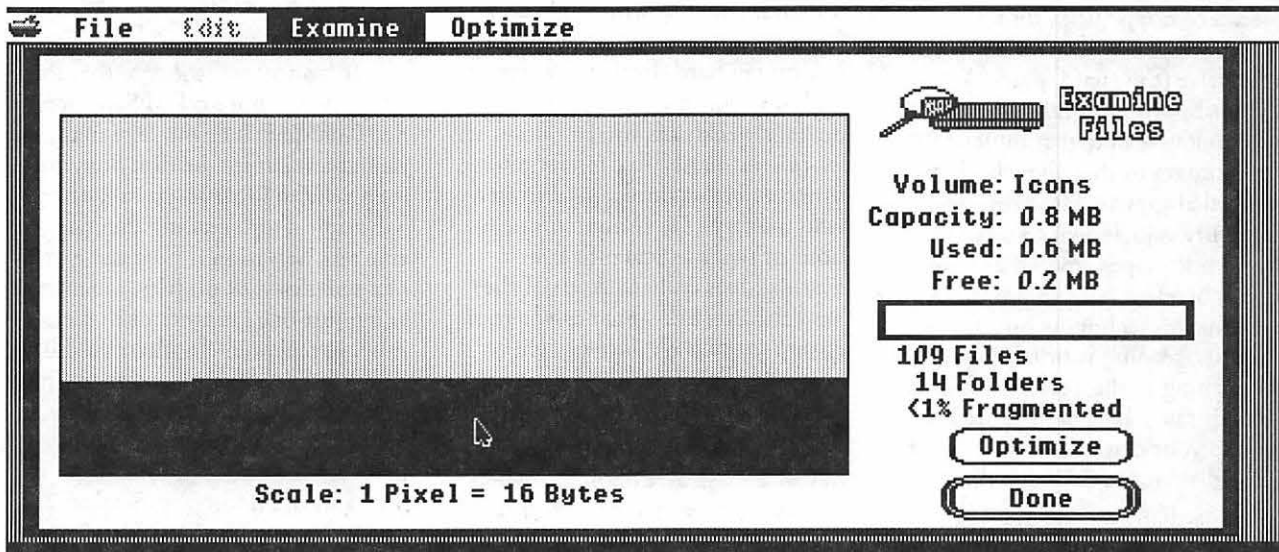


Figure 2—After



# Guardian

by Gary Hayman

I doubt that the 19th century writer, James Edmeston had hard drives on his mind when he penned, "Guard us, guide us, keep us, feed us. For we have no help but Thee."...but it does sound like an impassioned plea from a hard drive.

If you own a hard drive, sooner or later you are going to have problems and if you are keeping anywhere from 10-60 megs of application programs, data, graphics, and sundry on your drive (as I do), and something happens, almost no amount of money is too much to get your drive restored to what it was before the problem occurred.

Hard drive backup/restore applications will take the information from your drives and place it on a series of floppy disks for safe keeping and later restoration to your hard drive (the guard, guide, keep, and feed portion of Edmeston's quote). Please note that there are other programs that allow backups (we will always assume a restore capability is included) to cassette tapes, video tapes, and other hard drives. Modern backup programs perform this technique on a file by file basis, reading your hard drive and writing to the a series of floppy disks. It takes a lot of 3.5" disks to backup your drive. It takes a ton of 5.25" disks to do the same thing.

Guardian (version 1.03), a product of the Salvation series by Vitesse, is one such program. In simplified form, all one has to do is to boot the program; use the completely user-friendly (?) mouse-clicking techniques on the screen that everyone knows (?); select the drive or the partition of the drive to be backed up; and then insert floppy

disks into your regular drive(s) as the program reads your hard disk and writes, file by file, to the floppy collection, for later <shudder>, restoring to the hard drive. On a color monitor of the Apple IIGS, the program looks attractive and provides a graphic representation by a thermometer bar that indicates percent of completion and other information, such as files remaining to be copied. The program also announces, in the beginning, how many backup floppy disks will be necessary for saving the "marked" files—a nice convenience.

There is no close comparison between using a backup program or copying each file on your hard drive, with a standard copy program, to floppies. Backups win hands down. Guardian makes the chore "easier." For proper hard drive management backups should be made often, perhaps weekly, as you can never tell when your hard drive might go on the fritz. For example, my brother, who manages the computer operations of two medical offices in Florida, does daily backups of the hard drives. [Ed.—most commercial operations do daily backups, the exceptions being those who have not yet experienced a hard disk crash.]

Guardian claims that a backup rate of 1 megabyte per minute is possible but hedges with exceptions. My benchmark testing did not meet this prediction. Using an Apple IIGS with a Sider D4 Hard Drive attached, I made a backup of one 20MB partition which contained 1422 files occupying 16.007 megs. (80% populated). The files were pretty well optimized, i.e., placed on the drive in a contiguous manner as

opposed to file bits and pieces all over the drive. My testing revealed that it took approximately (on an average) .9 minutes to read a section of a drive, 1.3 minutes to write that section to a backup floppy. So one complete cycle of about 800k of files averaged 2.2 minutes, which is 2.7 times slower than the touted speed. Yet this speed is in the ballpark when compared with the main competitor's product. The complete process required 21 disks plus a catalog disk—for a total of 22, and took 47.16 minutes of attentive activity. Depending upon how many hard drive bytes you are backing up, your disk needs and timing will vary.

I cannot give you restore times as I will not restore to my hard drive unless absolutely necessary—I hope I never have to. Second, if you "munge" your drive, and have to do a restore—you probably won't even worry about how long it takes. That you were able to get your drive restored and running will be of sufficient concern. However, I would expect a slightly longer time to restore your drive than backing it up would require; a fact that other writers have mentioned in their articles.

It is apparent, though, that the program was once called Salvation, not Guardian. The 40-page manual that accompanies the disk does not even refer to Guardian at all, only Salvation. From reading the magazine ads, Salvation is now the name of a series of disk utilities, Guardian being just one (another of the series is being reviewed elsewhere in this issue). Section 1 of the manual, titled "For the Adventurous User" gives a quick look at the disk and how to proceed - no pictures, just the let's get to work philosophy. Section 2, titled "For the Cautious User" goes into more detail, providing pictures of screens, menus and buttons to aid the user. It lightly covers some more advanced features of the program. Some of the selection options have to be read several times if you are to understand what is to be done. Although blackened and grayed icons



are explained, the red icons and green folder icons are not. This section is pretty compete and gives instruction on common restore operations.

The last section, "Advanced Features," is lacking in details. Have you noticed that in many manuals the easy stuff is painstakingly spelled out, but when you get to the complicated material, where you really need the detail, it is glossed over? This section, only 5 pages long, mentions possible Backup Macros and the Group Selects. It provides no information as to hints and techniques of using group selects and why you would do it in the first place. A beginner would be lost. More information on creation and modification dates would be appropriate, reasons for application or document files choices, why the file attributes, etc? Under what circumstances would you use "add to" instead of "replace" selection? What is an attribute mask and why would we use it? Examples would be very helpful. It is a shame that there is not enough information and help in the short "Advanced" section.

I do like the ability to Pause during a backup and resume at a later time, just in case you were interrupted for some reason. This is unique. There is also an ability to print out a listing (Backup Report) of the files that are being back'ed up, but let me warn you, that for my backup, over 21 printed pages were required. There is also a Write Verification Mode which adds about a 15% time increase but is probably worth it.

There is a file on the Guardian disk called READ.ME with more recent information. It can be viewed on the screen but there is no explained convenient way to print it to the printer—shame, shame. It includes information on the Customer Support number, warnings about 5.25" disk drives, information on the new verify writes, non-support of older 3.25" Unidisk drives, information on separate backup sets, announces the ability to

print backup disk labels, warning about use with the PC Transporter, information on RAM usage, hard drive installation, volume limits and formatting disks.

If you only want was a reliable backup program, Guardian might be a good selection for \$49.00 (it can be obtained discounted), however, the Salvation series also includes Renaissance (Disk Optimizer \$49.95)(re-viewed elsewhere in this issue), Wings (Program Launcher \$79.95) and Deliverance (Directory Repair & File Recovery - no price). But you could order ProSel 16 and receive a similar but *entire* group of disk utilities for only \$60 total. ProSel 16's Backup and Restore works very

well and is to be trusted, is slightly faster, requires less disks and handles sparse files, unlike Guardian. Since it is in wide use, a lot of help is usually available from user groups. At the Washington Apple Pi, we have a Telecommunications Board dedicated to it. On the basis of what I have tested, read and taking price into consideration, I would purchase ProSel 16 as my selection. But it is nice to know that there is an alternative.

Vitesse, Inc. 13909 Amar Road, Suite 2, La Puente, CA 91746-1669  
ProSel-16 Glen Bredon 521 State Rd Princeton, NJ



APPLE II

## APPLE HEADQUARTERS



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# Rent-A-Computer, Inc.



# Talking First Reader

by Daniel Slaven

This delightful program is a sort of computerized exercise book for very young readers. The main character is a dog named Rex...well, a dog of sorts. He fits inside a teacup. Boots, the cat, is a major player as well and there are cameo appearances by Jim and Sue.

## Features

Talking First Reader (TFR) is well laid out and designed with the early learning set in mind. The program has four modes. Talking Words is a mostly passive introduction. In Word Match, the child must match the action in the picture with an appropriate (3-4 letter) descriptive word. Sentence Ender displays a picture of one of the program's characters and reads a sentence which requires completion. Using the words learned in the first two modules, the child must select an appropriate sentence ending, based on the sentence context and the graphic. Read Along, the last module, makes use of the bouncing ball technique and encourages the child to read along, then select an appropriate ending for each sentence.

## Using TFR

While intended for young users, TFR does require the user to learn the word "continue" or at least where the continue button appears on the screen and its function in order to move from screen to screen. This might be a serious shortcoming were it not for the fact that the program designers were consistent in the placement of buttons on each screen, so the child (or adult) using the program will catch on quickly.

Arrows or a "GO" button might have been more appropriate for this kind of program. Still, it is quite easy for a 4 - 6 year old to learn to use and enjoy.

In each of the last three modules, successful completion of all 10 screens—successful being 80-100% right on the first attempt—yields a nicely done reward screen.

## Technical stuff

The animation sequences in the program are a delight to the eye. This is a strong feature in the program. The digitized sound is quite good—some of the best digitized voices I've heard in awhile. Although the program does occasionally seem to "swallow" very short sounds, its overall quality is excellent.

The ability easily to adjust sound level from the program screen is another plus, although the "open apple - ctrl - esc" sequence also allows access to the control panel at any time. The program runs without a hitch under System 5.02 on a IIGS.

On the down side, the program is not installable on a hard disk. When I asked Orange Cherry's tech support division on this, they explained that they themselves have had difficulties with this. The source of the problem continues to evade their programmers at this time, but the problem is apparently being worked upon. I suspect the problem lies in the fact that early versions were copy-protected and Orange Cherry belatedly decided to attempt to do something about copy protection in their programs. Again, according to tech support, this

problem exists only with TFR and Talking First Writer (guess which programs this reviewer sprung for?). All of their other products are now unprotected, or at least installable on a hard disk.

## How Much Does It Cost and What Do You Get?

The program is available directly from Orange Cherry at a price of \$52 plus shipping and handling, which includes a backup disk. Hard drive installation instructions from Orange Cherry products are available upon request when ordering directly from Orange Cherry... maybe copy protection isn't gone after all—just changed. Street price for the program is around \$42, but this does not include the "free backup" disk.

## Recommendations

I recommend this program highly. I generally will not purchase copy-protected products, and the fact that TFR is not advertised as copy-protected led me to believe that I would be able to install it on my hard disk. The inability to do so has left Orange Cherry with one mildly irritated customer. I hope the fix for this unnecessary problem is available soon. Orange Cherry and many other educational software publishers might do well to take a hint from the Byte Works very enlightened policy...they don't copy protect educational—or any software.

So why do I recommend the program? Because its educational value coupled with its interesting approach to early reading is so good. Probably the best recommendation for this program came from my own 6 year-old who will "play" this program for an hour or two at a time, while exclaiming "I really get a kick out of this!" She frequently gets out pen and paper while playing this game and copies the words from the screen, then uses that to play school and write words (and even sentences) on her chalkboard. That tells me the

(Please turn to next page)

# New Apple II files

by Rick Zeman

## File area 1 2 3 4 - Apple II Utils

- 139 WINDOWS2PL.SHK 09/13/90 0035K Reupload of Windows 2 Plus & docs
- 138 DOGPAW3.40.SHK 09/05/90 0006K Dogpaw v3.40 (an ext. ProDOS cmd)
- 137 NSC.PATCH.SHK 09/03/90 0003K NO-SLOT-CLOCK patch for PRODOS 1.9.

## File area 11 - AppleWorks

- 065 NFL.STATS.SHK 09/17/90 0025K ADB compilation of pro football stats

## File area 12 - ProSel Updates

- 029 REVISE854.SHK 09/05/90 0016K Revision history thru v8.54
- 028 PROSEL854.SHK 09/04/90 0175K ProSel-16, Version 8.54

(Continued from previous page)

program is accomplishing what I had hoped. In spite of my (current) inability to run it from my hard disk, I believe the program is a worthwhile purchase.

### Talking First Reader

Orange Cherry Software  
\$52.00 direct from O/C; Order Line: 1-800-672-6002

Also available in a 5-program "Master Pack", 5 O/C programs for \$295.00. Street price: approximately \$42.00, without backup disk. Requires Apple IIGS, 512K memory, one 3.5" disk drive.

## File area 5 - GS Desk Accs

- 108 SHOWPIC.4.7.SHK 09/28/90 0024K ShowPic v4.7 (second attempt)
  - 107 TEXT.TIME.SHK 09/27/90 0002K Text Screen Clock
  - 106 QUICK.SOUND.SHK 09/27/90 0028K NDA - listen to digitized sound files
  - 105 CALENDAR.SHK 09/27/90 0010K Calendar with Appointments NDA
  - 104 BLANKIT1.0.SHK 09/26/90 0015K Blankit v1.0 Init
  - 103 XFUSIONDEMO.SHK 09/26/90 0021K Telcomm NDA, FreeWare, but crippled.
  - 102 SHOWPIC4.7.SHK 09/26/90 0020K Update of ShowPic to version 4.7
  - 101 TXILIGHTSUB.SHK 09/26/90 0073K Reupload of Twilight screen blanker
  - 100 FILEMGR1.11.SHK 09/21/90 0048K File Manager v1.11 (bug fixing)
  - 099 TWILIGHT1.SHK 09/15/90 0006K Twilight - CDev GS screen blanker
  - 098 TWILIGHT2.SHK 09/09/90 0019K AWESOME! Twilight Icons & 2 SHR Pics
  - 097 INST.ICON.SHK 09/09/90 0008K Instant Icon NDA
  - 096 TWILIGHT3.SHK 09/08/90 0014K Twilight Source code
- File area 6 7 - GS Games**
- 036 GOLEM.SHK 09/09/90 0033K IIGS tank game on a moon
- File area 8 - GS Graphics**

037 BDRAGN.3201.SHK 09/14/90 0035K 3200 picture

036 NEWTUT.3201.SHK 09/14/90 0019K New face for Tut

035 ASTRO.3201.SHK 09/14/90 0017K Space Walk

034 SAMBURU.3200.SH 09/14/90 0031K African Native

033 FLAG.3200.SHK 09/14/90 0028K 3200 pix old glory

032 DG.3200.SHK 09/14/90 0016K 3200 Picture

031 VIEW.3200.SHK 09/14/90 0008K View 3200 pics

## File area 9 - GS Misc.

047 CMASK.ICONS.SHK 09/27/90 0015K More Color Masked Finder Icons

046 MD.BAS.DEMO.SHK 09/02/90 0037K MD Basic Demo - AppleSoft enhancement

## File area 10 - GS Utilities

066 ZZCOPY2.12.SHK 09/01/90 0122K Very fast GS disk copy prog. \* v2.12 \*



APPLE II



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390 / 391 (270 cps, 24-pin, std / wide carriage)	525 / 699
NEC 2200XE (192 cps, 24-pin quality at a bargain price)	349
5200 / 5300 (265 cps, 24-pin, std / wide carriage)	549 / 729
Toshiba 321SL (216 cps, 24-pin)	519
HP LaserJet II (8 ppm, 512k)	1699
LaserJet IIP (4 ppm, 512k)	1049
DeskJet Plus (240 cps inkjet, 300 dpi, LaserJet-compatible)	699
Panasonic 4450 (11 ppm, 512k, dual input bins, LaserJet-compatible)	1395

### MODEMS

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Anchor 1200E / 2400E (1200 / 2400 external, Hayes-compatible)	119 / 165
Prometheus Promodem 2400A (2400 card w / software)	135
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Transwarp II (7 mhz 6502c accelerator for I+ and I(e))	149
Transwarp GS (7-mhz accelerator for Igs)	295
PC Transporter (IBM-on-a-card, 768k)	389
AMR 80-column card (64k, for Ie)	59
Zip chip (4 mhz / 8 mhz CPU chip replacement)	119 / 155

### HARD & FLOPPY DISKS

Sider II (20 / 40 / 70 / 80-meg for I+, I(e), Igs or Mac)	(call)
Applied Engineering Vulcan 20 / 40 / 100 (internal hard disk for I series)	549 / 699 / 1295
HalfHi floppy, 143k (for I+ / Ie, I(e))	119
AMR A.5d (143k, daisy-chain port, for Igs)	149
AS800 (3.5" 800k drive for Igs, I(e), Mac)	199

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ProGrappler (parallel printer interface w / graphics)	85
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SerIAll (serial interface for modems or printers)	89
Microbuffer Mini (32k-512k printer buffer)	85
Applied Engineering Timemaster H.O. (clock card, supports ProDos time / date functions)	85

## (i)-series Software

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Appleworks 3.0 (word processing, database, spreadsheet for Ie, e, c+, gs)	179
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pfs:Write (w / spell)	75
Beagle Write (Igs)	59
Newsroom	25
Publish It! 2.0	79
Sensible Grammar	59

### SPREADSHEETS

VIP Professional (I(e), I(e) / Igs)	79 / 89
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pfs:File w / Report	75
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Applied Engineering ReadyLink (split screen, VT-100 emulation)	79
Compuserve Starter Kit	29

### MISCELLANEOUS SOFTWARE

Beagle Timeout SideSpread / Power Pak / Program Writer / Thesaurus	32
UltraMacros	39
QuickSpell / SuperFonts	42
Graph	55
pfs:Workmates (includes Write, File, Report, Plan)	125
Print Shop / Print Shop Companion	35 / 29
Copy I+ v9.0	29
Avery List & Mail	45
PaintWorks Gold (for Igs)	49
Flight Simulator II	35
Where in the World is Carmen Sandiego?	29

## Mac Hardware

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General Computer Personal LaserPrinter (QuickDraw-compatible, six fonts)	1549
Personal LaserPrinter Plus (as above, w / seven additional fonts)	1649
Business LaserPrinter (6 ppm, Postscript, 2-meg)	2995
WriteMove (QuickDraw-compatible inkjet printer)	525
HP DeskWriter (QuickDraw-compatible inkjet, 300-dpi)	899
NEC LC-890 (8 ppm, Postscript / HP emulation, 3-meg, dual-bins)	3199
Qume CrystalPrint Publisher (8 ppm, Phoenix Postscript, 3-meg)	2895

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FL 50i / 100i / 200 / 250 Turbo (1:1 internal for II series)	499 / 949 / 1349 / 1599
Infinity (40-meg removable disk, also reads IBM floppy disks)	1049
Infinity Optical Disk (570-meg read / write removable, SCSI)	3949
TurboFloppy 1.4 (1.44-meg floppy, read / write Mac & IBM disks, SCSI)	325
CMS 20 / 30 / 60-meg SCSI	435 / 495 / 649
100-meg internal, SE, ID	925
DaynaFile (360k floppy, reads and writes IBM disks)	475

### 68020 / 030 ACCELERATORS

Dove Marathon 68020 accelerator (for SE)	475
68030 accelerator (for Mac II, IIX, SE/30)	999
Irwin Excelsator XL 16 (16-mhz 68000 for SE)	329
Excelsator XL 20 (20-mhz 68020 for SE)	649
Excelsator XL 25 (25-mhz 68020 for SE)	1125

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Lapis DisplayServer SE (supports a variety of multisync color & greyscale monitors)	325
Datascopy 730GS scanner (64-level greyscale, software, cable)	1249
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MSP-300GS scanner (256-level greyscale, software, cable)	1450
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NEC MacSynce (14" analog color monitor for Mac II)	459
Anchor MacPac 2400E (2400 / 1200 bps modem w / software & cable)	179
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Kenington System Saver Mac (fan & surge protector for 512, Plus / for SE)	89 / 59
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## Mac Software

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Microsoft Word 4.0	259
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FullWrite Professional 1.1	249
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PageMaker 3.02	375
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# New Apple II Disks

by Phil Shapiro

John Ruffatto, head Apple II disk librarian, has been working hard at assembling new shareware and public domain disks for the WAP disk library. This month he's released three education disks, one shareware utilities disk, and a communications disk.

In the education category, John put together two 5.25 inch disks from the Newton's Apple tutorials, previously released as Education 01, in 3.5 inch format. Education 18 is a short tutorial on the dangers of cocaine. Education 19 is a short tutorial on teeth hygiene.

Education 20 is a 5.25 inch disk titled WAP Stack and Student Tutorial Demo. Created by Ray Settle of Annapolis, the WAP Stack is a Tutor Tech (tm) information stack about the club. This nicely-done stack gives general information about the club, describing the various benefits and services, the active special interest groups, directions on how to get to the Pi office, and a calendar of classes and monthly meetings. Ray put in an extra effort to make sure that all the information was as current as possible.

You can use this stack with a mouse, joystick, or the keyboard. (The keyboard option is a little slow and cumbersome.) The disk also contains some nice demonstration of other Tutor Tech stacks, and an amusing little hypertext game called Red Tape.

In the utilities category is the famed DB Master Version Five, a strong database program that was previously distributed for over \$100 commercially. This program is now

being distributed as shareware by Barney Stone, of Stone Edge Technologies. By sending in the shareware fee of \$45, you will be sent a complete user's manual.

The shareware version does have instructions on the disk, which can be loaded up in any word processor and printed out. The documentation files are titled Text.0, Text.1, Text.2, all the way through Text.7. One nifty feature of DB Master Version Five is that you can import and export database files to AppleWorks. Another nifty feature is that you can create gigantic database files, regardless of how much memory you have in your Apple II.

DB Master Version Five is powerful enough to be used in many small business settings. But for those who need an even stonger database, Stone Edge Technologies is still marketing DB Master Professional, the premier database program for the Apple II series of computers.

To accomodate all Apple II users, DB Master Version Five is being distributed in both 5.25 inch and 3.5 inch format. To get the 5.25 inch format program, order Utilities 22 and 23. To get the 3.5 inch format order Utilities 02. (Note that this program will not run on an unenhanced Apple II or Apple II+).

Finally, in the communications category, the Pi is releasing AppleNet 1.3, a menu driven bulletin board program for 128K Apple IIs. This program does require that you have a 3.5 inch disk drive, and a system clock. Documentation is provided on disk. A familiarity with telecommunications and modems is helpful in using this program. AppleNet 1.3 is on the disk titled Communications 02.

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# Macintosh Disk Library

by Dave Weikert

## *New Mac Disk Catalog*

The new Disketeria Catalog is now available for purchase and will be included in future Macintosh New Member packets. The catalog covers all Macintosh disks issued through August 1990. The format is similar to the current catalog which includes disk descriptions and alphabetical lists of programs and files. Only a limited number of catalogs were printed this time so that we may revise it more frequently, perhaps every six months. The price is \$3 and it is available at the office or at the monthly general meeting from 8:30 to 9:30. You may also have it sent to you for an additional \$1.50 to cover postage; use the Macintosh Disk order form in the back of the Journal.

## *New and Recent Disks*

We have eight new disks this month; one Anti-Virus Utilities (Mac Disk #1.04A), two INITs and cdevs series (Mac Disk #9.15 and #9.16), two Programmer/Hacker series (Mac Disks #14.21 and #14.22) and three Word processing Utilities series (Mac Disks #17.04 through #17.06).

Recent disks include Anti-Virus Utilities series updates (Mac Disks #1.01A through #1.03A), the INITs/cdevs series (Mac Disks #9.01 through #9.14), Programmer/Hacker series (Mac Disks #14.02 through #14.20), additions to the System Utilities series (Mac Disks #16.09B through #16.13B), HyperCard StackWare (Mac Disks #19.30 through #19.34) and a special HyperCard stack set of six disks (Mac Disks #19.35 Disks 1 through 6), the recently revised Mac II series

(Mac Disks #20.01A through #20.11A), HyperCard Externals (XCMDs and XFCNs) #21.05, five disks containing Apple System Software version 6.0.5, three disks with HyperCard version 1.2.5 and conversion of the more recent of the 400K serially numbered disks to 800K format.

## *Anti-Virus Utilities Yet another...*

The virus of the month is not a virus at all but a Trojan Horse which changes the password in Postscript printer servers, thus rendering the printer useless until you replace components (read big buck\$). **Postscript Vaccine** will modify the Apple Laser Prep file to prevent any change to the password as long as the Laser Prep file is used each time the LaserWriter is initialized. **Postscript Vaccine** is included on Disk #1.04A. Other changes to this disk include the addition of **Gatekeeper Aid 1.0.2** and the removal of **AntiViral 1.1**, **QuickScores! DA**, **RWatcher 1.0** and **Sniffer 1.0b1** to make room for the new files. **AntiViral 1.1**, **QuickScores! DA**, **RWatcher 1.0** and **Sniffer 1.0b1** have been temporarily dropped from our library but will be added again when there is enough new material to make up a new disk.

## *More INITs and cdevs The saga continues...*

I did manage to finish the two disks worth of INITs and cdevs that I mentioned last month. They are included on Mac Disks #9.15 and #9.16. Some of these INITs and cdevs are particularly noteworthy; **Boomerang**, **Desktop Mgr.**, **Disk**

**Doubler**, **PopIt**, **SCSI Probe**, **Set Paths**, **Sound Master** and **Sun Desk**.

INITs are small programs which, when placed in the System Folder, are run on system startup to modify the operation of the System File, Finder, or a subsequently opened application. cdevs (or control panel documents) are similar, except that they also show up in the Control Panel, where they often can be turned on or off or customized.

## *Programmer/Hacker*

Two new disks in this series; Mac Disks #14.21 and #14.22, provide not only the updated **ResEdit** (#14.21) but a comprehensive manual on how to use **ResEdit** (#14.22) to make a number of practical (and some whimsical) changes to the system and applications. These disks are a "must have" for anybody who wants to modify menus, icons, etc. and learn about the resources in Macintosh programs.

## *Word Processing Utilities*

There are three new disks in this series; Mac Disks #17.04 through #17.06. Most of the programs are new but there are also some revisions to programs previously in the series.

## *Whoops!*

Last month, the program description for Mac Disk #16.12B included **SCSI Accel v2.10**. The description was accurate but at the last minute I moved the file to Mac Disk #9.16 which debuts this month. Sorry for any inconvenience I may have caused Mac Plus owners (the only ones this INIT benefits).

I anticipated the release of **Virus Detective v 4.0.2c** last month but did not receive the program in time to include it on Mac Disks #1.01A and #1.03A. Instead, I modified the search strings of a prior version and included it on the disks as **Virus Detective (mod)**. You may exchange Mac Disks #1.01A and #1.03A for the newer release with the *real* **Virus Detective 4.0.2c** at the office or at the monthly meeting.

After Journal deadline last





month, I received Gatekeeper Aid 1.0.2 and PostScript Vaccine. I included Gatekeeper Aid 1.0.2 on Mac Disks #1.03A and #1.04A replacing the earlier 1.0.1 version. I had to remove Repair 1.5 from Mac Disk #1.03A to make room for the new Gatekeeper Aid. Repair is still available on Mac Disk #1.01A. I have included the revised program notes for Mac Disk #1.03A for your information.

### About Shareware Requests

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

## DISK #1.03A — AV 3

### ANTI-VIRUS UTILITIES

This disk contains the most popular Anti-Virus application files from Mac Disks #1.01, #1.02 and #1.04 but does not include a System Folder. Its is designed for users who want to "roll their own" Anti-Virus startup disks.

**Disinfectant 2.1:** By John Norstad. Detects and repairs files infected by all of the currently known viruses including Scores, nVIR, INIT 29, ANTI, WDEF, CDEF, ZUC, MDEF A (Garfield), MDEF B, MacMag (Peace) and Frankie. Like Virus Detective, it operates under your control and can scan a succession of floppy disks and create a log file of the results. A menu item permits the installation of a protective INIT in your system folder.

**Gatekeeper Aid f (v1.01):** Gatekeeper Aid: By Chris Johnson. A supplement to version 1.1.1 of the Gatekeeper Anti-Virus System. It locates and removes the WDEF viruses. Gatekeeper Aid Docs. is in MacWrite format.

**GateKeeper f (v1.1.1):** GateKeeper: By Chris Johnson. 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 GateKeeper Introduction describe the privileges needed by selected applications.

**Repair 1.5:** By Steve Brecher. This application repairs files infected with the nVIR virus. You must first determine if a file is infected using a virus detection utility such as Virus Rx version 1.3 or later.

**Vaccine™ 1.0.1:** By Don Brown, CE Software Systems. 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.

**Virus Blocade™ II 1.0 Demo f: Virus Blocade™ II 1.0 Demo:** By Jeffrey S. Shulman. This INIT/cdev permits you to foil attempts by virus to write to your disks. It works in conjunction with Virus Detective (even if Virus Detective is closed) to check out disks when they are inserted. This demon version is fully functional except configuration changes cannot be saved. *Shareware - \$30 for fully functional version.*

**VirusDetective™ f (v4.0.2c): VirusDetective™:** By Jeffrey S. Shulman. This Desk Accessory scans a disk, folder or file to detect a virus. It includes the capability to search for operator-entered strings and to write a log file to disk. This version has extended capabilities over previous versions and permits you to easily check out an entire floppy disk library. VD 4.0.2c Doc (MW) IW is the terse but comprehensive documentation on the theory and use of Virus Detective. The DA is included in the System file as noted following. *Shareware - \$35, for license, \$40 for license and disk with other demo programs.*

**Virus Rx 1.6:** By Apple Computer, Inc. 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. The TeachText document Release Notes describes what Virus Rx does and provides some useful guidance

for reducing your risk of exposure to any virus.

## DISK #1.04A — AV 4

### ANTI-VIRUS UTILITIES

**ReadMeFirst.txt:** By Dave Weikert. 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:** By Bill Krimmel. 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 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.

**AntiPan 1.1:** By Michael Hamel. This application finds and removes the nVIR and Hpat viruses from infected disks. It also installs an nVIR immunity feature to the System file (unless the target disk is locked) without asking first. This would not be our preferred anti-virus utility since we don't like programs that mess with the System file or modify other files without asking.

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

**GateKeeper Aid f (v1.0.2):** GateKeeper Aid: By Chris Johnson. This cdev is placed in your system folder and is then accessible via the control Panel after booting. It looks for WDEF virus and its variants and eradicates them. GateKeeper Aid Docs in MacWrite format describes the use of the program.

**GateKeeper f (v1.1.1):** GateKeeper: By Chris Johnson. 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 GateKeeper Introduction describe the privileges needed by selected applications.

**Interferon (v3.10) f: Interferon:** By Robert J. Woodhead. Scans all on line or



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

**Intro to Viruses:** By Robert I. Wright. A HyperCard stack that describes the prevention, detection and eradication of viruses. The content is good but some of the descriptions are somewhat dated in terms of what virus strains they prevent, detect or eradicate.

**KillScores f:** KillScores: By anon. Scans a selected drive for any files infected with the "Scores" virus, automatically removes "Scores" and then repairs the infected program.

**The Scores Virus:** by Howard Upchurch. This documentation provides an excellent description of the "Scores" virus and its operation and the steps necessary to eradicate it using ResEdit or KillScores.

**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: By Pete Gontier. 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; System; make backups first since nVIR Assassin does not ask before destroying what it believes to be an infecting resource.*

**nVIR Vaccination:** By Anon. Examines one selected file at a time for the nVIR virus and eradicates it.

**Postscript Vaccine:** By Jon D. Clauson. Modifies the Apple Laser Prep file to install a vaccine against Postscript Trojan horses that modify the printer's server password. For Systems 6.0 and later and LaserWriter drivers 5.2, 6.0 and 6.0.1. *Shareware — donation to American Cancer Society.*

**Virus Encyclopedia:** By Henry C. Schmitt. This HyperCard stack is an excellent tutorial on the different types of viruses, what they do and most of the Anti-Virus

Utilities useful to combat them. Virus encyclopedia covers virus prevention, detection and removal and repair of viral infected applications and other files. This stack covers the "Peace", "Scores", "nVIR", "Dukakis" and "INIT 29" viruses. It is also an excellent stack in its own right.

**VirusSTAK:** By Joe Zobkin. This is another tutorial on the spread and control of viruses. It is very good but it does not have the quality or quantity of information of Virus Encyclopedia. VirusSTAK covers the Scores and nVIR viruses and six of the anti-virus utilities.

## DISK #9.15 — I/C 15 INITs & CDEVs

**After Dark Add-ons f:** Mondrian and Chomp: By Chris Reed. Mondrian inverts random rectangles on the screen. With Chomp selected, the screen will slowly be eaten away bite by bite (byte by byte?). Not tested. *Shareware — \$5 each.*

**Apple CD-ROM f (v3.01):** Apple CD-ROM: By Apple Computer. Bug fixes and enhancements for users of Apple's CD-ROM. Follow the instructions in the **Read Me - CD-ROM 3.0.1** TeachText documentation. Not tested.

**AutoSave II Demo f:** AutoSave II Demo: By Magic Software, Inc. An INIT that automatically saves the file that you are working on (in most applications). The demo version only works for 30 minutes from launch; rebooting will restart the clock. **AutoSave II Demo Notes** is in TeachText format.

**BarTender f (v1.0):** BarTender: By Thomas Chin. Enhances the scroll bars on the Mac by flipping between: 1) two scroll positions, 2) to up to 10 earlier scroll positions, 3) to the top or bottom scroll position or 4) to the cursor position. *Shareware — \$7.*

**Boomerang f (2.0.2):** Boomerang: By Hiroaki Yamamoto. Boomerang makes it easy to use the SF Dialog (the dialog which appears when you choose Open... or Save as... from the File menu). It remembers folders and files opened or saved, provides easy ways to jump to them and remembers file and folder selection and scroll bar position. **Boomerang 2.0.2 Doc/ReadMe(MW)** is in MacWrite format.

**Clockspeed f:** Clockspeed: By John Shepardson. Slows down faster Macs to make some games more playable. **Clockspeed Docs** is in text format. Not tested.

**Color Map Pict f:** Color Map Pict: Install

a color map in the Map cdev by following the instructions in the TeachText document **Color Map Read Me**. Not tested.

**ColorCDEVs1.1 f:** xMenuColor and xWindCntlColor: By Mike Pinkerton. Permits you to change the color of the Menu and windows from the Control Panel. **READ ME - ColorCDEVs** is in text format

**Complete Undelete f (v1.02d):** Complete Undelete: By 1st Aid Software. This demo allows you to preview deleted files but does not permit you to retrieve them.

**Desktop Mgr:** By Apple Computer, Inc. An INIT which, when placed in the System folder, improves the way the Mac keeps track of files. Essential for improved Finder performance for disks with large numbers of files. Part of AppleShare server software and usable with any recent System software but works best with Finder 6.1.4 or later. This function will be embedded in System 7.X.

**Deskwriter Aid f (v1.0):** Deskwriter Aid: By Sam Thornton. Shortstops bugs in the Hewlett-Packard Deskwriter driver that cause corruption of application heap zones when running under MultiFinder. **READ ME 1ST! (DWRTR)** is the documentation in text format. Not tested.

**dialogQuake INIT:** This novelty INIT makes any dialog box move around the screen with a spastic motion.

**DiskDoubler™ f (v3.05):** DiskDoubler™: By Lloyd Chambers, Salient Software. Compress or expand files from a menu added when the Finder is active. About 40% faster than Stuffit but without all of Stuffit's options. **DD Description** is in text format. *Shareware — \$20.*

**F1-F4 f:** F1-F4: By Erny Tontlinger. Translates the F1 through F4 keys on an extended keyboard to command-Z (undo), command-X (cut), command-C (copy) and command-V (paste) keystrokes normally associated with these functions. **F1-F4.des** is in text format.

**In Use cdev 2.0:** By Sam Barone. Shows when a specific SCSI device (or all connected SCSI devices) is in use by blinking a small square to the left of the Apple in the menu bar.

**INIT-Scope f (v1.0):** INIT-Scope: By David P. Sumner. Monitors the startup process and logs information concerning what is happening to your computer during the critical phase. Permits you to skip loading particular INITs during startup. This powerful tool is most useful to programmers and advanced users but





may be informative to others as well. INIT-Scope Docs is in MacWrite format.

**Key Lights f (v1.0d8): Key Lights:** By Rick Kaseguma. Makes the Num Lock, Caps Lock, and Scroll Lock lights on an Apple Extended Keyboard sequence in a back and fourth motion. READ ME! is in text format.

**MaxAppleZoom f (v1.2): MaxAppleZoom:** By Naoto Horii. Reprograms Apple's standard Mac II video card so that it displays a 704 by 512 pixel screen instead of the normal 640 by 480. Most applications will gain more usefulness and comfort thanks to this larger display area! **MaxAppleZoom Doc** is in MacWrite format. *Shareware - \$25.*

**MemINIT 0.91 f; MemINIT 0.1:** By Seth LaForge. Places a 1 pixel bar at the top of the screen that shows how much memory you have used/free. Three versions update the indicator bar at different rates. **MemINIT 0.91 Instructions** is in text format.

**Nifty Keys.2 f; Nifty Keys.2:** By Mike Delugg. Provides some QuickKey sequences as additions to the built in sets. **About Nifty Keys.2** is in text format. Note the author's caution before using. Not tested.

## Disk #9.16 — I/C 16

### INITs & CDEVS

**MiniScreen f (v1.3): MiniScreen:** By Morgan Davis. MiniScreen changes your color monitor's desktop size to that of a dinky, nine-inch monitor. Now you may easily use that expensive tube to design applications for smaller nine-inch screen Macs. **Read Me!** is in MacWrite and Word formats.

**PopIt2.0d4:** By Pete Helme. Activated by holding down the shift & command keys simultaneously. A popup menu cursor will then appear letting you know PopIt is active. Click the mouse and the menu will appear at the upper left corner of the screen, not at the cursor location. *Shareware - \$10.93.*

**Remember? 1.3 f; Remember? 1.3 INIT:** By Dave Warker. An INIT and Desk Accessory to recall descriptions of important occasions, both one time only (such as appointments) and repeating (like birthdays) entered into a file. The INIT reminds of impending events when the Mac is powered up or reset. **Remember? docs.** is in MacWrite format. *Shareware - \$10.*

**SCSI Accel v2.10 f; SCSI Accel v2.10:** By

Dolf Starreveld. Enhance the performance of a Mac Plus SCSI data transfers. See the **Read me about SCSI Accel** double clickable documentation for details.

**SCSIProbe (v2.0.3):** By Robert Polic. Like SCSC Tools, displays status of SCSI drive in control panel; mounts SCSI disks and disks that have been dragged to the trash. Also reads drive PROMs and reports back vendor, product and version numbers.

**Set Paths 1.0b2 f; Set Paths 1.0b2:** By Bruce Tomlin. A control panel file which maintains a list of up to five folders. The list is used as a search path any time a file open operation occurs. A very handy way to reduce System folder clutter. **Set Paths.doc** is in text format.

**SmartCal f (v1.0): SmartCal:** By . Smart Calendar is an INIT/DA combination. The Calendar DA allows you to save messages, and the INIT reminds you of them when you first start up your Macintosh. For System 6.0.x or higher to see reminders. **Read Me... SmartCal** is in text format.

**SoundMaster f (v1.6): SoundMaster:** By Bruce Tomlin. Specify startup, beep, disk insert, disk eject, bad disk, restart, shutdown and key click sounds, rates and volumes from folders inside your System folders. Use System 6.0.4 or higher for all sounds. **SoundMaster.doc** and **SoundMaster changes** are in TeachText format. *Shareware - \$15.*

**Sun Desk 1.1 f; Sun Desk 1.1:** By Frédéric Miserey, Jean-Michel Decombe and Tom Poston. Alter the way the Finder draws icons on the desktop and in windows to display full-color icons. SunDesk uses "icl8" color icon resources which use less RAM and are drawn quicker on screen than "cicn" resources. icl8 resources will be supported by Apple in Finder 7.0. **SunDesk 1.1 Docs** is in Word format.

**Turbo Mouse ADB 6.0.5 f; Turbo Mouse ADB 6.0.5:** By Kensington Microware Limited. Fixes problems between the Apple Desktop Bus (ADB) manager in System 6.0.5 and Kensington's Turbo Mouse ADB. 6.0.5 fix **Read Me File** is in text format.

**TypeIt4Me 2.0 f; TypeIt4Me:** By Riccardo Ettore. Provides a popup menu accessed to the left of the Apple menu from which you can select pre-stored phrases. **TypeIt4Me Instructions** is in TeachText format. *Shareware - \$15, \$20 for disk with latest version.*

**WatchCursor:** Changes the normal watch cursor to one with a sweep second hand

on a black background.

**ZoomBar:** By Brian Westley. Shrink windows to just a title bar. You can now have many windows available on the screen and still see them all without having to move them to uncover hidden ones. Don't use with Microsoft applications. *Suckerware - \$50,000 in small unmarked bills or a disk with stuff or \$5 or nothing.*

## Disk #14.21 — P/H 21

### RESEdit 2.0b2

**ResEdit 2.0b2 f; ResEdit 2.0b2:** Apple Computer. ResEdit is the resource editor produced by Apple Computer. With ResEdit you can make changes to icons, dialog boxes, fonts, menus and other resources. It is a very powerful tool, so powerful that unless you know what you are doing, you can cause edited programs to not operate properly. Only modify a copy of any application or file. For instructions on the use of ResEdit see the **HMG™ ResEdit Primer** on another disk in this series and **ResEdit™ Reference**, by Apple Computer (\$12.95) distributed by Addison-Wesley Publishing Company, Inc. (APDA #M0015LL/C). **Release Note** is in text format.

**Examples f;** Samples of a resource editor, picker and LDEF. These examples use the MPW environment (3.0 or later), the MPW C or Pascal compiler and the MPW Assembler.

**ResMaster DA f (v1.0): ResMaster DA:** By Mike Calbaum. Allows the user to move, remove, rename, renumber, display as a hex dump and change the attributes of the resources in a file. Copy and paste resources to and from the clipboard, create new resource files, display some types of resources, play beep type 'SND' resources and remember and repeat the last resource move the user performed. *Shareware - \$10.*

**Resourceror f; Resourceror.** By Michael Ogawa. A plug in menu command for SuperPaint which when invoked permits you to create several types of Mac bit-image resources. Resources may be placed in the clipboard or saved directly to a file. **READ ME** and **READ ME (MacWrite)** are in TeachText and MacWrite format respectively. Not Tested

## Disk #14.22 — P/H 22





## RESEDIT PRIMER

**HMG™ ResEdit Primer 5.0 f:** HMG™ ResEdit Primer 5.0: By Herb Goodman. The newest version of HMG ResEdit Primer explains the use of the mysterious ResEdit 2.0 to non-programmers. This is the definitive freeware tome for using ResEdit 2.0 to modify and/or install resources into files. Topics included include resources, adding program icons, animated cursors, desktop alterations, Get Info comments, file info window and menu editing. This manual is in DocMaker (previously named the DOctor) format, just double-click the icon and read away. **Read Me First!** is in text format.

**HMG™ ResEdit Primer 3.2.sit.** By Herb Goodman. An earlier version of the same reference source but designed around version 1.X of ResEdit. Because of space limitations on the disk, this document has been compressed with Stuffit. Just move this file to a blank disk and double click the icon; it will automatically unstuff itself. Then double-click the resulting icon to read the Primer.

Another useful source for using ResEdit is **ResEdit™ Reference**, by Apple Computer (\$12.95) distributed by Addison-Wesley Publishing Company, Inc. (APDA #M0015LL/C).

### DISK #17.04 — WP 4

#### WORD PROCESSING UTILITIES

**Add/Strip 2.9 f:** Add/Strip 2.9: By John Wind. Adds or strips line feeds, and/or carriage returns from text files or convert to a Microsoft Word format. It also has a feature to strip carriage returns from all lines not followed by two carriage returns thus creating paragraphs. **Add/Strip 2.9 Docs** is the documentation for the program. **Edit Add/Strip 2.12** permits you to personalize your copy of Add/Strip. *Shareware — \$25.*

**Dictionary Helper f:** Dictionary Helper file: By Larry Pina; expanded by Arthur Naiman and others. A text file of commonly used words normally not found in the dictionaries of spelling checkers. **Dictionary helper docs (text)** tells how to add them to your spelling checker.

**Dictionary Merger 2.1 f:** Dictionary Merger 2.1: Allows you to add the words in one Spellswell dictionary to another Spellswell dictionary. **Merger Instructions** is in text format.

**DocMaker v3.0 f:** DocMaker v3.0: By

Mark S. Wall, Green Mountain Software. This program was formerly named "The DOctor." Allows you to create stand alone documents that do not need a word processor to open them. **DocMaker Shareware Doc** is double clickable. *Shareware — \$17.50 or \$20 with disk.*

**Evolutions 1.05 f:** Evolutions 1.05: By Kevin M. Hoctor. Converts series of spaces in a file into tabs and removes control characters and adds or deletes linefeeds (for IBM to Mac conversions and the reverse). *Shareware — \$10.*

**Excel Em Charts f:** 24\_48\_100 Em Charts: By Andy Burns. Displays a table for each of three EM unit systems; 24, 48 and 100 Units. Each table shows the number of points moved as a function of point size and kern size. **Read Me.txt** is a brief description.

**FWRecover 1.0 f:** FWRecover 1.0: By Kent Irwin. A utility for extracting text from FullWrite documents. This may be particularly useful if you cannot otherwise open the document as you may be able to extract the text and notes. **Readme (FWRecover)** is in text format.

**Macify 2.8 f:** Macify 2.8: By Eric Celeste. Converts a plain text document into a useful one by removing hard carriage returns, lower 32 ASCII characters (all the "control" characters) and generally cleaning up things. It also lets you modify the appearance of a document by using ligatures (the little "fl" and "fi" items seen so often in booktype) and inserting proper "open" and "close" quote marks. This is a most useful program and performs a real service if you do much file transferring. **About Macify Stack** is the users manual in HyperCard format. *Shareware — \$10.*

**MW->MWII Startup f:** MW->MWII Startup: By Al Heyneman. When installed into the MacWrite II folder, allows the user to double-click on both MacWrite and MacWrite II documents, and have the document open without further action. MacWrite documents will automatically be converted to MacWrite II format. The application is really Path v 1.0. **MW->MWII Docs** is in MacWrite format.

**Quote Converter .1b f:** Quote Converter .1b: By Carl Powell III. Use this utility to convert databases between Apple II/Mac and IBM PC formats. Replace tab delimited fields with comma delimited fields with leading and trailing quotation marks. Not a very friendly interface but the function is useful. *Shareware — \$5.*

**ReadWrite 1.2 f:** ReadWrite 1.2: By PEEK[65]. Reads text files created by

any Macintosh program, MacWrite files, or AppleWorks word processor files imported using Apple File Exchange. ReadWrite saves copies of original text in new files, either in text AppleWorks format, ready to export via Apple File Exchange. **ReadWrite Doc** is the documentation. *Shareware — \$5.*

**Reponer 0.28 f:** Reponer 0.28: By Jon Wind. Performs global replacement and/or deletion of targeted characters in TEXT files. It allows access to all 255 characters, including carriage returns. Up to 5 character replacement sets may be active at a time. **Reponer 0.28 Docs** is in text format. **Make Paragraphs** is a template.

**Text Convert 1.62C f (Demo):** Text Convert 1.62C: By Stephen Scandalis. Converts line endings of text file to types required by either the Macintosh or IBM PC computers. **Test Files** includes samples for conversion. **TC ReadMe** is in text format. *Shareware — \$5 for application shell source.*

**TextPrint f:** TextPrint: By Gerald Baron. An ASCII text file lister for a Grappler driving a 9 pin parallel Epson compatible dot matrix printer. **TextPrint.Doc** is in text format.

### DISK #17.05 — WP 5

#### WORD PROCESSING UTILITIES

**Pro-Cite 1.3 f (Sample):** Pro-Cite 1.3: A bibliographic database providing extensive formatting options. Import data from information services such as Dialog, etc., create authority lists and perform all of the bibliographic functions. This works with the sample data file only and cannot save any changes you make. Documentation is included in the help files.

**TIFF Art f:** By Page One Publications. Five graphic files with decorative headers or windows that will print at high resolution to PostScript devices with 300 dpi or greater output. *Shareware — \$1 to \$1.50 per graphic.*

**WireDesk 1.0:** By Louis King. Permits you to open, browse, copy and delete text format files.

**WN VERS Installer:** This utility installs the version number for WriteNow versions 1.00 through 1.07 into the program. This enables it to successfully run under MultiFinder. If you use MultiFinder and WriteNow this will make things easier. The program is nice to have but not essential since the same thing can be done with ResEdit.



Word Stuff f: A collection of MS Word related files is included herein.

APA Template: By Dan J. Henderson. A MS Word template for the editorial style required by the American Psychological Association.

Fraction Table: By Thunder Enlightening Press. A table of "real" fractions made using superscripts and subscripts, not ones made using just the numeral and slash keys; Ready to use, just copy and paste them into your document and change the font if necessary.

Function Key Layout: A table showing the Word 4.0 function key layouts for extended keyboards.

Mw 4.0 bugs (89/08/11): By David Sachs. This is a fairly complete listing of both program bugs and anomalies including printing quirks. Useful to read once because it provides a better understanding of Word itself.

NUMBERS TO WORDS: An all upper case representation of numbers from 1 to 999 in text format.

Unassigned Word 4.0 Keys: By Stephen Kahn. A list of the unassigned keys in Word's default settings. Use the list when you customize Microsoft Word 4.0 by assigning keys to commands.

## **DISK #17.06 — WP 6**

### **WORD PROCESSING UTILITIES**

Word Stuff+ f: A collection of MS Word related files is included herein.

User 2: A user dictionary of supplemental words.

Word Envelope: By Alfred Scott. A template for envelopes.

Word envelope layout f: envelope layout and letter layo: By Michael Greene. A letter and envelope layout for Word 3 but should also work for Word 4.

Word Function Keys: Another table showing the Word 4.0 function key layouts for extended keyboards.

WORD Mailing Labels f: Mailing Label Template, Make labeldata 21, et. al. An easy way to generate mailing labels in Word 3.0. Should convert to Word 4.0 but Not tested. **READ ME FIRST!** is the Word format documentation.

Word3 Label/Envelope f: Envelope Template and Mail Label Template: Another set of templates for envelopes and mail labels for Word 3.0. Should convert to Word 4.0 but Not tested.

Word4.0 IW Fract Widths f: By Greg Meece. Word Mods and Word Settings (4): You may use ResEdit to add the Word Mods resource to a copy of Word 4; this will provide fractional fonts on an ImageWriter. The Word Settings (4) preferences file adds the Fractional Widths to the File menu; drag it to your System folder. Not Tested.

WordRef 1.0 f: WordRef 1.0: By Mark Nodine. Allows users of Microsoft Word to define and refer to cross-references and to have citations and bibliographies automatically generated. Designed to accommodate virtually any bibliographic style or cross-referencing needs. WordRef User's Guide is in Word format. WordRef Stack is provided for maintaining the bibliography files in HyperCard. *Shareware - \$25.*

Write Idea Demo f: Write Idea Demo: By Michael Berlyn. A tool to help you deal with the task of writing by breaking the writing process into small, manageable steps. *Shareware - \$40 for fully functional version.*



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*Back to school...*

# WAP Tutorials

by Rob Clark

Washington Apple Pi provides training to you, the members, on a regular basis. These classes are also available to the non-member, at a slightly higher rate. We've provided complete course descriptions for the Macintosh tutorials, and a general description for the Apple II courses.

We urge you to bring your computer with you to most classes, since we have no computers for you to use at the office. If you can't bring your own computer, you'll have to look over someone else's shoulder. Please note that some classes not require you to bring your computer with you.

Occasionally, the WAP class schedule changes due to circumstances out of our control. Please call the office at least one business day prior to the class date to confirm that your class will be held as scheduled. We regret an inconveniences that may arise.

## *Payment for Courses*

The fee for each session are \$15 for members, \$20 for nonmembers. Please mail or phone in your registration to the WAP Office; we do request that you pre-register for the class or classes you wish to take by either sending in the registration form or by phoning your registration into the office. Please do not call any of the Education Program volunteers to register for classes with them. If you've signed up for a class and need to cancel, please do so 2 business days prior to the class, otherwise we cannot refund your money.

## *Call for Volunteers*

(This is a repeat call for volun-

teers — your help is needed.) We're looking for a number of volunteers to help run a fun, effective, beneficial Tutorial Program for Washington Apple Pi members. If you've wanted to contribute something to this club, now is your chance. What are we looking for, you ask. Well, we need instructors, a Tutorial Publicity Agent, a Macintosh Tutorial Coordinator, and some special projects volunteers. If any of these strikes your fancy, please give me or the office a call. I can be reached at 301-937-2672, the WAP office number is 301-654-8060. Details? Here they are:

**Apple II Application Instructors.** We'll be developing specific courses soon, and the call will go out for specific instructors at that time. However, if you'd like to teach an Apple II course, please contact Allen Beach at 202-362-2239.

**Tutorial Publicity Agent.** I'm looking for someone to prepare the Journal input each month. Job entails gathering basic course schedule information from the Apple II and Macintosh Tutorial Coordinators, providing news about the Tutorial Program, and putting that information down on paper so that it can be published in the monthly Journal. You'll also work closely with the TCS Calendar Board and the office staff on getting the word out to the Washington Post.

**Macintosh Tutorial Coordinator.** The person who fills this position develops new ideas for additional courses, schedules the courses, and finds instructors to teach them. If you like working with people, or if you have specific ideas which classes would be beneficial to

the membership, then this job is for you.

**Special Projects Coordinator/Volunteer.** We've been getting a lot of good ideas on projects, policies and so forth, but don't have the time fully develop them. If you're the type of individual who like to take a raw idea and turn it into something meaningful, please let us know. Some projects would be short term, requiring only a few months of help, others would be longer term. The kinds of things we want to work on include: Course Catalog development — is this a good, practical idea; Tutorial Policy Development, Activities Disk development, and finally, Apple III Tutorial Development — is there a need? (I believe there is).

## *Apple IIe/c Tutorials for November*

We're providing the Apple IIe/c Introductory Tutorials, a three part series in November. The courses are held each of the first three Tuesday evenings in November from 7:00 to 10:00 pm at the WAP office. The dates are November 6th for Part I (course # GS 11190), November 13th, for Part II (course # GS 21190), and November 20th, for Part III (course # GS 31190). You may sign up for just one, or for all three, if you wish. Of course all three courses provide you with the most benefit. These classes are designed for beginners, not experienced users.

## *Macintosh Tutorials for November*

This month's courses, in addition to the three beginning courses, are Introduction to Microsoft Word, Introduction to Microsoft Excel, Introduction to PageMaker, Utilities II — File and Hard Drive Managers, and All About Fonts. Classes are held at the WAP office — please see the listing below for more details.

**Introduction to Macintosh, Part I (Course # M11190).** This class is designed for the beginning



user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll discover what the System, Finder, Icons, the Active Window, and how they all work. You'll also investigate the components of the Control Panel.

**Materials required:** Your Macintosh, external drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, November 12th, 1990, at 7:00 pm.

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Introduction to Macintosh, Part II (Course # M21190).** This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn each of the components of your Macintosh, both hardware and software. You'll learn the finer points of the Menu Bar, various error messages, what the Clipboard and the Scrapbook are, various peripherals and how they are connected to your Macintosh, and, finally, you'll learn about command key equivalents (key board shortcut for Menu Bar commands).

**Materials required:** Your Macintosh, external drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, November 19th, 1990, at 7:00 pm.

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Introduction to Macintosh, Part III (Course # M31190).** This class is designed for the beginning user. You should go through the Guided Tour disk that came with your computer before you come to this class. You'll learn which version of the System software you should be using; you'll learn how to update your system files; about the Set Start-up command; how to use the Font/

DA Mover; learn about what a RAM disk is and how to use one, if you wish; how to use Switcher or MultiFinder; and finally, you'll learn about the various RAM configurations possible with each Macintosh.

**Materials required:** Your Macintosh, external drive or hard drive, start-up disk, and an unformatted disk.

**Course Date:** Monday, November 26th, 1990, at 7:00 pm.

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Introduction to Microsoft Word (Course # MW21190).** This class is for those who little or no experience with Microsoft Word. Topics covered are: the many uses of Microsoft Word, Word's environment, a simple demonstration of Word's features, menus and menu commands, window icons, keyboard shortcuts, formatting exercises, and Word's different views of your document.

**Materials required:** Your Macintosh, an external drive, copies of your Microsoft Word software.

**Course Date:** Monday, November 5th, 1990, at 7:00 pm.

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Importing Video Images — Using Adobe Photoshop (Course # PS11190).** This class is for anyone wishing to learn how to import images from a video camera into a Macintosh and use the sophisticated capabilities of Photoshop to enhance, manipulate and create works of art. The tools and operation of Photoshop will be explained and demonstrated. There will be an emphasis on using Photoshop as a program to create "painterly" images. This class will give a good idea of how the Macintosh rivals very pricey dedicated graphics workstations. The Wacom digitizing tablet will be used during the class, a pressure-sensitive digitizing tablet that can draw lines of different thicknesses, depending

on the force used on the tablet.

**Materials required:** Your Macintosh II and a copy of Photo-shop; or just come without equipment to watch and learn.

**Course Date:** Wednesday, November 28th, 1990, at 7:00 pm.

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Introduction to Microsoft Excel (Course #ME11190).** This class is for those with little or no experience with Microsoft Excel. Topics covered are: the many uses of Excel, what Excel is used for, environment, a demonstration, Excel window and tools, menus and menu commands, keyboard shortcuts, advanced features, exercises, and other views.

**Materials required:** Your Macintosh, an external drive, copies of your Excel disks.

**Date:** Saturday, November 10th, 1990, at 9:00 am

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Introduction to PageMaker (Course # PM11190).** This class is for those with little or no experience with PageMaker, and want to learn enough to do a simple layout. Topics covered are: the many uses of PageMaker, the PageMaker environment, a demonstration, menus and menu commands, PageMaker tools, keyboard shortcuts, and layout exercises.

**Materials required:** Your Macintosh, a hard drive, copies of your PageMaker disks.

**Course Date:** Wednesday, November 14th, 1990, at 7:00 pm

**Location:** WAP Office

**Fee:** \$15 for members, \$20 for nonmembers

**Utilities II (Course #MU21190).** This class is for those of you who are familiar with your Macintoshes, but want to become more of "power user." This class focuses on two general types of utilities: hard disk drive managers

and file managers. Specific utilities covered will be SUM II, a multipurpose drive manager; SAM II, a virus detecting, fighting and eradicating manger; DiskFit, a dedicated back-up program, and Disk Express, a dedicated optimization program. File Managers include discussions on Boomerang, a quick find utility; On Cue, a fast application and file launching utility, and OnLocation, a very fast find file utility. A general

discussion of the various kinds of utilities will precede the main portion of the class.

Materials required: None, but feel free to bring your Macintosh, if you have a specific problem with one of these utilities

Date: Saturday, November 17th, 1990, at 9:00 am.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

**All About Fonts (Course #MF11190).** This is a special class designed to help the new user learn about the various types of fonts for the Macintosh. This class will cover bit mapped fonts (also called screen fonts), outline fonts, Postscript and what it does for fonts, Type 1 and Type 3 Postscript fonts, Adobe Type Manager, what it is and what it can do for you and what it won't do for you, and more. This is one of our more popular classes, please sign up today!

Materials required: None

Date: Tuesday, November 27th, 1990, at 7:00 pm.

Location: WAP Office

Fee: \$15 for members, \$20 for nonmembers

**Macintosh Workshops.** We're planning to expand the Education Program to include workshops on specific areas of interest. The classes will focus on specific topics (like Microsoft Word or PageMaker) and will be problem/solution oriented. Each participant can ask a number of questions (limited only by the number of persons who attend and the time available), and solutions to specific problems will be discussed. The idea behind this program is to stimulate as much discussion on a given topic as possible. Look for workshops to be held on Saturday mornings and afternoons. One potential format is for sessions to be consecutive on a given Saturday (such as Word in the morning, PageMaker in the afternoon). A timely topic could be: what to get for your Mac buddy for a Christmas present, or how to upgrade your current Macintosh system: memory upgrades, hard disk drives, tape back-up systems, etc. This one is your call: i.e., your requests will determine which way we go with this. Please call the office if you are interested — the more responses we get, the sooner we'll begin the program (November or December).

Until next month...

<b>Washington Apple Pi Tutorial Registration Form</b>		<b>Washington Apple Pi 7910 Woodmont Avenue, Suite 910 Bethesda, Maryland 20814 301-654-8060</b>
<b>Basic Information</b>		<b>Course Numbers</b>
Name _____	<b>Please fill in the course # from the description, otherwise we cannot process your application.</b>	
Address _____		
City/State/Zip _____		
Phone (day) _____ (Eve) _____		
Member <input type="checkbox"/> Number _____ Non-Member <input type="checkbox"/>		
Number of Classes _____ x Class Fee \$ _____ = Total Fees \$ _____		
Check/Money Order <input type="checkbox"/> Credit Card <input type="checkbox"/> Card Number _____		
Card Expiration _____ Signature _____	Course # _____	
<small>WAP Form #CL006 (Revised 4/90)</small>		<i>Mail registration and payment to the above address</i>

## APPLE II DISKS

## APPLE IIGS DISKS

THESE ARE ALL 3.5" DISKS

### APPLEWORKS

- APWK-01 Desk, Print, Money (813/814)
- APWK-02 Food, Lists, Etc. (815/816)
- APWK-03 Reserved for Tax Templates

### COMMUNICATIONS

- COMM-01 TCS Instructions - Disk 1 (825)
- COMM-02 TCS Instructions - Disk 2 (826)
- COMM-03\*\* WAPABBS.1 Documentation (121)
- COMM-04 WAPABBS.1 (135/136)
- COMM-05 DI COMM (503)
- COMM-06 Kermit 3.78 / File Trans (516/820)
- COMM-07 Comm-Term / Telecom (808/817)
- COMM-08 Micromdem / Hayes Term (116/169)

### CP/M

- CP/M-01\*\* Master Catalog (401)
- CP/M-02 Utilities 1 / Utilities 2 (402/404)
- CP/M-03 Communications (403/409)
- CP/M-04 ZCPR2 Install & Utilities (406/408)
- CP/M-05 ZCPR2 Doc. / Ess Utilis (407/410)
- CP/M-06 Text Editor / Spreadsh (411/412)
- CP/M-07 MDM740 (413/414)
- CP/M-08 Kermit Source / Run (416/418)
- CP/M-09\*\* Kermit Documentation (417)
- CP/M-10 Utilities (419)
- CP/M-11 Small C Compiler (420)

### EAMON ADVENTURES

- EAMN-01 Utilities I / Utilites II (220/221)
- EAMN-02 DngN Dsgn / City Clds (180/229)
- EAMN-03 Bgn Caves / Eamon Mstr (181/214)
- EAMN-04\* Lair Minotaur / Cv Mind (182/183)
- EAMN-05\* Zypnur Vntr / Cstl Doom (184/185)
- EAMN-06\* Death Str / Devil's Tomb (186/187)
- EAMN-07\* Caves Trsr Isl / Furioso (188/189)
- EAMN-08\* Magic Kn / Tmb Molinair (190/191)
- EAMN-09\* Lost Apple / Abduct Qtrs (192/193)
- EAMN-10\* Trezore / Undrgrnd Cty (194/195)
- EAMN-11\* Merlin's Cstl / Hogarth (196/197)
- EAMN-12\* Deathtrap / Black Death (198/199)
- EAMN-13\* TmpleNgurct / Blk Mntn (200/201)
- EAMN-14\* Nuclear Nmare / Carroll (202/203)
- EAMN-15\* Mstr Dngn / Crystal Mntn (204/205)
- EAMN-16\* Lst Advtr / Manxome Foe (206/207)
- EAMN-17\* Gauntlet / Caves Langst (208/209)
- EAMN-18\* Futr Qst / House Secrets (210/211)
- EAMN-19\* Sewers / Pits Kzorland (212/213)
- EAMN-20\* Lifequest / Swordquest (215/216)
- EAMN-21\* Priests Xim / Heroes Cstl (217/218)
- EAMN-22\* Tmpl Undead / Holy Grail (223/224)
- EAMN-23\* Mondamen / Orb Polaris (225/226)
- EAMN-24\* Death's Gate / Orc's Lair (227/228)

### EDUCATION

- EDUC-01 Edu. 1 / Personal Edu. (76/110)
- EDUC-02 Personal Edu. 2 / Edu. 3 (131/139)
- EDUC-03 Math/Science / Edu. 4 (1217/140)
- EDUC-04 Adv. Math / Vectors (510/513)
- EDUC-05 A. Camus Int. / Elem Math (53/105)
- EDUC-06 French Voc Tutor/ Vocab (46/123)
- EDUC-07 Boot L'Hote / L'Hote Story (48/49)
- EDUC-08 Fr. Tic-Tac-Toe / L'Hote Qz (47/50)
- EDUC-09 Fr. Poet Tutor / Apolli. Bio (51/52)
- EDUC-10 Rafel Boot Disk / Rafel (55/56)
- EDUC-11 Span. Tic-Tac-Toe / Rafi Qz (54/57)
- EDUC-12 Matute / Lo Fatal (58/59)
- EDUC-13 Reading Fun (505)
- EDUC-14 Language Arts Treasures
- EDUC-15 Floppy Book 1
- EDUC-16 Computation Game/ AW Tutorial
- EDUC-17 Algebra Tutor/ Bagels Disk
- EDUC-18 Newton's Apple (Cocaine)
- EDUC-19 Newton's Apple (Teeth)
- EDUC-20 WAP Stack / Student Tutorial

### FORTH

- FRTH-01 Assem-Dissem/Scrn Edit. (700/701)
- FRTH-02 Go Forth Tutor / Forth 78 (702/703)
- FRTH-03 Forth / Floating Point Arith. (704)

### GAMES

- GAME-01 Games A / B (102/107)
- GAME-02 Games C / D (111/128)
- GAME-03 Games E / F (162/64)
- GAME-04 Keyboard / Paddle Games (72/74)
- GAME-05 Pinball / Arcade Games (142/157)
- GAME-06 Text Adventr. / Mystry Hse (73/517)
- GAME-07 Educational Games G / H (508/509)
- GAME-08 Sports / Utilities & Games (143/160)
- GAME-09 Adventures / Game Room (811/812)
- GAME-10 Haunted House (176 / 810)
- GAME-11 Games / Wizard Worker I (122/161)

### LOGO

- LOGO-01 Logo Tool Kit / Kit Doc (145/146)
- LOGO-02 Logo Sample / Dallas Logo (147/158)

### MISCELLANEOUS

- MISC-01 SS Coin Collecting / Misc (95/115)
- MISC-02 Miscellaneous (119/120)
- MISC-03 Misc / Recipe Files (125/159)
- MISC-04 Glaq & No Name Yet (129/175)
- MISC-05 Spec. D'bases / Jim's DB (141/504)
- MISC-06 Misc / Applewriter Ite (152/156)
- MISC-07 Astronomy Short Programs (506)
- MISC-08 Griffith & Weise Astronomy (507)
- MISC-09 Aviation - General, Disk 1 (514)
- MISC-10 Aviation - Navigation, Disk 2 (515)
- MISC-11 Gardner's Assistant (518)
- MISC-12 Music / Sights & Sounds (71/126)
- MISC-13 Merry Xmas / Hpy Holidays (103/165)
- MISC-14 Graphics & Cat / Graphix (108/171)
- MISC-15 Print Shop Graphics (172)
- MISC-16 Color Graph / Science & Eng. (75/106)
- MISC-17 Plots, Charts, Graphs (163/166)
- MISC-18 Bus & Math Stat / SS-Gen'l (70/90)
- MISC-19 SS Investment / SS Business (91/92)
- MISC-20 Business A / B (104/113)
- MISC-21 Investments A / B (153/154)
- MISC-22 Spreadsheet A / Misc (137/155)
- MISC-23\* Riley's Pers. Instrumentation (173)

### PASCAL

- PASC-01 Attach / Bios for Pascal 1.1 (300/301)
- PASC-02 Crypto, Grfx / Bios, Printers (302/303)
- PASC-03 Read-Write DOS / Printers (304/305)
- PASC-04 Catalogger / LISP & Math (306/307)
- PASC-05 Holiday Music / IO Filter (308/309)
- PASC-06 3D / Startups & Hackers (310/311)
- PASC-07 Stocks/Weightwch / Guerilla (312/313)
- PASC-08 Pascal to/from DOS / Misc.(133/314)

### PILOT

- PILT-01\* Pilot Language (167)

### UTILITIES

- UTIL-01 New Member Disk-Disk 1 of 2 (821)
- UTIL-02 New Member Disk-Disk 2 of 2 (822)
- UTIL-03 Utilities A / B (100/101)
- UTIL-04 Utilities C / D (112/118)
- UTIL-05 Utilities E / F (124/132)
- UTIL-06 Utilities G / H (138/43)
- UTIL-07 Utilities I / J (44/77)
- UTIL-08 Mach. Lang. Utills / 1Key DOS (41/42)
- UTIL-09 Utills / Beginner's Choice (501/502)
- UTIL-10 Diversi Cpy / Diversi DOS (45/130)
- UTIL-11 Adds ProDOS / Zap Util (804/806)
- UTIL-12 Utilities A / File Cabinet (802/803)
- UTIL-13 Imageworks (174/807)
- UTIL-14 DOS 3.3 Sys Mstr / Tutr (511/512)
- UTIL-15 VisiTrend, VisiPlt / Calclink (93/94)
- UTIL-16 AppleSoft Ttr / Pict Pack (109/117)
- UTIL-17 AppleWriter Utilities (168)
- UTIL-18 AppleSoft Prog / Lve Foll (144/170)
- UTIL-19 "Old" New Member's Disk (134)
- UTIL-20 Joyreader (819)
- UTIL-21 Large Type Joyreader (823)
- UTIL-22 DBMaster V. 5- Prog disk (SH)
- UTIL-23 DBMaster V. 5- Sample files, docs

### IIGS SYSTEM DISKS

- GSAS-01 System Disk V. 5.0.2
- GSAS-02 System Tools V. 5.0.2

### IIGS COMMUNICATIONS

- GSCM-01 Freeterm GS (2003)

### IIGS DESK ACCESSORIES

- GSDA-01 Desk Accessories I (2020)
- GSDA-02 Desk Accessories 2
- GSDA-03 Desk Accessories 3

### IIGS FONTS (10 DISK SET \$30)

- GSFT-01 Fonts A-1 (2011)
- GSFT-02 Fonts A-2 (2012)
- GSFT-03 Fonts B-1 (2013)
- GSFT-04 Fonts B-2 (2014)
- GSFT-05 Fonts C-1 (2015)
- GSFT-06 Fonts C-2 (2016)
- GSFT-07 Fonts D-1 (2017)
- GSFT-08 Fonts E/F-1 (2018)
- GSFT-09 Fonts G-1 (2019)
- GSFT-10 Fonts H-1 (2020)

### IIGS GAMES

- GSGM-01 Mean 18 Golf Courses 1 (2007)
- GSGM-01 Mean 18 Golf Courses 2 (2018)
- GSGM-03 Bouncing Bluster Boot Disk
- GSGM-04 Bouncing Bluster Data and Docs
- GSGM-05 Bouncing Bluster Construction Set

### IIGS GRAPHICS

- GSGX-01 Demo Disk A (2002)
- GSGX-02 Slide Show I (2004)
- GSGX-03 Slide Show 2 (2016)
- GSGX-04 Slide Show 3 (2017)
- GSGX-05 Nucleus Graphic Demo (2024)
- GSGX-06 Pics and Utilities 1
- GSGX-07 Pics and Utilities 2
- GSGX-08 Pics and Utilities 3

### IIGS HYPERSTUDIO (12 DISK SET \$36)

- GSHS-01 HyperStuio System - Demo Version
- GSHS-02 HS.Demo - Demo Version
- GSHS-03 HS Sounds - Demo Version
- GSHS-04 More Stacks - Demo Version
- GSHS-05 More Stacks 2 - Demo Version
- GSHS-06 Video Demo - Demo Version
- GSHS-07 Com Stack - Demo Version
- GSHS-08 MUG 087 - Demo Version
- GSHS-09 USA - Demo Version
- GSHS-10 Hs Art 2 - Demo Version
- GSHS-11 Misc. HS stacks 1
- GSHS-12 Misc. HS stacks 2

### IIGS ICONS

- GSIC-01 Icons 1 (2022)
- GSIC-02 Icons 2 (2027)

### IIGS MUSIC (7 DISK SET \$21)

- GSMU-01 SoundSmith and Songs
- GSMU-02 SoundSmith Songs 1
- GSMU-03 SoundSmith Songs 2
- GSMU-04 SoundSmith Songs 3
- GSMU-05 SoundSmith Songs 4
- GSMU-06 SoundSmith Songs 5
- GSMU-07 Diversi Tune (C) Songs 1

### IIGS MISCELLANEOUS

- GSMS-01 New Member's Disk (2000)
- GSMS-02 Demo Source Code 1 (2005)
- GSMS-03 Demo Source Code 2 (2006)
- GSMS-04 Odd Bits 1 (2008)
- GSMS-05 Odd Bits 2 (2013)

### IIGS SOUNDS/IIGS MISC.

- GSSN-01 Sounds 1 (2014)
- GSSN-02 Sounds 2 - Nostalgia (2015)

FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES ( ) AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS



**FOR YOUR REFERENCE - THE NUMBERS SHOWN IN PARENTHESES ( ) AFTER THE DISK NAMES ARE THE OLD DISK NUMBERS**

**IIGS TUTOR TECH**

GSTT-01 WAP Stack (2019)

**IIGS UTILITIES**

GSUT-01 Utilities 1 and Pictures A (2001)  
 GSUT-02 Jumpstart Program Selector (2021)  
 GSUT-03 Utilities 2 (2028)  
 GSUT-04 Utilities 3 (2029)

**APPLE ///DISKS**

THESE ARE ALL 5.25" DISKS

**/// 3E2P & AW TEMPLATES**

3ZAW-01 Applewks & /// EZP Bus. Tem  
 3AWZ-02 Checkbook Plus by Lomartire

**/// BUSINESS BASIC**

3BSB-01 Pohlman Disk 01 (1017)  
 3BSB-02 Pohlman Disk 02 (1018)  
 3BSB-03 Pohlman Disk 03 (1019)  
 3BSB-04 Pohlman Disk 04 (1020)  
 3BSB-05 Pohlman Disk 05 (1021)  
 3BSB-06 PPT Demo / Basic Helps (1098)  
 3BSB-07 BASIC 1.23 & Utils\

**/// GAMES**

3GAM-01 Games 01 (1001)  
 3GAM-02 Games for Kids (1007)  
 3GAM-03 Cap'n Magneto - Revised 1/89

**/// GRAPHICS**

3GRX-01 Sketchpad & Slideshow (1012)  
 3GRX-02 Fig Factory Manual (1069)  
 3GRX-03 Fig Factory - Black & White  
 3GRX-04 Fig Factory - Color (1071)  
 3GRX-05 Raster Graphics Tool Kit (1072)  
 3GRX-06 3-D Modeling Tool Kit (1073)  
 3GRX-07 Chartmaker /// (1074)  
 3GRX-08 Graphics Utilities (1075)  
 3GRX-09 Graphics Disk 01 (1062)  
 3GRX-10 Graphics Disk 02 (1076)  
 3GRX-11 Graphics Disk 03 (1077)  
 3GRX-12 Graphics Disk 04 (1078)  
 3GRX-13 Graphics Disk 05 (1079)  
 3GRX-14 Graphics Disk 06 (1080)  
 3GRX-15 Calendar by Bloom (1081)  
 3GRX-16 Typewriter Art 01 (1082)  
 3GRX-17 Typewriter Art 02 (1083)  
 3GRX-18 Poster by Bloom (1084)

3GRX-19 Raster Demo / Tmapio  
 3GRX-20 Icon Demo / Tfont  
 3GRX-21 Trixelmap Demo / Mask Demo  
 3GRX-22 Tmem Demo / Treets Demo  
 3GRX-23 GIF Graphics 01  
 3GRX-24 GIF Graphics 02  
 3GRX-25 GIF Graphics 03  
 3GRX-26 GIF Graphics 04  
 3GRX-27 Grafixworks 1 and 2 (Shareware)  
 3GRX-28 Grafixworks 3 and 4 (Shareware)

**/// INFORMATION**

3INF-01 WAP /// SIG PD Catalog (1000)  
 3INF-02 New Member Disk (1005)  
 3INF-03 Best of MAUG (1008)  
 3INF-04 Best of The Source (1009)  
 3INF-05 Best of TAU (1010)  
 3INF-06 Best of ATUNC (1055)  
 3INF-07 Best of ///'s Company 01 (1015)  
 3INF-08 Best of ///'s Company 02 (1057)  
 3INF-09 The Best of Bloom (1035)  
 3INF-10 Impert's Corner by Bloom (1096)  
 3INF-11 Phase /// Conference Plus! (1047)  
 3INF-12 Best of Ottalini 01 (1040)  
 3INF-13 Best of Ottalini 02 (1058)  
 3INF-14 Best of Ottalini 03 (1059)  
 3INF-15 Best of Ottalini 04 (1087)  
 3INF-16 Best of Pair BBS

**/// MISCELLANEOUS**

3MSC-01 File Cabinet / Sort Directory  
 3MSC-02 Contributions 01 (1053)  
 3MSC-03 Contributions 02 (1061)  
 3MSC-04 Contributions 03 (1086)  
 3MSC-05 Le Grayhaven Cookbook Plus!  
 3MSC-06 Double Boot - SOS / ProDOS  
 3MSC-07 Apple /// Demo Disk #1 (1100)  
 3MSC-08 Apple /// Demo Disk #2 (1101)  
 3MSC-09 Apple /// Demo Disk #3 (1102)  
 3MSC-10 Apple /// Plus Demo-Pascal  
 3MSC-11 Best of Salerno  
 3MSC-12 Apple II Boot Disk

**/// REPAIRS**

3REP-01 A3 Diagnostics 01 (1013)  
 3REP-02 A3 Diagnostics 02 / Block Edit  
 3REP-03 Repairing your A3 (1088)  
 3REP-04 Brain Surgeon (1089)  
 3REP-05 Disk Map (1090)  
 3REP-06 Disk Check & Pro Health (1091)

3REP-07 Vindicator & Catalyst Fixer (1092)  
 3REP-08 Block Editor & Block Byter (1093)  
 3REP-09 Jeppson Disassembler (1095)

**/// TELECOMMUNICATIONS**

3TEL-01 Telecom 01 (1063)  
 3TEL-02 Telecom 02 / Access /// (1064)  
 3TEL-03 Telecom 03 (1065)  
 3TEL-04 Kermit /// (1066)  
 3TEL-05 XModem /// (1067)  
 3TEL-06 TerminALL Manual - 7/89 (1032)  
 3TEL-07 TerminALL Program - 1/89 (1033)  
 3TEL-08 WAP TCS Disk

**/// UTILITIES**

3UTL-01 System Utils & Data Disk (1004)  
 3UTL-02 Apple II Emulation 01 (1043)  
 3UTL-03 Apple II Emulation 02 (1044)  
 3UTL-04 SOS Drivers (1052)  
 3UTL-05 Basic Boot Disk (1014)  
 3UTL-06 Basic Utilities 01 (1002)  
 3UTL-07 Programmers Power Tools (1056)  
 3UTL-08 Applecon (1016)  
 3UTL-09 Diskmaker / Appleseds (1045)  
 3UTL-10 Basic XT / Basic Utils 02 (1022)  
 3UTL-11 The Retriever (1023)  
 3UTL-12 Power Print /// (1024)  
 3UTL-13 Disk Window ///+ - 2/89 (1025)  
 3UTL-14 Source Window Data Window (1026)  
 3UTL-15 Powercat / Basic XRF (1027)  
 3UTL-16 Basic Extension (1031)  
 3UTL-17 Power Keys DM+ (1034)  
 3UTL-18 Ram+3 / Two-n-Fro /// 128K (1036)  
 3UTL-19 Basic GTO (1051)  
 3UTL-20 CustomFont Manual (1037)  
 3UTL-21 CustomFont (1038)  
 3UTL-22 Fonts 01 (1039)  
 3UTL-23 D3 Backup by Bloom (1011)  
 3UTL-24 Gucspar by Bloom (1042)  
 3UTL-25 ASCIDIF by Bloom - 4/88 (1028)  
 3UTL-26 MLM Manual by Bloom (1068)  
 3UTL-27 MLM Utilities by Bloom 01 (1048)  
 3UTL-28 MLM Utilities by Bloom 02 (1049)  
 3UTL-29 MLM Utilities by Bloom 03 (1050)  
 3UTL-30 AppleWriter to 3 EZP by Bloom (1085)  
 3UTL-31 Pascal Menu Maker (1054)

**/// WORD PROCESSING**

3WDP-01 AppleWriter (1006)  
 3WDP-02 Footnote /// (1003)  
 3WDP-03 Ink Well Manual (1029)  
 3WDP-04 Ink Well Program (1030)  
 3WDP-05 AppleWriter Demo

**DISKETTERIA ORDER FORM**

ARE YOU A MEMBER OF WASHINGTON APPLE PI, LTD.? YES/NO

IF YES, MEMBER NUMBER \_\_\_\_\_

All payments must be in U.S. funds drawn against U.S. banking institutions

Mail this form with your check to:  
 Washington Apple Pi, Ltd.  
 7910 Woodmont Avenue, Suite 910  
 Bethesda, MD 20814

**PRICES:**

ALL 5.25" DISKS \$2.00 EA.  
 1-4 3.5" DISKS \$4.00 EA.  
 5 OR MORE 3.5" DISKS \$3.50 EA.  
 COMPLETE SERIES 3.5" DISKS \$3.00 EA.  
 POSTAGE: \$1.00 / DISK (MAX. \$5.00)  
 NON MEMBERS ADD \$3.00 PER DISK (Or join WAP!!)

\*\*Please note that all 5.25" disks are double sided unless the disk number is followed by \*\*  
 \*Disk numbers followed by \* require disk #EAMN-03 to start game.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY, STATE, ZIP \_\_\_\_\_

DAY PHONE \_\_\_\_\_ EVE PHONE \_\_\_\_\_

**INDICATE DISK NUMBERS**

\_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_  
 \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_

\_\_\_\_\_ DISKS @ \$4.00 = \_\_\_\_\_

\_\_\_\_\_ DISKS @ 3.50 = \_\_\_\_\_

\_\_\_\_\_ DISKS @ \$3.00 = \_\_\_\_\_

\_\_\_\_\_ DISKS @ \$2.00 = \_\_\_\_\_

POSTAGE \_\_\_\_\_

**TOTAL =** \_\_\_\_\_

# MACINTOSH DISKETTERIA ORDER FORM

<b>Anti-Virus Utilities</b> ___ 5 disk set; \$15 ___ 1.01A - AV 1 ___ 1.02A - AV 2 ___ 1.03A - AV 3 ___ 1.04A - AV 4 ___ 1.05 - AV 5  <b>Desk Accessories</b> ___ 10 disk set; \$30 ___ 2.01B - DAs 1 ___ 2.02B - DAs 2 ___ 2.03B - DAs 3 ___ 2.04B - DAs 4 ___ 2.05B - DAs 5 ___ 2.06B - DAs 6 ___ 2.07B - DAs 7 ___ 2.08B - DAs 8 ___ 2.09B - DAs 9 ___ 2.10B - DAs 10  <b>FKeys (Function Keys)</b> ___ 2 disk set ___ 4.01A - Fks 1 ___ 4.02A - Fks 2  <b>ImageWriter Fonts</b> ___ 15 disk set; \$45 ___ 5.01 - IW 1 ___ 5.02 - IW 2 ___ 5.03 - IW 3 ___ 5.04 - IW 4 ___ 5.05 - IW 5 ___ 5.06 - IW 6 ___ 5.07 - IW 7 ___ 5.08 - IW 8 ___ 5.09 - IW 9 ___ 5.10 - IW 10 ___ 5.11 - IW 11 ___ 5.12 - IW 12 ___ 5.13 - IW 13 ___ 5.14 - IW 14 ___ 5.15 - IW 15  <b>LaserWriter Fonts</b> ___ 5 disk set; \$15 ___ 6.01 - LW 1 ___ 6.02 - LW 2 ___ 6.03 - LW 3 ___ 6.04 - LW 4 ___ 6.05 - LW 5  <b>INITs &amp; cdevs</b> ___ 16 disk set; \$48 ___ 9.01 - I/C 1 ___ 9.02 - I/C 2	___ 9.03 - I/C 3 ___ 9.04 - I/C 4 ___ 9.05 - I/C 5 ___ 9.06 - I/C 6 ___ 9.07 - I/C 7 ___ 9.08 - I/C 8 ___ 9.09 - I/C 9 ___ 9.10 - I/C 10 ___ 9.11 - I/C 11 ___ 9.12 - I/C 12 ___ 9.13 - I/C 13 ___ 9.14 - I/C 14 ___ 9.15 - I/C 15 ___ 9.16 - I/C 16  <b>Miscellaneous</b> ___ 2 disk set ___ 10.01 - M 1 ___ 10.02 - M 2  <b>Paintings (MacPnt)</b> ___ 5 disk set; \$15 ___ 11.01 - P 1 ___ 11.02 - P 2 ___ 11.03 - P 3 ___ 11.04 - P 4 ___ 11.05 - P 5  <b>Digitized Sounds</b> ___ 31 disk set; \$93 ___ 12.01 - S 1 ___ 12.02 - S 2 ___ 12.03 - S 3 ___ 12.04 - S 4 ___ 12.05 - S 5 ___ 12.06 - S 6 ___ 12.07 - S 7 ___ 12.08 - S 8 ___ 12.09 - S 9 ___ 12.10 - S 10 ___ 12.11 - S 11 ___ 12.12 - S 12 ___ 12.13 - S 13 ___ 12.14 - S 14 ___ 12.15 - S 15 ___ 12.16 - S 16 ___ 12.17 - S 17 ___ 12.18 - S 18 ___ 12.19 - S 19 ___ 12.20 - S 20 ___ 12.21 - S 21 ___ 12.22 - S 22 ___ 12.23 - S 23 ___ 12.24 - S 24 ___ 12.25 - S 25 ___ 12.26 - S 26	___ 12.27 - S 27 ___ 12.28 - S 28 ___ 12.29 - S 29 ___ 12.30 - S 30 ___ 12.31 - S 31  <b>Telecommunications</b> ___ 9 disk set; \$27 ___ 13.01 - T 1 ___ 13.02 - T 2 ___ 13.03 - T 3 ___ 13.04 - T 4 ___ 13.05 - T 5 ___ 13.06 - T 6 ___ 13.07 - T 7 ___ 13.08 - T 8 ___ 13.09 - T 9  <b>Programmer/Hacker</b> ___ 22 disk set; \$66 ___ 14.01 - PH 1 ___ 14.02 - PH 2 ___ 14.03 - PH 3 ___ 14.04 - PH 4 ___ 14.05 - PH 5 ___ 14.06 - PH 6 ___ 14.07 - PH 7 ___ 14.08 - PH 8 ___ 14.09 - PH 9 ___ 14.10 - PH 10 ___ 14.11 - PH 11 ___ 14.12 - PH 12 ___ 14.13 - PH 13 ___ 14.14 - PH 14 ___ 14.15 - PH 15 ___ 14.16 - PH 16 ___ 14.17 - PH 17 ___ 14.18 - PH 18 ___ 14.19 - PH 19 ___ 14.20 - PH 20 ___ 14.21 - PH 21 ___ 14.22 - PH 22  <b>Miscellaneous Utils</b> ___ 11 disk set; \$33 ___ 15.01A - MU 1 ___ 15.02A - MU 2 ___ 15.03A - MU 3 ___ 15.04A - MU 4 ___ 15.05A - MU 5 ___ 15.06A - MU 6 ___ 15.07A - MU 7 ___ 15.08A - MU 8 ___ 15.09A - MU 9 ___ 15.10A - MU 10 ___ 15.11A - MU 11	<b>System Utils</b> ___ 13 disk set; \$39 ___ 16.01B - SU 1 ___ 16.02B - SU 2 ___ 16.03B - SU 3 ___ 16.04B - SU 4 ___ 16.05B - SU 5 ___ 16.06B - SU 6 ___ 16.07B - SU 7 ___ 16.08B - SU 8 ___ 16.09B - SU 9 ___ 16.10B - SU 10 ___ 16.11B - SU 11 ___ 16.12B - SU 12 ___ 16.13B - SU 13  <b>Word Processing Utils</b> ___ 6 disk set; \$18 ___ 17.01 - WP 1 ___ 17.02 - WP 2 ___ 17.03 - WP 3 ___ 17.04 - WP 4 ___ 17.05 - WP 5 ___ 17.06 - WP 6  <b>Adobe Screen Fonts</b> ___ 16 disk set; \$48 ___ 18.01A - AF 1 ___ 18.02A - AF 2 ___ 18.03A - AF 3 ___ 18.04A - AF 4 ___ 18.05A - AF 5 ___ 18.06A - AF 6 ___ 18.07A - AF 7 ___ 18.08A - AF 8 ___ 18.09A - AF 9 ___ 18.10A - AF 10 ___ 18.11A - AF 11 ___ 18.12A - AF 12 ___ 18.13A - AF 13 ___ 18.14A - AF 14 ___ 18.15A - AF 15 ___ 18.16A - AF 16  <b>HyperCard StackWare</b> ___ 40 disk set; \$117 ___ 19.01A - SW 1 ___ 19.02A - SW 2 ___ 19.03 - SW 3 ___ 19.04 - SW 4 ___ 19.05 - SW 5 ___ 19.06 - SW 6 ___ 19.07 - SW 7 ___ 19.08 - SW 8 ___ 19.09 - SW 9 ___ 19.10 - SW 10	___ 19.11 - SW 11 ___ 19.12 - SW 12 ___ 19.13 - SW 13 ___ 19.14 - SW 14 ___ 19.15 - SW 15 ___ 19.16 - SW 16 ___ 19.17 - SW 17 ___ 19.18 - SW 18 ___ 19.19 - SW 19 ___ 19.20 - SW 20 ___ 19.21 - SW 21 ___ 19.22 - SW 22 ___ 19.23 - SW 23 ___ 19.24 - SW 24 ___ 19.25 - SW 25 ___ 19.26 - SW 26 ___ 19.27 - SW 27 ___ 19.28 - SW 28 ___ 19.29 - SW 29 ___ 19.30 - SW 30 ___ 19.31 - SW 31 ___ 19.32 - SW 32 ___ 19.33 - SW 33 ___ 19.34 - SW 34 ___ 19.35 - SW 35 ----> 6 disk set; \$15  <b>HyperCard Update 1.2.5</b> ___ HC & Stacks - HC.01 ___ HC Help - HC.02 ___ HC Ideas - HC.03  <b>Serially Numbered</b> ___ Disk 30/92 ___ Disk 74/75 ___ Disk 77/78 ___ Disk 80/84 ___ Disk 85/89 ___ Disk 91/95 ___ Disk 96/104 ___ Disk 105/106 ___ Disk 108/128 ___ Disk 134/143 ___ Disk147 ___ Disk 150/151 ___ Disk 153  <b>Mac II Series</b> ___ 11 disk set; \$33 ___ 20.01 A - M II 1 ___ 20.02 A - M II 2 ___ 20.03 A - M II 3 ___ 20.04 A - M II 4 ___ 20.05 A - M II 5 ___ 20.06 A - M II 6 ___ 20.07 A - M II 7 ___ 20.08 A - M II 8 ___ 20.09 A - M II 9 ___ 20.10 A - M II 10 ___ 20.11 A - M II 11  <b>HyperCard External</b> ___ 5 disk set; \$15 ___ 21.01 - HE 1 ___ 21.02 - HE 2 ___ 21.03 - HE 3 ___ 21.04 - HE 4 ___ 21.05 - HE 5  <b>System Software 6.0.5</b> ___ 5 disk set; \$15 ___ SS1.ST ___ SS2.PT ___ SS3.U1 ___ SS4.U2 ___ SS5.NI
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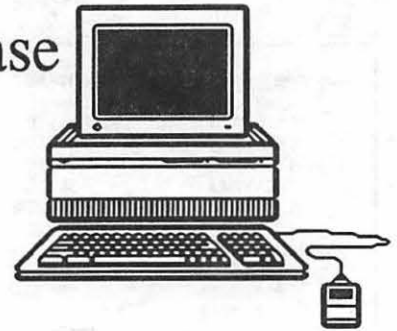
HyperCard Upgrade requires HyperCard proof of purchase; any of original disk, first page of manual, receipt or previous HyperCard Upgrade disk.

Mail this form with your check to: <b>Disketeria</b> Washington Apple Pi, Ltd. 7910 Woodmont Ave., Ste. 910 Bethesda, MD 20814	Are you a member of Washington Apple Pi, Ltd? Yes/No _____. If Yes, Member Number _____. All payments must be in U.S. funds drawn against U.S. banking institutions. Non-members add \$3.00 per disk to listed prices.																																									
<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;"><b>Number of Disks</b></td> <td style="width: 15%;"><b>Member Price each</b></td> <td style="width: 15%;"><b>Extended</b></td> <td style="width: 55%;"><b>Name</b></td> </tr> <tr> <td>___ Singles</td> <td></td> <td></td> <td rowspan="2">Box Number, Apartment, Suite, etc.</td> </tr> <tr> <td>___ 4 or less @</td> <td>\$ 4.00 =</td> <td>_____</td> </tr> <tr> <td>___ 5 or more @</td> <td>\$ 3.50 =</td> <td>_____</td> <td rowspan="2">Street Address</td> </tr> <tr> <td>___ Sets (marked above)</td> <td>\$ (above)</td> <td>_____</td> </tr> <tr> <td>___ + Postage - \$ 1.00 /disk,</td> <td></td> <td>_____</td> <td rowspan="2">City</td> </tr> <tr> <td>___ max \$ 5.00</td> <td></td> <td>_____</td> </tr> <tr> <td>___ Disk Catalogs</td> <td>\$ 3.00 =</td> <td>_____</td> <td>State</td> </tr> <tr> <td>___ + Postage @ \$ 1.50 ea.</td> <td></td> <td>_____</td> <td>ZIP Code</td> </tr> <tr> <td><b>TOTAL AMOUNT</b></td> <td></td> <td>_____</td> <td>Daytime telephone</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Evening telephone</td> </tr> </table>	<b>Number of Disks</b>	<b>Member Price each</b>	<b>Extended</b>	<b>Name</b>	___ Singles			Box Number, Apartment, Suite, etc.	___ 4 or less @	\$ 4.00 =	_____	___ 5 or more @	\$ 3.50 =	_____	Street Address	___ Sets (marked above)	\$ (above)	_____	___ + Postage - \$ 1.00 /disk,		_____	City	___ max \$ 5.00		_____	___ Disk Catalogs	\$ 3.00 =	_____	State	___ + Postage @ \$ 1.50 ea.		_____	ZIP Code	<b>TOTAL AMOUNT</b>		_____	Daytime telephone				Evening telephone	
<b>Number of Disks</b>	<b>Member Price each</b>	<b>Extended</b>	<b>Name</b>																																							
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## Macintosh - Group Purchase

### Project 100 +



## Thinking About Buying a Macintosh?

A group of us from various Macintosh User Groups (i.e. WAP and Pentagon MUG just to mention a few) are combining our buying power to buy Macintosh computers just in time for Christmas delivery (about December 15, 1990). Our objective is to have the first 100 firm commitments to buy Macintosh computers at the lowest possible price and to obtain the best possible service agreement.

The new low priced Macs are scheduled for shipment in October. There will be no restriction on the type of Macintosh you can purchase.

If you are interested please sign the sheet with your name, address, and phone number and we will contact you later. There is no obligation.

### **Here are the details:**

Interested Now - Sign the sheet and we will call you by 15 September.

Still interested on 15 October?      5% deposit of estimated retail value (refundable)

Still interested on 15 November?    Make commitment and pay 50% (non-refundable)

Still committed on 15 December?    Make final payment and pick up your new Macintosh.

The above details are preliminary and may change. If you have any questions or suggestions please call:

**(703) 818-9626**

**(703) 506-0861**





# Classified Advertisements

Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi. Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the 1st of each month for inclusion in the following month's issue. Any ads postmarked after that time will be included at the discretion of the Editor. Cost is \$2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi., Ltd., may place ads up to 3 lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

## **VOLUNTEERS NEEDED**

Your Users' Group needs you!! Washington Apple Pi needs volunteers to coordinate and/or help with the following tasks:

Apple II Tutorial Coordinator  
Tutorial Publicity Coordinator  
Apple II Disk Annotators  
Public Relations Coordinator

If you are interested in lending us a hand, please call Nancy at 301/654-8060.

## **WANTED**

Want to buy external hard drive (serial port) for Mac 512K. Call Cliff at 301/949-5258, 7-10 p.m.

## **HELP WANTED**

Office Assistant needed for Rental Office. Flexible hours. Should own a Mac Plus & live close to Congress Heights, S.E. Can work at home. Call Ms. Gabriel 202/898-2156.

## **HELP WANTED**

Dedicated Apple Sales Representative needed by Rockville facility of large franchised dealership. Must be familiar with both Apple II and Macintosh. Salary plus commission, benefits. Call Leon Clark at 301/340-9299.

## **HELP WANTED**

Part-time telemarketing using Columbia/Baltimore exchange. Call Robert at 301/730-2727.

## **MACINTOSH-LITERATE BOOKEEPER:**

5-8 hours twice monthly medical billing/accounting. Flex-time Day/eve/weekend. \$6-8/hr. Negotiable. Call 202/966-4091.

## **HELP WANTED**

Job positions available for Mac Artists. Please send resume to: Executive Presentations, Suite 101, 10215 Fernwood Road, Bethesda, MD 20817, Attn: Ethan

## **FOR SALE**

Apple IIGS complete system with software and printer and drives. Excellent condition. Call Barbara Schrader at 703/875-6579 or 301/843-7026.

## **FOR SALE**

Apple IIGS, Color monitor, 3.5" and 5.25" disk drives, 512K, software. Barely used. \$800 or best offer. Call 299-8391.

## **FOR SALE**

Apple IIc computer, with monochrome monitor, built in disk drive, extra software. \$500. Seikosha dot matrix printer, with near letter quality. Very good condition \$90. Phil Shapiro, (202)686-5465.

## **FOR SALE**

Apple IIc with second 5.25" disk drive, monitor, and much software. Asking \$450. Call Sid (301) 593-5270.

## **FOR SALE**

Complete Apple IIe system w/2 SSD drives, green Monitor ///, Hayes Micromodem, Dynax (Brother) DX-15 Daisy printer, all cables, DOS & CPM, software. Call (202) 872-9550 days. \$500 o.b.o.

## **FOR SALE**

Mac 512K w/ int & ext 800K drives, system disks, ImageWriter I, Apple 1200 Baud modem, software, and original manuals. \$750. Call Tom, 301/977-9243, 6-10 p.m. evenings.

## **FOR SALE**

Apple II3 with Apple monitor, 2 disk drives, 128K, software included, plus parallel and serial card. Contact Ian at 681-8534. ALL \$850.00

## **FOR SALE**

ImageWriter II - lightly used. \$350 or best offer. 770-0984

## **FOR SALE**

Okidata 92 printer \$125 or best offer. Call 202/333-1479.

## **FOR SALE**

800K Mac drives \$220/\$160 301/353-0014.

## **FOR SALE**

PageMaker 2, unopened \$250, Illustrator 88 unopened, \$150. Call Gil at 301/770-9470.

## **FOR SALE**

PixelPaint Version 1.1 (Mac II graphics program). Unopened. \$100. John Alvey (703) 280-1921 after 5:30 p.m.

## **FOR SALE**

Microsoft Works for the Macintosh, version 2.0, includes registration card, \$159. Supra 2400 Baud Modem, like new, \$99. Call Tom at 703/712-5133 (w) or 202/546-9479 (h).

## **FOR SALE**

INSIGHT ACCOUNTING series. V2.0 + upgrades, includes: G/L, A/R, A/P, Payroll and Inventory. Training manuals w/ demo disk, also. Good solid accounting system. Best offer. Call Larry or Wendy at RSO, Inc., (301) 953-2482 M-F 8:30 - 5:00.

## **FOR SALE/INSTRUCTION**

Wacom Pressure Sensitive, cordless graphic tablets let you pain and draw on the Mac like traditional art mediums. VAR Larry Ravitz Computer Graphics 301/891-2222.

## **SOFTWARE TRAINING**

Training in your office in Basic Macintosh skills, Excel, Word, Works, HyperCard, Powerpoint and more. Call Bill Gorman at 703/528-4405.

**YOUR AD COULD BE  
HERE.....CALL 301/654-  
8060 FOR DETAILS**

Hooray!!! Hurrah!!!

Finally, Washington Apple Pi is going to initiate a Mentor and Protege Program (MAPP).

Definition and Purpose: The word "*mentor*" comes from the name of an ancient Greek teacher who was responsible for his student's moral, physical, and mental development. He was the friend to whom Odysseus, when departing for Troy, gave the charge of his household. He was a wise and trusted counselor. In the same context, we think that mentoring is relevant today since there is a need for us to share our knowledge, experience, and values with less experienced Pi members and interested associates. We owe it to our members and the Apple/Macintosh community to invest our time for their growth and social development. Each of us can be a mentor. We all have experience to give if we have the heart, the spirit, and the caring attitude to share Apple/Macintosh experiences. Mentoring is simply giving your knowledge to other people. In turn, the protege can develop and become a sharing participant and experienced member who will someday impart the knowledge that he has gained to a new Pi member.

We will have new members (less than one year in WAP) paired with more experienced volunteer Pi members. The Mentor/Protege relationship is being established by:

- a. special interest
- b. geographical location/residence
- c. profession/work experience
- d. random selection

The Volunteer mentor and protege list is being established now. Please fill out the questionnaire on the reverse and mail to the Pi Office: 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814.

Mentor/Protege participants can enjoy the following benefits:

- a. One free Pi disk.
- b. Opportunity to preview/evaluate software.
- c. Attend Quarterly Social Hour and guest presentation (Nov 90)
- d. Attend Mentor / Protege Reception at Washington MacWorld (April 91)

Some suggested activities for mentor and proteges are:

- a. Provide welcome orientation to Washington Apple Pi
- b. Attend and meet at Pi Meetings
- c. Software assistance/training/telephone support
- d. Attend socials
- e. Meet quarterly on informal basis
- f. Have dinner/lunches together
- g. Advise protege of progress
- h. Occasional phone contact
- i. Attend computer shows together
- j. Encourage volunteerism
- k. Introduce protege at Pi meetings.
- l. Visit Pi office together for orientation and meet staff
- m. Introduce to key Pi member and other volunteers

**Mentor and Protege Survey Form**

Name: \_\_\_\_\_ Home phone \_\_\_\_\_

Address: \_\_\_\_\_ Work phone \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Please indicate your desire to participate in the Mentor / Protege Program.

I desire to participate:  As a protege  As a mentor

I prefer my mentor/protege to be based on one or more of the following:

We will try to accomodate your preferences.

Please identify appropriate interest or information below.

- special interest or SIG \_\_\_\_\_
- geographical location / residential area \_\_\_\_\_
- profession / work experience \_\_\_\_\_
- random selection / no preference \_\_\_\_\_
- Within same WAP SLICE \_\_\_\_\_
- Outside my SLICE \_\_\_\_\_
- Same sex \_\_\_\_\_
- By name request \_\_\_\_\_
- Same type of Apple/Mac \_\_\_\_\_

The type of Apple or Macintosh computer I have is: \_\_\_\_\_

I am a member of the following SIGs: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Please check the following if you are interested.

- Participating in a Pi ski trip
- Attending a family picnic/outing to the National Zoo
- Attend Rock 'n Roll Party

**Please mail this questionnaire to the Pi Office: 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. If you have any questions or suggestions please call Manny De Vera (703) 818-9626 or at work (703) 325-4994 between 12 and 1 o'clock. You may also call David Wood (301) 827-8805.**



# Washington Apple Pi GENERAL MEETING LOCATION Questionnaire

The location of the General Meeting has been changing on a monthly basis (sometimes more frequently). We understand that this is a tremendous inconvenience to the members and are in the process of rectifying the situation. However, before we can make any definite plans, we would like to hear from you. Please return this questionnaire by November 30, 1990.

1. Do you attend WAP General Meetings? (circle one)                      YES                      NO

If no, why not?

2. Please rate the following meeting criteria:

1 = NOT IMPORTANT    2 = SOMEWHAT IMPORTANT    3 = VERY IMPORTANT    4 = AN ABSOLUTE MUST

- \_\_\_\_\_ Close to a Metro stop
- \_\_\_\_\_ Close to the beltway
- \_\_\_\_\_ Free parking facilities
- \_\_\_\_\_ Comfortable seating
- \_\_\_\_\_ Appropriate environmental control (i.e. Heat ed in winter, Air Conditioned in summer)

3. Please consider the following areas as potential meeting locations, and indicate your first, second and third choices:

- |  |                               |
|--|-------------------------------|
| _____ Reston/Herndon (Dulles corridor) | _____ BethesdaChevy Chase     |
| _____ Falls Church/Vienna              | _____ Rockville               |
| _____ Tysons Corner/McLean             | _____ Potomac                 |
| _____ Fairfax City/Burke               | _____ Gaithersburg/Germantown |
| _____ Greenbelt/College Park           | _____ Arlington/Crystal City  |
| _____ Landover/New Carrollton/Bowie    | _____ Alexandria              |
| _____ Suitland/Clinton                 | _____ Springfield/Annandale   |
| _____ Laurel                           | _____ Woodbridge/Lorton       |

4. One of our options is to switch the meetings between regions. For example, on even numbered months (Feb., Apr., Jun., Aug., etc.) the meeting would be held in Northern Virginia; on odd numbered months (Jan., Mar., May, Jul., etc.) the meetings would be held in Suburban Maryland. (Note: The location in Virginia would always be the same, and likewise for the Maryland location.) Is this something you would like to see implemented? (circle one)

YES                      NO

If no, why not:

5. Other suggestion for improving the General Meetings.

Name \_\_\_\_\_ Phone (       ) \_\_\_\_\_

Please send questionnaire to: WAP, 7910 Woodmonth Avenue, Suite 910, Bethesda, MD 20814

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